

PRISM MAGIC SYSTEM

Prism of Magic: Homebrew System for D&D 5e

Version: 1.0 (Compiled November 10, 2025)

Authors: Collaborative (Grok + User)

Compatibility: D&D 5e (PHB + expansions)

Overview: Reimagines magic through **7 Prisms** (types). Spells are categorized per prism. **21 classes** (3 per prism) use **zero-cost casting** via **Strain** (1 per spell; max = CON mod + level; overstrain = 1d6 psychic damage/level).

- **Casting Rules:** Cantrips & 1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free (10 min, no strain). Resonance: +1d6 in thematic environments.
- **Progression:** Shared 1-20 table (ASI at 4/8/12/16/19; Extra Attack at 5 for martial/hybrid).
- **Subclasses (Aspects):** 4 per class at lvl 3 (e.g., Divine: Light, Death, Life, War).

Core Progression Table (All Classes)

Level	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Key Features
1	CON+1	1st	—	—	Prism Affinity (2 cantrips)
2	CON+2	—	—	—	Resonance Mastery (+1d6 in theme)
3	CON+3	2nd	4th	—	Aspect (subclass)
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack (martial/hybrid)
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo (themed bonus)
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge (enhanced effects)

10	CON+10	—	—	—	Prism Mastery (ignore strain 1/day)
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo (mass effects)
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive (2 spells/turn)
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant (capstone spell)
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal (ultimate power)

Hit Dice: d8 (Pure), d10 (Hybrid), d12 (Martial). **Proficiencies:** Light/medium armor, simple weapons (casters); shields, martial weapons (martial/hybrid).

Prism of Magic – COMPLETE SPELL LISTS (Final Version – All Changes Applied)

Sources: PHB, XGE, TCE, EEPC

Key: *D* = Damaging | *R* = Ritual | **Bold** = moved or added in this thread

1. DIVINE PRISM (~90 spells)

Resonance: +1d6 healing/radiant in temples/holy sites

Level	Spells
Cantrips	Guidance, Resistance, Sacred Flame <i>D</i> , Spare the Dying, Thaumaturgy, Toll the Dead <i>D</i> , Word of Radiance <i>D</i>
1st	Bless, Ceremony <i>R</i> , Command, Cure Wounds, Divine Favor, Healing Word, Heroism, Inflict Wounds <i>D</i> , Protection from Evil and Good, Purify Food and Drink, Sanctuary, Shield of Faith, Guiding Bolt <i>D</i>
2nd	Aid, Augury <i>R</i> , Calm Emotions, Continual Flame, Gentle Repose <i>R</i> , Lesser Restoration, Prayer of Healing, Spiritual Weapon, Warding Bond, Zone of Truth, Wall of Light <i>D</i>
3rd	Aura of Vitality, Beacon of Hope, Create Food and Water, Crusader's Mantle, Daylight, Life Transference, Mass Healing Word, Revivify, Spirit Guardians <i>D</i> , Spirit Shroud
4th	Aura of Life, Aura of Purity, Death Ward, Guardian of Faith

5th	Circle of Power, Commune <i>R</i> , Dawn <i>D</i> , Greater Restoration, Hallow <i>R</i> , Holy Weapon, Mass Cure Wounds, Raise Dead
6th	Blade Barrier <i>D</i> , Forbiddance <i>R</i> , Harm <i>D</i> , Heal, Heroes' Feast <i>R</i> , Planar Ally <i>R</i> , Primordial Ward, Tasha's Otherworldly Guise, Word of Recall
7th	Conjure Celestial, Divine Word, Resurrection, Temple of the Gods <i>R</i> , Crown of Stars <i>D</i>
8th	Holy Aura
9th	Mass Heal, True Resurrection

2. FEY PRISM (~115 spells)

Resonance: +1d6 charm/healing in forests/wilds

Level	Spells
Cantrips	Druidcraft, Magic Stone, Shillelagh, Thorn Whip <i>D</i>
1st	Animal Friendship, Beast Bond, Charm Person, Compelled Duel, Detect Poison and Disease, Ensnaring Strike, Entangle, Faerie Fire, Goodberry, Hail of Thorns <i>D</i> , Hunter's Mark, Speak with Animals, Sleep
2nd	Animal Messenger, Barkskin, Beast Sense, Cordon of Arrows, Find Steed, Find Traps, Hold Person, Moonbeam <i>D</i> , Pass without Trace, Spike Growth <i>D</i> , Suggestion, Tasha's Hideous Laughter, Crown of Madness, Silvery Barbs, Misty Step
3rd	Conjure Animals, Conjure Barrage, Bestow Curse, Hypnotic Pattern, Plant Growth, Speak with Plants, Water Walk, Wind Wall
4th	Charm Monster, Compulsion, Confusion, Conjure Woodland Beings, Dominate Beast, Freedom of Movement, Giant Insect, Grasping Vine, Guardian of Nature, Locate Creature, Summon Beast, Summon Fey
5th	Antilife Shell, Awaken, Commune with Nature, Conjure Volley, Dominate Person, Geas, Insect Plague <i>D</i> , Mass Suggestion, Swift Quiver, Tree Stride
6th	Conjure Fey, Otto's Irresistible Dance, Transport via Plants, Wind Walk
7th	Regenerate

8th Animal Shapes, Antipathy/Sympathy, Feeblemind, Tsunami *D*

9th Foresight, Dream, Shapechange, Storm of Vengeance *D*

3. ARCANES PRISM (~120 spells)

Resonance: +1d6 force/illusion in ley lines

Damaging spells = 7

Level	Spells
Cantrips	Blade Ward, Booming Blade <i>D</i> , Dancing Lights, Friends, Light, Mage Hand, Mending, Message, Minor Illusion, Prestidigitation, Sword Burst <i>D</i> , True Strike
1st	Alarm, Color Spray, Comprehend Languages, False Life, Feather Fall, Find Familiar, Identify, Illusory Script, Longstrider, Mage Armor, Magic Missile <i>D</i> , Silent Image, Tenser's Floating Disk, Unseen Servant, Borrowed Knowledge
2nd	Alter Self, Arcane Lock, Detect Thoughts, Enhance Ability, Enlarge/Reduce, Hold Person, Immovable Object, Knock, Magic Mouth, Magic Weapon, Mirror Image, Nystul's Magic Aura, Ray of Enfeeblement, Rope Trick, See Invisibility, Skywrite
3rd	Counterspell, Dispel Magic, Feign Death, Intellect Fortress, Leomund's Tiny Hut, Major Image, Nondetection, Phantom Steed, Sending, Tongues
4th	Arcane Eye, Fabricate, Hallucinatory Terrain, Leomund's Secret Chest, Mordenkainen's Faithful Hound, Mordenkainen's Private Sanctum, Otiluke's Resilient Sphere, Polymorph, Summon Aberration, Summon Construct
5th	Animate Objects <i>D</i> , Bigby's Hand, Contact Other Plane, Creation, Mislead, Modify Memory, Passwall, Planar Binding, Rary's Telepathic Bond, Programmed Illusion, Seeming, Wall of Force
6th	Contingency, Drawmij's Instant Summons, Flesh to Stone, Guards and Wards, Magic Jar, Soul Cage, Tasha's Otherworldly Guise

7th	Mordenkainen's Sword <i>D</i> , Etherealness, Forcecage, Mirage Arcane, Mordenkainen's Magnificent Mansion, Project Image, Sequester, Simulacrum, Symbol
8th	Clone, Demiplane, Maze, Mind Blank, Telepathy, Trap the Soul
9th	Astral Projection, Imprisonment, Prismatic Wall <i>D</i> , True Polymorph, Wish

Arcane Damaging (7): Booming Blade, Lightning Lure, Sword Burst, Magic Missile, Animate Objects, Mordenkainen's Sword, Prismatic Wall.

4. ELEMENTAL PRISM (~110 spells)

Resonance: +1d6 elemental in matching terrain

Level	Spells
Cantrips	Control Flames, Create Bonfire <i>D</i> , Fire Bolt <i>D</i> , Frostbite <i>D</i> , Gust, Mold Earth, Poison Spray <i>D</i> , Produce Flame <i>D</i> , Ray of Frost <i>D</i> , Shape Water, Shocking Grasp <i>D</i> , Thunderclap <i>D</i> , Lightning Lure <i>D</i>
1st	Absorb Elements, Burning Hands <i>D</i> , Chromatic Orb <i>D</i> , Create or Destroy Water, Earth Tremor <i>D</i> , Fog Cloud, Grease, Ice Knife <i>D</i> , Jump, Thunderwave <i>D</i>
2nd	Aganazzar's Scorchers <i>D</i> , Dust Devil, Earthbind, Flame Blade <i>D</i> , Flaming Sphere <i>D</i> , Gust of Wind, Heat Metal, Melf's Acid Arrow <i>D</i> , Maximilian's Earthen Grasp, Shatter <i>D</i> , Snillloc's Snowball Swarm <i>D</i> , Warding Wind

3rd	Call Lightning <i>D</i> , Elemental Weapon, Erupting Earth <i>D</i> , Flame Arrows, Gaseous Form, Lightning Arrow <i>D</i> , Melf's Minute Meteors <i>D</i> , Meld into Stone, Protection from Energy, Sleet Storm, Stinking Cloud, Tidal Wave <i>D</i> , Wall of Sand, Wall of Water
4th	Blight <i>D</i> , Conjure Minor Elementals, Control Water, Elemental Bane, Fire Shield, Ice Storm <i>D</i> , Stone Shape, Stoneskin, Storm Sphere <i>D</i> , Summon Elemental, Vitriolic Sphere <i>D</i> , Wall of Fire <i>D</i> , Watery Sphere
5th	Cloudkill <i>D</i> , Cone of Cold <i>D</i> , Conjure Elemental, Contagion, Control Winds, Immolation <i>D</i> , Transmute Rock, Wall of Stone
6th	Arcane Gate, Bones of the Earth, Chain Lightning <i>D</i> , Investiture of Flame/Ice/Stone/Wind, Move Earth, Otiluke's Freezing Sphere <i>D</i> , Sunbeam <i>D</i> , Wall of Ice
7th	Delayed Blast Fireball <i>D</i> , Fire Storm <i>D</i> , Prismatic Spray <i>D</i> , Whirlwind
8th	Control Weather, Earthquake <i>D</i> , Incendiary Cloud <i>D</i> , Sunburst <i>D</i>
9th	Meteor Swarm <i>D</i>

5. FIENDISH PRISM (~100 spells)

Resonance: +1d6 necrotic/fire in hell

Level	Spells
Cantrips	Eldritch Blast <i>D</i> , Green-Flame Blade <i>D</i>
1st	Armor of Agathys, Arms of Hadar <i>D</i> , Hex, Hellish Rebuke <i>D</i> , Ray of Sickness <i>D</i> , Tasha's Caustic Brew <i>D</i> , Witch Bolt <i>D</i>
2nd	Branding Smite <i>D</i> , Darkness, Enthrall, Tasha's Mind Whip <i>D</i>

3rd	Enemies Abound <i>D</i> , Hunger of Hadar <i>D</i> , Vampiric Touch <i>D</i>
4th	Banishing Smite <i>D</i> , Elemental Bane, Staggering Smite <i>D</i> , Summon Fiend
5th	Danse Macabre <i>D</i> , Destructive Smite <i>D</i> , Dominate Person, Enervation <i>D</i> , Infernal Calling, Negative Energy Flood <i>D</i> , Synaptic Static <i>D</i>
6th	Circle of Death <i>D</i> , Create Undead, Eyebite, Mental Prison <i>D</i> , Soul Cage
7th	Finger of Death <i>D</i> , Power Word Pain <i>D</i>
8th	Dominate Monster, Glibness, Maddening Darkness <i>D</i> , Power Word Stun
9th	Power Word Kill

6. SHADOW PRISM (~85 spells)

Resonance: +1d6 psychic/necrotic in darkness

Level	Spells
Cantrips	Chill Touch <i>D</i> , Sapping Sting <i>D</i>
1st	Cause Fear, Disguise Self, Inflict Wounds <i>D</i>
2nd	Blindness/Deafness, Invisibility, Gentle Repose, Mirror Image, Phantasmal Force <i>D</i> , Silence, Wither and Bloom <i>D</i>

3rd	Animate Dead, Fear, Life Transference, Speak with Dead, Spirit Shroud <i>D</i>
4th	Greater Invisibility, Death Ward, Hallucinatory Terrain, Phantasmal Killer <i>D</i> , Shadow of Moil, Summon Shadowspawn, Summon Undead
5th	Cloudkill <i>D</i> , Danse Macabre <i>D</i> , Enervation <i>D</i> , Mislead, Negative Energy Flood <i>D</i> , Programmed Illusion, Seeming
6th	Create Undead, Disintegrate <i>D</i>
7th	Finger of Death <i>D</i>
8th	Abi-Dalzim's Horrid Wilting <i>D</i> , Feeblemind, Maddening Darkness <i>D</i>
9th	Power Word Kill

7. SOLAR PRISM (~60 spells)

Resonance: +1d6 force under stars

Level	Spells
Cantrips	Guidance, Sapping Sting <i>D</i>
1st	Detect Evil and Good, Detect Magic, Dimension Door, Gift of Alacrity, Magnify Gravity, Catapult <i>D</i>

2nd	Misty Step, Fortune's Favor, Immovable Object, Locate Object, Kinetic Jaunt, Vortex Warp
3rd	Blink, Clairvoyance, Pulse Wave <i>D</i>
4th	Banishment, Divination, Gravity Fissure <i>D</i> , Gravity Sinkhole <i>D</i>
5th	Far Step, Teleportation Circle, Legend Lore, Scrying, Steel Wind Strike <i>D</i> , Temporal Shunt
6th	Arcane Gate, Find the Path, True Seeing
7th	Teleport, Plane Shift, Tether Essence, Scatter <i>D</i>
8th	Control Weather, Dark Star <i>D</i> , Reality Break <i>D</i>
9th	Gate, Time Ravage <i>D</i> , Time Stop

Aspects (Subclasses) – 4 Per Class

Each class chooses an **Aspect** at level 3 for thematic specialization (e.g., Divine Acolyte: Light – Radiant blasts; Death – Necrotic drain). Full details in progression tables (from previous messages).

- **Divine:** Light, Life, Death, War
- **Fey:** Beast, Bloom, Hunt, Trick
- **Arcane:** Illusion, Force, Creation, Mind
- **Elemental:** Fire, Ice, Storm, Earth
- **Fiendish:** Demon, Devil, Pact, Curse
- **Shadow:** Fear, Stealth, Undeath, Dream
- **Solar:** Time, Gravity, Fate, Light

Prism of Magic: Divine Prism Classes

Full Level 1–20 Progressions & Ability Descriptions

Below are the **three Divine Prism classes** (Acolyte, Radiant, Crusader) with **complete 1-20 tables** and **full ability descriptions**. All use the **shared progression framework** (Strain, casting tiers, ASIs). **Divine Spell List** (~80 spells) is included at the end.

Divine Prism Overview

Theme: Faith, healing, judgment, celestial authority.

Resonance: +1d6 to healing/radiant damage in temples/holy sites.

Casting: Zero cost; Strain 1 per spell. Cantrips/1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free.

Aspects (Lvl 3): Light (radiant), Life (healing), Death (necrotic), War (smites).

Hit Die: d8 (Acolyte), d10 (Radiant), d12 (Crusader).

Primary Ability: WIS (casters), STR (Crusader).

1. ACOLYTE (Pure Caster – d8 HD, WIS Primary)

Description: The Acolyte is the ultimate conduit of divine will, channeling godly power to mend the broken, smite the unholy, and raise the fallen. Fragile but potent, they excel in group healing and battlefield control. Proficiencies: Light armor, simple weapons, Insight, Religion. Starting Equipment: Holy symbol, robes, mace, prayer book.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Divine Affinity , 2 cantrips
2	CON+2	—	—	—	Channel Divinity (2/rest)
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Divine Intervention
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI

17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Divine Affinity (Lvl 1):** Access full Divine spell list. Start with 2 cantrips (*Sacred Flame*, *Guidance*) and 3 1st-level spells.
- **Channel Divinity (Lvl 2):** 2/rest. **Radiant Burst:** 30ft, 5d10 radiant (DC WIS). **Mass Heal:** 10 creatures, 70 HP split.
- **Aspect (Lvl 3):** Choose Light/Life/Death/War (features below).
- **Divine Intervention (Lvl 5):** 1/week, call deity for aid (DM fiat, e.g., *Wish*-like).
- **Prism Echo (Lvl 7):** Spells affect undead (e.g., *Cure Wounds* damages).
- **Resonance Surge (Lvl 9):** +1d6 radiant/healing in resonance.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass version of Echo (e.g., mass heal undead).
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Mass Heal* auto-success.
- **Prism Eternal (Lvl 20):** Immune death 1/long rest, auto-*True Resurrection*.

2. RADIANT (Hybrid – d10 HD, WIS Primary)

Description: The Radiant fuses divine power with natural vitality, creating healing auras and radiant barriers. Versatile, they mix support with melee. Proficiencies: Medium armor, shields, simple/martial weapons, Nature, Medicine. Starting Equipment: Holy symbol, scale mail, quarterstaff, shield.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Radiant Affinity , 2 cantrips
2	CON+2	—	—	—	Holy Bloom
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI

17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Radiant Affinity (Lvl 1):** Access 75% Divine list. Start with *Healing Word*, *Faerie Fire*.
- **Holy Bloom (Lvl 2):** 10ft aura: allies heal 1d6/turn, enemies take 1d6 radiant.
- **Aspect (Lvl 3):** Sun/Moon/Stars/Earth.
- **Extra Attack (Lvl 5):** Attack twice.
- **Prism Echo (Lvl 7):** Heal plants/animals in aura.
- **Resonance Surge (Lvl 9):** +1d6 in nature.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass bloom heal.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Sunbeam*.
- **Prism Eternal (Lvl 20):** Healing oasis 1/long rest (60ft, 70 HP/turn).

3. CRUSADER (Martial – d12 HD, STR Primary)

Description: The Crusader is a divine warrior, embodying holy wrath through smites and oaths. Tanky frontline with multi-attacks and aura buffs. Proficiencies: Heavy armor, shields, martial weapons, Athletics, Intimidation. Starting Equipment: Holy symbol, chain mail, greatsword, shield.

Lvl	Strain	At-Will	Once/Turn	Once/Rest	Features
	Max	+1	+1	+1	

1	CON+1	1st	—	—	Crusader Affinity , 2 cantrips
2	CON+2	—	—	—	Divine Smite
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack (2)
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Extra Attack (3) , Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant

18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Crusader Affinity (Lvl 1):** Access 50% Divine list. Start with *Divine Favor*, *Shield of Faith*.
- **Divine Smite (Lvl 2):** Melee hit = +2d8 radiant (scales +1d8/5 levels).
- **Aspect (Lvl 3):** Vengeance/Devotion/Redemption.
- **Extra Attack (2) (Lvl 5):** Attack thrice at Lvl 11.
- **Prism Echo (Lvl 7):** Smite undead (+1d8 necrotic).
- **Resonance Surge (Lvl 9):** +1d6 vs evil.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Aura of courage (30ft, immune fear).
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Holy Aura*.
- **Prism Eternal (Lvl 20):** Crit on 19-20, immune fear.

Prism of Magic: Divine Prism – Aspects (Subclasses)

Detailed Effects for Each Class

The **Divine Prism** has **4 Aspects** (subclasses) chosen at **Lvl 3**. Each Aspect modifies **Acolyte (Pure Caster)**, **Radiant (Hybrid)**, and **Crusader (Martial)** differently, adding **5 features** (Lvls 3, 6, 11, 14, 18). All use **Strain** (1 per spell). **Resonance:** +1d6 healing/radiant in temples.

Aspect: Light – *Radiant Blasts, Auras, Purification*

Theme: Holy light that burns evil and shields the faithful.

Acolyte (Pure Caster)

- **Lvl 3:** +1d8 radiant to Divine spells.
- **Lvl 6: Aura of Light** – 30ft, allies gain +1 AC vs undead.
- **Lvl 11: Blind Evil** – Foes in aura blinded 1 turn (DC WIS, 1/turn).
- **Lvl 14: Radiant Explosion** – On kill, 3d10 radiant AoE.
- **Lvl 18: Solar Purity** – Immune necrotic/poison, *Dawn* at will.

Radiant (Hybrid)

- **Lvl 3:** +1d6 radiant on melee.
- **Lvl 6: Light Bloom** – Heal aura deals radiant to undead.
- **Lvl 11: Blinding Strike** – Crit blinds target.
- **Lvl 14: Radiant Shield** – Reaction block 5d10 damage.
- **Lvl 18: Solar Guardian** – Allies in aura immune fear/charm.

Crusader (Martial)

- **Lvl 3:** Smite +1d8 radiant.
 - **Lvl 6: Light Charge** – Dash + 2d6 radiant AoE.
 - **Lvl 11: Blinding Smite** – Smite blinds.
 - **Lvl 14: Radiant Aura** – 10ft, +1d6 radiant on attacks.
 - **Lvl 18: Solar Avenger** – Crit 18-20 vs evil.
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Aspect: Life – *Enhanced Healing, Revival, Vitality*

Theme: Unyielding life force that restores and prevents death.

Acolyte (Pure Caster)

- **Lvl 3:** Healing spells +level HP.

- **Lvl 6: Life Channel** – *Cure Wounds* as bonus action.
- **Lvl 11: Mass Stabilize** – Auto-stabilize 60ft.
- **Lvl 14: Prevent Death** – Ally at 0 HP gains 1 HP (1/turn).
- **Lvl 18: True Life** – *Resurrection* 1/short rest.

Radiant (Hybrid)

- **Lvl 3:** Heal aura +1d6/turn.
- **Lvl 6: Vital Bloom** – Allies regain 1d4 on hit.
- **Lvl 11: Life Shield** – Temp HP = level on heal.
- **Lvl 14: Revive Strike** – Kill = *Revivify* ally.
- **Lvl 18: Eternal Bloom** – Aura revives at 1 HP 1/long rest.

Crusader (Martial)

- **Lvl 3:** Smite heals 1d6.
- **Lvl 6: Life Charge** – Dash heals 2d6.
- **Lvl 11: Vital Smite** – Smite grants temp HP.
- **Lvl 14: Life Aura** – 10ft, allies heal 1d4/turn.
- **Lvl 18: Immortal Oath** – *Auto-Death Ward* 1/day.

Aspect: Death – *Necrotic Drain, Undead Control, Decay*

Theme: Mastery over death, turning life force against enemies.

Acolyte (Pure Caster)

- **Lvl 3:** +1d8 necrotic to spells.
- **Lvl 6: Death Channel** – *Inflict Wounds* as bonus action.
- **Lvl 11: Undead Command** – Control 2 undead.
- **Lvl 14: Life Drain** – Heal = half damage dealt.
- **Lvl 18: Death Lord** – *Create Undead* 1/rest.

Radiant (Hybrid)

- **Lvl 3:** Aura deals necrotic to undead.

- **Lvl 6: Death Bloom** – Kill = necrotic burst.
- **Lvl 11: Drain Strike** – Melee heals = damage.
- **Lvl 14: Undead Shield** – Temp HP from kills.
- **Lvl 18: Necrotic Garden** – Aura raises skeletons.

Crusader (Martial)

- **Lvl 3:** Smite +1d8 necrotic.
- **Lvl 6: Death Charge** – Dash + 2d6 necrotic.
- **Lvl 11: Necrotic Smite** – Smite drains max HP.
- **Lvl 14: Death Aura** – 10ft, 1d6 necrotic/turn.
- **Lvl 18: Reaper** – Kill raises zombie.

Aspect: War – *Smites, Buffs, Holy Wrath*

Theme: Divine warfare, empowering allies and crushing foes.

Acolyte (Pure Caster)

- **Lvl 3:** +1d6 to smite spells.
- **Lvl 6: War Channel** – *Spiritual Weapon* as bonus.
- **Lvl 11: Mass Buff** – *Bless* 60ft.
- **Lvl 14: Holy Wrath** – Foes in aura disadvantage.
- **Lvl 18: War God** – *Crusader's Mantle* at will.

Radiant (Hybrid)

- **Lvl 3:** Melee +1d6 radiant.
- **Lvl 6: War Bloom** – Aura +1 attack.
- **Lvl 11: Battle Strike** – Crit +2d8.
- **Lvl 14: War Shield** – Reaction +5 AC.
- **Lvl 18: Battlefield Lord** – Allies +1d4 attacks in aura.

Crusader (Martial)

- **Lvl 3:** Smite +1d8.

- **Lvl 6: War Charge** – Dash + attack.
- **Lvl 11: War Smite** – Smite +2d8.
- **Lvl 14: War Aura** – 10ft, +1d4 damage.
- **Lvl 18: War Avatar** – Crit 18-20.

Prism of Magic: Fey Prism Classes

Full Level 1–20 Progressions & Ability Descriptions

Below are the **three Fey Prism classes** (Wildkin, Beastlord, Verdant) with **complete 1-20 tables** and **full ability descriptions**. All use the **shared progression framework** (Strain, casting tiers, ASIs). **Fey Spell List** (~90 spells) is included at the end.

Fey Prism Overview

Theme: Nature, charm, growth, trickery, beasts.

Resonance: +1d6 to charm/healing in forests/wilds.

Casting: Zero cost; Strain 1 per spell. Cantrips/1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free.

Aspects (Lvl 3): Beast (summons), Bloom (healing/plants), Hunt (tracking), Trick (illusions).

Hit Die: d8 (Wildkin), d10 (Beastlord), d12 (Verdant).

Primary Ability: CHA (casters), WIS (Beastlord), STR (Verdant).

1. WILDKIN (Pure Caster – d8 HD, CHA Primary)

Description: The Wildkin is a fey spellweaver, commanding beasts, plants, and charm to reshape the battlefield. They excel in summons and control, using *Conjure Animals* and *Dominate Beast*. Role: Summoner/Controller. Proficiencies: Light armor, simple weapons, Nature, Performance. Starting Equipment: Fey token, robes, quarterstaff, drum.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
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1	CON+1	1st	—	—	Fey Affinity , 2 cantrips
2	CON+2	—	—	—	Fey Step
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Wild Shape
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Fey Affinity (Lvl 1):** Access full Fey spell list. Start with 2 cantrips (*Druidcraft*, *Thorn Whip*) and 3 1st-level spells.
- **Fey Step (Lvl 2):** Bonus Action teleport 30ft + *Entangle* in origin (DC CHA).
- **Aspect (Lvl 3):** Choose Beast/Bloom/Hunt/Trick (features below).
- **Wild Shape (Lvl 5):** CR 1 beast/plant (scales to CR 6 at 17).
- **Prism Echo (Lvl 7):** Spells affect plants (e.g., *Charm Person* on treants).
- **Resonance Surge (Lvl 9):** +1d6 charm/healing in resonance.

- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass version of Echo (e.g., mass plant charm).
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Awaken* auto-success.
- **Prism Eternal (Lvl 20):** **Fey Sovereign** – Command fey in 10 miles, *Shapechange* at will.

2. BEASTLORD (Hybrid – d10 HD, WIS Primary)

Description: The Beastlord bonds with animals, leading packs to overwhelm foes. They mix summons with melee, using companions as bonus attacks. Role: Pack Leader/Skirmisher. Proficiencies: Medium armor, simple/martial weapons, Animal Handling, Survival. Starting Equipment: Beast whistle, hide armor, scimitar, bow.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Beast Affinity , 2 cantrips
2	CON+2	—	—	—	Beast Bond
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature

15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Beast Affinity (Lvl 1):** Access 75% Fey list. Start with *Speak with Animals*, *Hunter's Mark*.
- **Beast Bond (Lvl 2):** Summon CR 1 beast companion (attacks as bonus).
- **Aspect (Lvl 3):** Pack/Alpha/Swarm.
- **Extra Attack (Lvl 5):** Attack twice.
- **Prism Echo (Lvl 7):** Command beasts in 60ft.
- **Resonance Surge (Lvl 9):** +1d6 vs beasts.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Summon horde (8 beasts).
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Shapechange* (beast).
- **Prism Eternal (Lvl 20):** **Alpha** – Command all beasts in 1 mile.

3. VERDANT (Martial – d12 HD, STR Primary)

Description: The Verdant is a living weapon of the wild, wielding plant-based strikes and terrain control. Tanky frontline with entangling melee. Role: Plant Tank/DPS. Proficiencies: Medium armor, martial weapons, Athletics, Survival. Starting Equipment: Vine sword, bark armor, longbow.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Verdant Affinity , 2 cantrips
2	CON+2	—	—	—	Verdant Strike
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI

5	CON+5	3rd	5th	—	Extra Attack (2)
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Extra Attack (3) , Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone

Ability Descriptions:

- **Verdant Affinity (Lvl 1):** Access 50% Fey list. Start with *Thorn Whip*, *Spike Growth*.
 - **Verdant Strike (Lvl 2):** Weapon = living plant (+1d6 piercing, entangle on crit).
 - **Aspect (Lvl 3):** Root/Thorn/Vine.
 - **Extra Attack (2) (Lvl 5):** Attack thrice at Lvl 11.
 - **Prism Echo (Lvl 7):** Entangle on hit (DC STR).
 - **Resonance Surge (Lvl 9):** +1d6 in nature.
 - **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
 - **Greater Echo (Lvl 13):** Wall of vines (60ft).
 - **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
 - **Prism Ascendant (Lvl 17):** *Tsunami* (vines).
 - **Prism Eternal (Lvl 20):** **Living Forest** – Entangle 60ft aura.
-

Prism of Magic: Fey Prism – Aspects (Subclasses)

Detailed Effects for Each Class

The **Fey Prism** has **4 Aspects** (subclasses) chosen at **Lvl 3**. Each Aspect modifies **Wildkin (Pure Caster)**, **Beastlord (Hybrid)**, and **Verdant (Martial)** differently, adding **5 features** (Lvl 3, 6, 11, 14, 18). All use **Strain** (1 per spell). **Resonance**: +1d6 charm/healing in forests/wilds.

Aspect: Beast – *Animal Summons, Pack Tactics, Primal Kinship*

Theme: Command beasts, enhance summons, bond with the wild pack.

Wildkin (Pure Caster)

- **Lvl 3**: +1d8 damage to beast summons.
- **Lvl 6: Beast Channel** – *Conjure Animals* as bonus action (1/turn).
- **Lvl 11: Pack Horde** – Double summoned beasts.
- **Lvl 14: Primal Bond** – Beasts immune charm/fear.
- **Lvl 18: Beast Sovereign** – Command all beasts 1 mile (1/day).

Beastlord (Hybrid)

- **Lvl 3**: Companion +1d6 damage.
- **Lvl 6: Pack Tactics** – Advantage if ally near target.
- **Lvl 11: Horde Call** – Summon 2 extra companions.
- **Lvl 14: Alpha Strike** – Companion crits on your command.
- **Lvl 18: Wild Pack** – All beasts in 60ft obey.

Verdant (Martial)

- **Lvl 3**: Melee +1d6 piercing (beast claws).
 - **Lvl 6: Beast Charge** – Dash + beast summon.
 - **Lvl 11: Pack Smite** – Strike summons beast ally.
 - **Lvl 14: Primal Rage** – Enter beast form (advantage attacks).
 - **Lvl 18: Beast Lord** – Command beasts as reaction.
-

Aspect: Bloom – *Growth, Healing, Natural Renewal*

Theme: Plants heal, entangle, and restore life force.

Wildkin (Pure Caster)

- **Lvl 3:** Healing spells +level HP via plants.
- **Lvl 6: Bloom Aura** – 30ft, allies heal 1d6/turn.
- **Lvl 11: Mass Bloom** – *Goodberry* x10.
- **Lvl 14: Regrowth** – Restore limb/missing part.
- **Lvl 18: Eternal Bloom** – *Regenerate* 1/short rest.

Beastlord (Hybrid)

- **Lvl 3:** Companion heals 1d6 on kill.
- **Lvl 6: Vine Bond** – Companion regrows on death.
- **Lvl 11: Healing Pack** – Allies heal 1d4 via companion.
- **Lvl 14: Bloom Strike** – Hit heals self/ally.
- **Lvl 18: Life Grove** – 30ft, constant *Goodberry*.

Verdant (Martial)

- **Lvl 3:** Melee +1d6 piercing (vine whip).
- **Lvl 6: Bloom Charge** – Dash heals 2d6.
- **Lvl 11: Vital Smite** – Smite grants temp HP.
- **Lvl 14: Bloom Aura** – 10ft, allies heal 1d4/turn.
- **Lvl 18: Verdant Renewal** – *Auto-Regenerate* 1/day.

Aspect: Hunt – *Tracking, Precision, Predator Instinct*

Theme: Stalk prey, mark targets, unleash hunter's fury.

Wildkin (Pure Caster)

- **Lvl 3:** *Hunter's Mark* at-will.
- **Lvl 6: Hunt Channel** – *Hunter's Mark* as bonus action.
- **Lvl 11: Pack Hunt** – Marked takes +1d6 from allies.
- **Lvl 14: Deadly Track** – Teleport to marked.
- **Lvl 18: Apex Predator** – Marked auto-crit 1/turn.

Beastlord (Hybrid)

- **Lvl 3:** Companion +1d6 vs marked.
- **Lvl 6: Hunt Bond** – Companion tracks marked.
- **Lvl 11: Swift Hunt** – Dash to marked.
- **Lvl 14: Predator Strike** – Companion +2d6 vs marked.
- **Lvl 18: Hunter's Pack** – All allies +1d6 vs marked.

Verdant (Martial)

- **Lvl 3:** Melee +1d6 vs marked.
 - **Lvl 6: Hunt Charge** – Dash + mark.
 - **Lvl 11: Marked Smite** – Smite +2d6 vs marked.
 - **Lvl 14: Predator Aura** – 10ft, +1d6 vs marked.
 - **Lvl 18: Apex Hunter** – Crit 19-20 vs marked.
-

Aspect: Trick – *Illusions, Glamour, Deception*

Theme: Fey trickery, beguiling illusions, reality-warping lies.

Wildkin (Pure Caster)

- **Lvl 3:** +1d6 psychic to illusions.
- **Lvl 6: Trick Channel** – *Phantasmal Force* as bonus.
- **Lvl 11: Mass Glamour** – *Hypnotic Pattern* 60ft.
- **Lvl 14: Fey Lie** – Illusions become real (1/short rest).
- **Lvl 18: Dream Weaver** – *Weird* 1/rest.

Beastlord (Hybrid)

- **Lvl 3:** Companion invisible in dim light.
- **Lvl 6: Trick Bond** – Companion illusions.
- **Lvl 11: Glamour Pack** – Allies invisible.
- **Lvl 14: Illusion Strike** – Hit creates illusion.
- **Lvl 18: Fey Mirage** – Mass invisibility.

Verdant (Martial)

- **Lvl 3:** Melee +1d6 psychic (illusion).
 - **Lvl 6: Trick Charge** – Dash + *Mirror Image*.
 - **Lvl 11: Illusion Smite** – Smite creates duplicate.
 - **Lvl 14: Glamour Aura** – 10ft, foes disadvantage.
 - **Lvl 18: Trickster Lord** – *Mislead* at will.
-

Fey Spell List (Key Examples)

Level

Spells

Cantrip	Druidcraft, Magic Stone, Shillelagh, Thorn Whip
1st	Animal Friendship, Beast Bond, Charm Person, Compelled Duel, Detect Poison and Disease, Ensnaring Strike, Entangle, Faerie Fire, Goodberry, Hail of Thorns, Hunter's Mark, Speak with Animals
2nd	Animal Messenger, Barkskin, Beast Sense, Cordon of Arrows, Find Steed, Find Traps, Hold Person, Moonbeam, Pass without Trace, Prayer of Healing, Spike Growth, Suggestion
3rd	Conjure Animals, Conjure Barrage, Hypnotic Pattern, Plant Growth, Speak with Plants, Water Walk, Wind Wall
4th	Charm Monster, Compulsion, Confusion, Conjure Woodland Beings, Dominate Beast, Freedom of Movement, Giant Insect, Grasping Vine, Guardian of Nature, Locate Creature, Summon Beast, Summon Fey
5th	Antilife Shell, Awaken, Commune with Nature, Conjure Volley, Dominate Person, Geas, Insect Plague, Mass Suggestion, Swift Quiver, Tree Stride
6th	Conjure Fey, Otto's Irresistible Dance, Transport via Plants, Wind Walk
7th	Regenerate
8th	Animal Shapes, Antipathy/Sympathy, Feeblemind, Tsunami
9th	Foresight, Shapechange, Storm of Vengeance

Copy-Paste Ready: Full tables + descriptions. For PDF, paste into GM Binder. Want other prisms?

Prism of Magic: Arcane Prism Classes

Full Level 1–20 Progressions & Ability Descriptions

Below are the **three Arcane Prism classes** (Arcanist, Spellblade, Battlemage) with **complete 1-20 tables** and **full ability descriptions**. All use the **shared progression framework** (Strain, casting tiers, ASIs). **Arcane Spell List** (~150 spells) is included at the end.

Arcane Prism Overview

Theme: Intellect, force, illusion, creation, transmutation.

Resonance: +1d6 to force/illusion in ley lines.

Casting: Zero cost; Strain 1 per spell. Cantrips/1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free.

Aspects (Lvl 3): Illusion (deception), Force (barriers), Creation (objects), Mind (control).

Hit Die: d8 (Arcanist), d10 (Spellblade), d12 (Battlemage).

Primary Ability: INT (all).

1. ARCANIST (Pure Caster – d8 HD, INT Primary)

Description: The Arcanist is a master of pure magic, bending reality with force, illusions, and creation. They excel in utility and control, using *Wall of Force* and *Wish*. Role: Controller/Utility. Proficiencies: Light armor, simple weapons, Arcana, Investigation. Starting Equipment: Spellbook, robes, dagger, arcane focus.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Arcane Affinity, 2 cantrips

2	CON+2	—	—	—	Arcane Insight
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Arcane Recovery
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Arcane Affinity (Lvl 1):** Access full Arcane spell list. Start with 2 cantrips (*Mage Hand*, *Minor Illusion*) and 3 1st-level spells.
- **Arcane Insight (Lvl 2):** Advantage on all INT checks.
- **Aspect (Lvl 3):** Choose Illusion/Force/Creation/Mind (features below).
- **Arcane Recovery (Lvl 5):** Regain Strain = level/2 (1/short rest).
- **Prism Echo (Lvl 7):** Spells create force effects (e.g., *Shield* on allies).
- **Resonance Surge (Lvl 9):** +1d6 force/illusion in resonance.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass version of Echo (e.g., mass force shield).

- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Wish* auto-success.
- **Prism Eternal (Lvl 20):** **Weave God** – Cast any Arcane spell once/rest, no Strain.

2. SPELLBLADE (Hybrid – d10 HD, INT Primary)

Description: The Spellblade fuses arcane power with steel, casting through weapons. They mix melee with spells like *Booming Blade* and *Counterspell*. Role: Magical Melee. Proficiencies: Light/medium armor, simple/martial weapons, Arcana, Athletics. Starting Equipment: Spell focus weapon, leather armor, longsword.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Spellblade Affinity , 2 cantrips
2	CON+2	—	—	—	Arcane Blade
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI

17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Spellblade Affinity (Lvl 1):** Access 75% Arcane list. Start with *Booming Blade*, *Mage Armor*.
- **Arcane Blade (Lvl 2):** Weapon = spell focus, +INT to hit/damage.
- **Aspect (Lvl 3):** Force/Creation/Mind.
- **Extra Attack (Lvl 5):** Attack twice.
- **Prism Echo (Lvl 7):** Cast spell on hit (1 Strain).
- **Resonance Surge (Lvl 9):** +1d6 force on attacks.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Spell on every hit.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Steel Wind Strike*.
- **Prism Eternal (Lvl 20):** **Spellstorm** – Cast spell on every hit.

3. BATTLEMAGE (Martial – d12 HD, INT Primary)

Description: The Battlemage is a frontline arcane warrior, blasting with *Fireball* and attacking with *Battlecast*. Tanky DPS with AoE. Role: Blaster/Tank. Proficiencies: Light/medium armor, martial weapons, Arcana, Athletics. Starting Equipment: Wand, chain mail, greatsword.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Battlemage Affinity , 2 cantrips
2	CON+2	—	—	—	Battlecast
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack (2)
6	CON+6	—	—	—	Aspect Feature

7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Extra Attack (3) , Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Battlemage Affinity (Lvl 1):** Access 50% Arcane list. Start with *Fire Bolt*, *Thunderwave*.
 - **Battlecast (Lvl 2):** Cast spell as bonus after attack.
 - **Aspect (Lvl 3):** Evocation/Transmutation.
 - **Extra Attack (2) (Lvl 5):** Attack thrice at Lvl 11.
 - **Prism Echo (Lvl 7):** AoE on crit.
 - **Resonance Surge (Lvl 9):** +1d6 elemental.
 - **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
 - **Greater Echo (Lvl 13):** War Mage aura.
 - **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
 - **Prism Ascendant (Lvl 17):** *Chain Lightning*.
 - **Prism Eternal (Lvl 20):** **War Mage** – AoE on crit.
-

Prism of Magic: Arcane Prism – Aspects (Subclasses)

Detailed Effects for Each Class

The **Arcane Prism** has **4 Aspects** (subclasses) chosen at **Lvl 3**. Each Aspect modifies **Arcanist (Pure Caster)**, **Spellblade (Hybrid)**, and **Battlemage (Martial)** differently, adding **5 features** (Lvls 3, 6, 11, 14, 18). All use **Strain** (1 per spell). **Resonance**: +1d6 force/illusion in ley lines.

Aspect: Illusion – *Deception, Phantasms, Reality Lies*

Theme: Create false realities, beguile minds, turn illusions semi-real.

Arcanist (Pure Caster)

- **Lvl 3**: +1d6 psychic to illusion spells.
- **Lvl 6: Illusion Channel** – *Major Image* as bonus action.
- **Lvl 11: Mass Phantasm** – *Hypnotic Pattern* 60ft.
- **Lvl 14: Semi-Real** – Illusions deal half damage if believed.
- **Lvl 18: Dream Lord** – *Programmed Illusion* permanent.

Spellblade (Hybrid)

- **Lvl 3**: Melee +1d6 psychic (illusion).
- **Lvl 6: Phantom Blade** – Hit creates duplicate (1/turn).
- **Lvl 11: Illusion Strike** – Crit spawns *Mirror Image*.
- **Lvl 14: Glamour Shield** – Reaction *Mirror Image*.
- **Lvl 18: Phantom Storm** – Attacks spawn illusions.

Battlemage (Martial)

- **Lvl 3**: AoE +1d6 psychic.
 - **Lvl 6: Illusion Charge** – Dash + *Phantasmal Force*.
 - **Lvl 11: Mass Illusion** – *Hallucinatory Terrain* on crit.
 - **Lvl 14: Phantom Aura** – 10ft, foes disadvantage.
 - **Lvl 18: Reality Lie** – Illusions real 1/short rest.
-

Aspect: Force – *Barriers, Push/Pull, Pure Energy*

Theme: Manipulate force fields, crush with gravity, unbreakable shields.

Arcanist (Pure Caster)

- **Lvl 3:** +1d8 force to spells.
- **Lvl 6: Force Channel** – *Wall of Force* as bonus.
- **Lvl 11: Mass Barrier** – *Otiluke's Resilient Sphere* 60ft.
- **Lvl 14: Force Cage** – Trap auto-success.
- **Lvl 18: Force God** – *Wall of Force* at will.

Spellblade (Hybrid)

- **Lvl 3:** Melee +1d8 force.
- **Lvl 6: Force Blade** – Hit pushes 10ft.
- **Lvl 11: Barrier Strike** – Crit *Bigby's Hand*.
- **Lvl 14: Force Shield** – Reaction +5 AC.
- **Lvl 18: Force Storm** – Attacks push 20ft.

Battlemage (Martial)

- **Lvl 3:** AoE +1d8 force.
 - **Lvl 6: Force Charge** – Dash + push.
 - **Lvl 11: Mass Force** – *Thunder Step* on crit.
 - **Lvl 14: Force Aura** – 10ft, push on hit.
 - **Lvl 18: Force Titan** – *Bigby's Hand* permanent.
-

Aspect: Creation – *Objects, Constructs, Fabrication*

Theme: Conjure items, animate objects, permanent creation.

Arcanist (Pure Caster)

- **Lvl 3:** +lvl to created objects.
- **Lvl 6: Creation Channel** – *Creation* as bonus.
- **Lvl 11: Mass Fabricate** – *Creation* x10 size.
- **Lvl 14: Permanent** – Created items last forever.
- **Lvl 18: Creation Lord** – *Wish* objects 1/rest.

Spellblade (Hybrid)

- **Lvl 3:** Melee +lvl damage (created weapon).
- **Lvl 6: Forge Blade** – Hit creates item.
- **Lvl 11: Construct Strike** – Crit *Animate Objects*.
- **Lvl 14: Forge Shield** – Reaction create barrier.

- **Lvl 18: Forge Storm** – Attacks create minions.

Battlemage (Martial)

- **Lvl 3:** AoE +lvl bludgeoning.
 - **Lvl 6: Forge Charge** – Dash + create wall.
 - **Lvl 11: Mass Forge** – *Fabricate* on crit.
 - **Lvl 14: Forge Aura** – 10ft, create spikes.
 - **Lvl 18: Forge Titan** – *Creation* permanent.
-

Aspect: Mind – *Control, Psychic, Domination*

Theme: Bend wills, psychic blasts, mass suggestion.

Arcanist (Pure Caster)

- **Lvl 3:** +1d6 psychic to control spells.
- **Lvl 6: Mind Channel** – *Dominate Person* as bonus.
- **Lvl 11: Mass Dominate** – *Mass Suggestion* 60ft.
- **Lvl 14: Psychic Link** – Read thoughts in aura.
- **Lvl 18: Mind God** – *Power Word Kill* 1/rest.

Spellblade (Hybrid)

- **Lvl 3:** Melee +1d6 psychic.
- **Lvl 6: Mind Blade** – Hit *Suggestion*.
- **Lvl 11: Dominate Strike** – Crit *Dominate Person*.
- **Lvl 14: Mind Shield** – Reaction *Mind Blank*.
- **Lvl 18: Mind Storm** – Attacks *Synaptic Static*.

Battlemage (Martial)

- **Lvl 3:** AoE +1d6 psychic.
 - **Lvl 6: Mind Charge** – Dash + *Enemies Abound*.
 - **Lvl 11: Mass Mind** – *Synaptic Static* on crit.
 - **Lvl 14: Mind Aura** – 10ft, foes disadvantage WIS.
 - **Lvl 18: Mind Titan** – *Dominate Monster* at will.
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Arcane Spell List (Key Examples)

Level	Spells
Cantrip	Blade Ward, Booming Blade, Dancing Lights, Friends, Green-Flame Blade, Light, Lightning Lure, Mage Hand, Mending, Message, Mind Sliver, Minor Illusion, Prestidigitation, Sword Burst, True Strike, Vicious Mockery
1st	Alarm, Catapult, Charm Person, Color Spray, Comprehend Languages, False Life, Feather Fall, Find Familiar, Identify, Illusory Script, Longstrider, Mage Armor, Silent Image, Sleep, Tasha's Hideous Laughter, Tenser's Floating Disk, Unseen Servant
2nd	Alter Self, Arcane Lock, Cloud of Daggers, Crown of Madness, Detect Thoughts, Enhance Ability, Enlarge/Reduce, Hold Person, Immovable Object, Knock, Magic Mouth, Magic Weapon, Mirror Image, Nystul's Magic Aura, Phantasmal Force, Pyrotechnics, Ray of Enfeeblement, Rope Trick, See Invisibility, Skywrite, Suggestion
3rd	Bestow Curse, Counterspell, Dispel Magic, Enemies Abound, Feign Death, Glyph of Warding, Hypnotic Pattern, Intellect Fortress, Leomund's Tiny Hut, Major Image, Nondetection, Phantom Steed, Sending, Thunder Step, Tongues
4th	Arcane Eye, Compulsion, Confusion, Evard's Black Tentacles, Fabricate, Hallucinatory Terrain, Leomund's Secret Chest, Mordenkainen's Faithful Hound, Mordenkainen's Private Sanctum, Otiluke's Resilient Sphere, Phantasmal Killer, Polymorph, Sickening Radiance, Storm Sphere, Summon Aberration, Summon Construct, Vitriolic Sphere
5th	Animate Objects, Bigby's Hand, Contact Other Plane, Creation, Danse Macabre, Dream, Enervation, Geas, Hold Monster, Immolation, Infernal Calling, Mislead, Modify Memory, Negative Energy Flood, Passwall, Planar Binding, Rary's Telepathic Bond, Programmed Illusion, Seeming, Steel Wind Strike, Synaptic Static, Wall of Force, Wall of Light
6th	Contingency, Drawmij's Instant Summons, Flesh to Stone, Guards and Wards, Magic Jar, Mass Suggestion, Mental Prison, Otto's Irresistible Dance, Scatter, Soul Cage, Tasha's Otherworldly Guise
7th	Crown of Stars, Etherealness, Forcecage, Mirage Arcane, Mordenkainen's Magnificent Mansion, Mordenkainen's Sword, Power Word Pain, Project Image, Sequester, Simulacrum, Symbol
8th	Abi-Dalzim's Horrid Wilting, Clone, Demiplane, Maddening Darkness, Maze, Mind Blank, Telepathy, Trap the Soul
9th	Astral Projection, Imprisonment, Prismatic Wall, Psychic Scream, True Polymorph, Weird, Wish

Prism of Magic: Elemental Prism Classes

Full Level 1–20 Progressions & Ability Descriptions

Below are the **three Elemental Prism classes** (Elementalist, Stormweaver, Titan) with **complete 1-20 tables** and **full ability descriptions**. All use the **shared progression framework** (Strain, casting tiers, ASIs). **Elemental Spell List** (~100 spells) is included at the end.

Elemental Prism Overview

Theme: Fire, ice, storm, earth – raw energy, terrain control.

Resonance: +1d6 elemental damage in matching terrain (fire in volcano, etc.).

Casting: Zero cost; Strain 1 per spell. Cantrips/1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free.

Aspects (Lvl 3): Fire (blasts), Ice (control), Storm (mobility), Earth (defense).

Hit Die: d8 (Elementalist), d10 (Stormweaver), d12 (Titan).

Primary Ability: CON (all).

1. ELEMENTALIST (Pure Caster – d8 HD, CON Primary)

Description: The Elementalist commands pure elemental fury, blasting with *Fireball* and reshaping terrain. They excel in AoE and summons. Role: Blaster/Controller. Proficiencies: Light armor, simple weapons, Nature, Survival. Starting Equipment: Elemental focus, robes, sling.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
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1	CON+1	1st	—	—	Elemental Affinity , 2 cantrips
2	CON+2	—	—	—	Elemental Surge
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Elemental Mastery
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Elemental Affinity (Lvl 1):** Access full Elemental list. Start with 2 cantrips (*Fire Bolt*, *Thunderclap*) and 3 1st-level spells.
- **Elemental Surge (Lvl 2):** Gain resistance to 1 element + AoE damage (1d6/turn).
- **Aspect (Lvl 3):** Choose Fire/Ice/Storm/Earth (features below).
- **Elemental Mastery (Lvl 5):** Change damage type 1/turn.
- **Prism Echo (Lvl 7):** Elemental form (fly/swim/burrow).

- **Resonance Surge (Lvl 9):** +1d6 elemental in resonance.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Primordial form.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Meteor Swarm*.
- **Prism Eternal (Lvl 20):** **Primordial** – Fly/swim/burrow, immune elements.

2. STORMWEAVER (Hybrid – d10 HD, CON Primary)

Description: The Stormweaver rides elemental storms, blending blasts with mobility. They use *Call Lightning* and storm auras. Role: Mobile Blaster. Proficiencies: Medium armor, simple/martial weapons, Athletics, Acrobatics. Starting Equipment: Storm rod, scale mail, spear.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Storm Affinity , 2 cantrips
2	CON+2	—	—	—	Storm Aura
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive

16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Storm Affinity (Lvl 1):** Access 75% Elemental list. Start with *Shocking Grasp*, *Gust of Wind*.
- **Storm Aura (Lvl 2):** 10ft lightning damage (1d6/turn).
- **Aspect (Lvl 3):** Storm/Wind.
- **Extra Attack (Lvl 5):** Attack twice.
- **Prism Echo (Lvl 7):** Fly in storm.
- **Resonance Surge (Lvl 9):** +1d6 lightning.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Eye of Storm.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Storm of Vengeance*.
- **Prism Eternal (Lvl 20):** **Eye of the Storm** – Fly, immune lightning.

3. TITAN (Martial – d12 HD, CON Primary)

Description: The Titan is an elemental juggernaut, shaping earth and stone. Tanky with *Wall of Stone* and size increase. Role: Earth Tank. Proficiencies: Heavy armor, martial weapons, Athletics, Intimidation. Starting Equipment: Earth hammer, plate mail, shield.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Titan Affinity , 2 cantrips
2	CON+2	—	—	—	Stoneform
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack (2)

6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Extra Attack (3) , Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Titan Affinity (Lvl 1):** Access 50% Elemental list. Start with *Mold Earth*, *Earth Tremor*.
 - **Stoneform (Lvl 2):** AC 18, immune poison.
 - **Aspect (Lvl 3):** Earth/Stone.
 - **Extra Attack (2) (Lvl 5):** Attack thrice at Lvl 11.
 - **Prism Echo (Lvl 7):** Burrow.
 - **Resonance Surge (Lvl 9):** +1d6 earth.
 - **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
 - **Greater Echo (Lvl 13):** Colossus (Huge size).
 - **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
 - **Prism Ascendant (Lvl 17):** *Earthquake*.
 - **Prism Eternal (Lvl 20):** **Colossus** – Huge, burrow.
-

Prism of Magic: Elemental Prism – Aspects (Subclasses)

Detailed Effects for Each Class

The **Elemental Prism** has **4 Aspects** (subclasses) chosen at **Lvl 3**. Each Aspect modifies **Elementalist (Pure Caster)**, **Stormweaver (Hybrid)**, and **Titan (Martial)** differently, adding **5 features** (Lvls 3, 6, 11, 14, 18). All use **Strain** (1 per spell). **Resonance**: +1d6 elemental damage in matching terrain.

Aspect: Fire – *Blasts, Burning, Inferno*

Theme: Explosive fire, DoTs, fire forms.

Elementalist (Pure Caster)

- **Lvl 3**: +1d8 fire to spells.
- **Lvl 6: Fire Channel** – *Fireball* as bonus action.
- **Lvl 11: Inferno Horde** – Double fire AoE.
- **Lvl 14: Burning Form** – Immune fire, +2d6 fire/turn.
- **Lvl 18: Pyroclasm** – *Meteor Swarm* 1/rest.

Stormweaver (Hybrid)

- **Lvl 3**: Melee +1d6 fire.
- **Lvl 6: Fire Storm** – Aura 1d6 fire/turn.
- **Lvl 11: Blazing Strike** – Crit +2d6 fire.
- **Lvl 14: Inferno Dash** – Dash + fire trail.
- **Lvl 18: Fire Lord** – Fire immunity, +3d6 fire attacks.

Titan (Martial)

- **Lvl 3**: Smite +1d8 fire.
 - **Lvl 6: Fire Charge** – Dash + 2d6 fire AoE.
 - **Lvl 11: Burning Smite** – Smite ignites (DoT).
 - **Lvl 14: Fire Aura** – 10ft, 1d6 fire/turn.
 - **Lvl 18: Inferno Titan** – Fire form, +50 HP.
-

Aspect: Ice – *Slow, Freeze, Control*

Theme: Cold slows, ice barriers, freezing traps.

Elementalist (Pure Caster)

- **Lvl 3:** +1d8 cold to spells.
- **Lvl 6: Ice Channel** – *Cone of Cold* as bonus.
- **Lvl 11: Frost Horde** – Double cold AoE.
- **Lvl 14: Frozen Form** – Immune cold, slow foes.
- **Lvl 18: Glaciation** – *Otiluke's Freezing Sphere* 1/rest.

Stormweaver (Hybrid)

- **Lvl 3:** Melee +1d6 cold.
- **Lvl 6: Ice Storm** – Aura slows 10ft.
- **Lvl 11: Freezing Strike** – Crit freezes.
- **Lvl 14: Ice Dash** – Dash + ice terrain.
- **Lvl 18: Ice Lord** – Cold immunity, slow aura.

Titan (Martial)

- **Lvl 3:** Smite +1d8 cold.
- **Lvl 6: Ice Charge** – Dash + slow.
- **Lvl 11: Frozen Smite** – Smite restrains.
- **Lvl 14: Ice Aura** – 10ft, difficult terrain.
- **Lvl 18: Glacial Titan** – Ice form, +50 HP.

Aspect: Storm – *Lightning, Mobility, Thunder*

Theme: Speed, chain lightning, storm control.

Elementalist (Pure Caster)

- **Lvl 3:** +1d8 lightning to spells.
- **Lvl 6: Storm Channel** – *Chain Lightning* as bonus.
- **Lvl 11: Thunder Horde** – Double lightning AoE.
- **Lvl 14: Storm Form** – Fly 60ft, immune lightning.
- **Lvl 18: Tempest** – *Storm of Vengeance* 1/rest.

Stormweaver (Hybrid)

- **Lvl 3:** Melee +1d6 lightning.
- **Lvl 6: Storm Dash** – Dash + thunder.
- **Lvl 11: Chain Strike** – Crit chains.
- **Lvl 14: Storm Aura** – 10ft, 1d6 lightning.

- **Lvl 18: Storm Lord** – Fly, immune thunder.

Titan (Martial)

- **Lvl 3:** Smite +1d8 lightning.
 - **Lvl 6: Storm Charge** – Dash + thunderwave.
 - **Lvl 11: Thunder Smite** – Smite stuns.
 - **Lvl 14: Storm Aura** – 10ft, push.
 - **Lvl 18: Tempest Titan** – Storm form, +50 HP.
-

Aspect: Earth – *Defense, Quakes, Stone*

Theme: Tanky, terrain, stone skin.

Elementalist (Pure Caster)

- **Lvl 3:** +1d8 bludgeoning to spells.
- **Lvl 6: Earth Channel** – *Wall of Stone* as bonus.
- **Lvl 11: Quake Horde** – Double earth AoE.
- **Lvl 14: Stone Form** – AC +5, immune poison.
- **Lvl 18: Earthquake** – *Earthquake* 1/rest.

Stormweaver (Hybrid)

- **Lvl 3:** Melee +1d6 bludgeoning.
- **Lvl 6: Earth Dash** – Dash + stone terrain.
- **Lvl 11: Quake Strike** – Crit *Erupting Earth*.
- **Lvl 14: Stone Aura** – 10ft, +2 AC.
- **Lvl 18: Earth Lord** – Burrow, immune poison.

Titan (Martial)

- **Lvl 3:** Smite +1d8 bludgeoning.
 - **Lvl 6: Earth Charge** – Dash + quake.
 - **Lvl 11: Stone Smite** – Smite + restrain.
 - **Lvl 14: Earth Aura** – 10ft, difficult terrain.
 - **Lvl 18: Stone Titan** – Huge size, +50 HP.
-

Elemental Spell List (Key Examples)

Level	Spells
Cantrip	Control Flames, Create Bonfire, Fire Bolt, Frostbite, Gust, Mold Earth, Poison Spray, Produce Flame, Ray of Frost, Shape Water, Shocking Grasp, Thunderclap
1st	Absorb Elements, Burning Hands, Chromatic Orb, Create or Destroy Water, Earth Tremor, Fog Cloud, Grease, Ice Knife, Jump, Thunderwave
2nd	Aganazzar's Scorchers, Darkvision, Dust Devil, Earthbind, Flame Blade, Flaming Sphere, Gust of Wind, Heat Metal, Melf's Acid Arrow, Maximilian's Earthen Grasp, Shatter, Snail's Mail, Snowball Swarm, Warding Wind
3rd	Call Lightning, Elemental Weapon, Erupting Earth, Flame Arrows, Gaseous Form, Lightning Arrow, Magic Circle, Melf's Minute Meteors, Meld into Stone, Protection from Energy, Sleet Storm, Stinking Cloud, Tidal Wave, Wall of Sand, Wall of Water, Water Breathing
4th	Blight, Conjure Minor Elementals, Control Water, Elemental Bane, Fire Shield, Ice Storm, Stone Shape, Stoneskin, Storm Sphere, Summon Elemental, Vitriolic Sphere, Wall of Fire, Watery Sphere
5th	Cloudkill, Cone of Cold, Conjure Elemental, Contagion, Control Winds, Immolation, Transmute Rock, Wall of Stone
6th	Arcane Gate, Bones of the Earth, Chain Lightning, Globe of Invulnerability, Investiture of Flame, Investiture of Ice, Investiture of Stone, Investiture of Wind, Move Earth, Otiluke's Freezing Sphere, Sunbeam, Wall of Ice
7th	Delayed Blast Fireball, Fire Storm, Prismatic Spray, Reverse Gravity, Whirlwind
8th	Control Weather, Earthquake, Incendiary Cloud, Sunburst
9th	Meteor Swarm

Prism of Magic: Fiendish Prism Classes

Full Level 1–20 Progressions & Ability Descriptions

Below are the **three Fiendish Prism classes** (Pactbinder, Infernalist, Hellknight) with **complete 1-20 tables** and **full ability descriptions**. All use the **shared progression framework** (Strain, casting tiers, ASIs). **Fiendish Spell List** (~75 spells) is included at the end.

Fiendish Prism Overview

Theme: Corruption, domination, pacts, unholy damage, infernal bargains.

Resonance: +1d6 necrotic/fire in hellish/demonic places.

Casting: Zero cost; Strain 1 per spell. Cantrips/1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free.

Aspects (Lvl 3): Demon (chaos blasts), Devil (contracts/control), Pact (summoning), Curse (DoTs).

Hit Die: d8 (Pactbinder), d10 (Infernalist), d12 (Hellknight).

Primary Ability: CHA (casters), STR (Hellknight).

1. PACTBINDER (Pure Caster – d8 HD, CHA Primary)

Description: The Pactbinder weaves infernal bargains and curses, stealing souls with *Finger of Death* and dominating minds. They excel in control and summons. Role:

Domination/Summoner. Proficiencies: Light armor, simple weapons, Deception, Arcana. Starting Equipment: Infernal tome, robes, dagger.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Pact Affinity , 2 cantrips
2	CON+2	—	—	—	Pact Mark
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Infernal Bargain
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Pact Affinity (Lvl 1):** Access full Fiendish spell list. Start with 2 cantrips (*Eldritch Blast*, *Hex*) and 3 1st-level spells.
- **Pact Mark (Lvl 2):** Mark target (DC CHA); crit on 19-20 vs marked.
- **Aspect (Lvl 3):** Choose Demon/Devil/Pact/Curse (features below).

- **Infernal Bargain (Lvl 5):** Spend 5 Strain for temp HP = 5d10 + crit 19-20 1/day.
- **Prism Echo (Lvl 7):** Spells steal souls (regain 1 HP per 10 damage).
- **Resonance Surge (Lvl 9):** +1d6 necrotic/fire in resonance.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass pact mark.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Power Word Kill* auto-success.
- **Prism Eternal (Lvl 20):** **Infernal Throne** – Summon CR 20 fiend 1/week.

2. INFERNALIST (Hybrid – d10 HD, CHA Primary)

Description: The Infernalist binds hellfire to blade, cursing foes with *Hellish Rebuke* while dominating with *Enervation*. Balanced melee/control. Role: Burst DPS. Proficiencies: Medium armor, shields, simple/martial weapons, Intimidation, Deception. Starting Equipment: Infernal blade, scale mail, shield.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Infernal Affinity , 2 cantrips
2	CON+2	—	—	—	Hellfire Blade
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature

15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Infernal Affinity (Lvl 1):** Access 75% Fiendish list. Start with *Hellish Rebuke*, *Hex*.
- **Hellfire Blade (Lvl 2):** Weapon deals +1d6 fire, +1d6 necrotic on crit.
- **Aspect (Lvl 3):** Demon/Devil.
- **Extra Attack (Lvl 5):** Attack twice.
- **Prism Echo (Lvl 7):** Fire burst on hit (1d6 AoE).
- **Resonance Surge (Lvl 9):** +1d6 fire.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Abyssal Pact (summon 2 devils).
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Power Word Kill*.
- **Prism Eternal (Lvl 20):** **Abyssal Pact** – Summon CR 15 fiend 1/day.

3. HELLKNIIGHT (Martial – d12 HD, STR Primary)

Description: The Hellknight is a demonic enforcer, charging with *Branding Smite* and fear auras. Tanky frontline with infernal summons. Role: Fear Tank. Proficiencies: Heavy armor, shields, martial weapons, Athletics, Intimidation. Starting Equipment: Infernal sword, chain mail, shield.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Hellknight Affinity , 2 cantrips
2	CON+2	—	—	—	Demonic Charge
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack (2)

6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Extra Attack (3) , Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Hellknight Affinity (Lvl 1):** Access 50% Fiendish list. Start with *Branding Smite*, *Darkness*.
 - **Demonic Charge (Lvl 2):** Bonus Action Dash + Frighten enemies in 10ft (DC STR).
 - **Aspect (Lvl 3):** Choose Yugoloth/Demon/Devil.
 - **Extra Attack (2) (Lvl 5):** Attack thrice at Lvl 11.
 - **Prism Echo (Lvl 7):** Fire aura (10ft, 2d6 fire/turn).
 - **Resonance Surge (Lvl 9):** +1d6 fire.
 - **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
 - **Greater Echo (Lvl 13):** Hell's Champion aura (30ft, allies crit 19-20).
 - **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
 - **Prism Ascendant (Lvl 17):** *Power Word Kill*.
 - **Prism Eternal (Lvl 20):** **Hell's Champion** – Summon CR 15 fiend 1/day.
-

Prism of Magic: Fiendish Prism – Aspects (Subclasses)

Detailed Effects for Each Class

The **Fiendish Prism** has **4 Aspects** (subclasses) chosen at **Lvl 3**. Each Aspect modifies **Pactbinder (Pure Caster)**, **Infernalist (Hybrid)**, and **Hellknight (Martial)** differently, adding **5 features** (Lvls 3, 6, 11, 14, 18). All use **Strain** (1 per spell). **Resonance**: +1d6 necrotic/fire in hellish places.

Aspect: Demon – *Chaos Blasts, Rage, Demonic Fury*

Theme: Uncontrolled destruction, fire/necrotic explosions, demon forms.

Pactbinder (Pure Caster)

- **Lvl 3**: +1d8 fire to spells.
- **Lvl 6: Chaos Channel** – *Hunger of Hadar* as bonus action.
- **Lvl 11: Demon Horde** – Double fiend summons.
- **Lvl 14: Rage Form** – Immune fire, +2d6 fire/turn.
- **Lvl 18: Abyssal Lord** – *Meteor Swarm* (necrotic) 1/rest.

Infernalist (Hybrid)

- **Lvl 3**: Melee +1d6 fire.
- **Lvl 6: Demon Blade** – Hit + chaos burst (1d6 AoE).
- **Lvl 11: Fury Strike** – Crit +2d6 fire.
- **Lvl 14: Rage Dash** – Dash + fire trail.
- **Lvl 18: Demon Form** – Fly, +3d6 fire attacks.

Hellknight (Martial)

- **Lvl 3**: Smite +1d8 fire.
 - **Lvl 6: Chaos Charge** – Dash + 2d6 fire AoE.
 - **Lvl 11: Demon Smite** – Smite explodes.
 - **Lvl 14: Fury Aura** – 10ft, 1d6 fire/turn.
 - **Lvl 18: Abyssal Knight** – Demon form, +50 HP.
-

Aspect: Devil – *Contracts, Control, Lawful Domination*

Theme: Binding pacts, mind control, infernal order.

Pactbinder (Pure Caster)

- **Lvl 3:** *Dominate Person* DC +2.
- **Lvl 6: Contract Channel** – *Geas* as bonus action.
- **Lvl 11: Mass Pact** – *Dominate Monster* 60ft.
- **Lvl 14: Binding Law** – Targets can't lie.
- **Lvl 18: Devil King** – *Power Word Kill* 1/rest.

Infernalist (Hybrid)

- **Lvl 3:** Melee +1d6 psychic.
- **Lvl 6: Contract Blade** – Hit *Suggestion*.
- **Lvl 11: Dominate Strike** – Crit *Dominate Person*.
- **Lvl 14: Pact Dash** – Dash + contract.
- **Lvl 18: Devil Form** – Mass *Geas*.

Hellknight (Martial)

- **Lvl 3:** Smite +1d8 psychic.
- **Lvl 6: Law Charge** – Dash + *Command*.
- **Lvl 11: Pact Smite** – Smite *Geas*.
- **Lvl 14: Control Aura** – 10ft, disadvantage WIS.
- **Lvl 18: Devil Knight** – *Dominate Monster* 1/day.

Aspect: Pact – *Summoning, Fiend Allies, Infernal Bonds*

Theme: Call devils/demons, enhance minions, pact magic.

Pactbinder (Pure Caster)

- **Lvl 3:** Summon CR 1 fiend.
- **Lvl 6: Pact Channel** – *Infernal Calling* as bonus.
- **Lvl 11: Fiend Horde** – 2 fiends.
- **Lvl 14: Bonded Ally** – Fiend +level HP.
- **Lvl 18: Pact Lord** – CR 10 fiend 1/rest.

Infernalist (Hybrid)

- **Lvl 3:** Summon imp (bonus).
- **Lvl 6: Pact Blade** – Hit commands fiend.
- **Lvl 11: Dual Pact** – 2 fiends.
- **Lvl 14: Fiend Dash** – Dash + summon.

- **Lvl 18: Pact Form** – Merge with CR 5 fiend.

Hellknight (Martial)

- **Lvl 3:** Summon hell hound.
- **Lvl 6: Pact Charge** – Dash + fiend attack.
- **Lvl 11: Fiend Smite** – Smite summons.
- **Lvl 14: Pact Aura** – 10ft, fiend boost.
- **Lvl 18: Pact Knight** – CR 10 fiend ally.

Aspect: Curse – *DoTs, Debuffs, Soul Drain*

Theme: Hexes, weakening, life steal.

Pactbinder (Pure Caster)

- **Lvl 3:** *Hex* at-will.
- **Lvl 6: Curse Channel** – *Blight* as bonus.
- **Lvl 11: Mass Curse** – *Bestow Curse* 60ft.
- **Lvl 14: Soul Drain** – Heal = curse damage.
- **Lvl 18: Curse Lord** – Permanent curse.

Infernalist (Hybrid)

- **Lvl 3:** Melee +1d6 necrotic.
- **Lvl 6: Curse Blade** – Hit + DoT.
- **Lvl 11: Drain Strike** – Crit + max HP reduce.
- **Lvl 14: Curse Dash** – Dash + spread curse.
- **Lvl 18: Curse Form** – Aura curses.

Hellknight (Martial)

- **Lvl 3:** Smite +1d6 necrotic.
- **Lvl 6: Curse Charge** – Dash + *Hex*.
- **Lvl 11: Cursed Smite** – Smite + debuff.
- **Lvl 14: Curse Aura** – 10ft, -1d4 attacks.
- **Lvl 18: Curse Knight** – Kill = curse explosion.

Fiendish Spell List (Key Examples)

Level	Spells
Cantrip	Eldritch Blast
1st	Armor of Agathys, Arms of Hadar, Hellish Rebuke, Hex, Ray of Sickness, Tasha's Caustic Brew, Witch Bolt
2nd	Branding Smite, Darkness, Enthrall, Tasha's Mind Whip
3rd	Enemies Abound, Hunger of Hadar, Vampiric Touch
4th	Banishing Smite, Elemental Bane, Staggering Smite, Summon Fiend
5th	Danse Macabre, Destructive Smite, Dominate Person, Enervation, Infernal Calling, Negative Energy Flood, Synaptic Static
6th	Circle of Death, Create Undead, Eyebite, Mental Prison, Soul Cage
7th	Finger of Death, Power Word Pain
8th	Dominate Monster, Glibness, Maddening Darkness, Power Word Stun
9th	Power Word Kill

Prism of Magic: Shadow Prism Classes

Full Level 1–20 Progressions & Ability Descriptions

Below are the **three Shadow Prism classes** (Necrolyte, Voidwalker, Nightblade) with **complete 1-20 tables** and **full ability descriptions**. All use the **shared progression framework** (Strain, casting tiers, ASIs). **Shadow Spell List** (~70 spells) is included at the end.

Shadow Prism Overview

Theme: Deception, fear, undeath, darkness, psychic/necromantic decay.

Resonance: +1d6 psychic/necrotic in darkness/Shadowfell.

Casting: Zero cost; Strain 1 per spell. Cantrips/1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free.

Aspects (Lvl 3): Fear (frighten), Stealth (invisibility), Undeath (minions), Dream (illusions).

Hit Die: d8 (Necrolyte), d10 (Voidwalker), d12 (Nightblade).

Primary Ability: WIS (casters), DEX (Nightblade).

1. NECROLYTE (Pure Caster – d8 HD, WIS Primary)

Description: The Necrolyte commands death, raising undead armies with *Animate Dead* and draining life with *Finger of Death*. They excel in minions and decay. Role: Undead Lord/Controller. Proficiencies: Light armor, simple weapons, Religion, Arcana. Starting Equipment: Death tome, robes, sickle.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Necro Affinity , 2 cantrips
2	CON+2	—	—	—	Soul Harvest
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Death Ward
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Necro Affinity (Lvl 1):** Access full Shadow spell list. Start with 2 cantrips (*Chill Touch*, *Spare the Dying*) and 3 1st-level spells.
- **Soul Harvest (Lvl 2):** Kill = temp HP = level.
- **Aspect (Lvl 3):** Choose Fear/Stealth/Undeath/Dream (features below).

- **Death Ward (Lvl 5):** Auto-revive 1/day.
- **Prism Echo (Lvl 7):** Necrotic burst on kill (1d6 AoE).
- **Resonance Surge (Lvl 9):** +1d6 necrotic/psychic in resonance.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass soul harvest.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Power Word Kill* auto-success.
- **Prism Eternal (Lvl 20):** **Lich King** – Undead form, no Strain.

2. VOIDWALKER (Hybrid – d10 HD, DEX Primary)

Description: The Voidwalker slips through shadows, teleporting with *Shadow Step* and striking with *Phantasmal Killer*. They blend stealth with psychic fear. Role: Assassin/Controller.
Proficiencies: Medium armor, simple/martial weapons, Stealth, Acrobatics. **Starting Equipment:** Shadow cloak, shortswords, dagger.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Void Affinity , 2 cantrips
2	CON+2	—	—	—	Shadow Step
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature

15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Void Affinity (Lvl 1):** Access 75% Shadow list. Start with *Invisibility*, *Disguise Self*.
- **Shadow Step (Lvl 2):** Teleport 30ft in dim light.
- **Aspect (Lvl 3):** Choose Fear/Stealth.
- **Extra Attack (Lvl 5):** Attack twice.
- **Prism Echo (Lvl 7):** Fear aura on hit (DC DEX).
- **Resonance Surge (Lvl 9):** +1d6 psychic.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass shadow step.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Weird*.
- **Prism Eternal (Lvl 20):** **Void Incarnate** – Invisibility at will, fear aura.

3. NIGHTBLADE (Martial – d12 HD, DEX Primary)

Description: The Nightblade is a shadow assassin, striking with *Umbral Strike* and fear. Tanky rogue with necrotic sneak. Role: Assassin/DPS. Proficiencies: Light/medium armor, martial weapons, Stealth, Acrobatics. Starting Equipment: Shadow blades, leather armor, cloak.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Nightblade Affinity , 2 cantrips
2	CON+2	—	—	—	Umbral Strike
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI

5	CON+5	3rd	5th	—	Extra Attack (2)
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Extra Attack (3) , Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Nightblade Affinity (Lvl 1):** Access 50% Shadow list. Start with *Cause Fear*, *Blindness*.
 - **Umbral Strike (Lvl 2):** Necrotic + Sneak Attack (4d6).
 - **Aspect (Lvl 3):** Choose Fear/Stealth.
 - **Extra Attack (2) (Lvl 5):** Attack thrice at Lvl 11.
 - **Prism Echo (Lvl 7):** Stealth in dim light.
 - **Resonance Surge (Lvl 9):** +1d6 necrotic.
 - **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
 - **Greater Echo (Lvl 13):** Death's Shadow aura.
 - **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
 - **Prism Ascendant (Lvl 17):** *Finger of Death*.
 - **Prism Eternal (Lvl 20):** **Death's Shadow** – Invisibility at will.
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Prism of Magic: Shadow Prism – Aspects (Subclasses)

Detailed Effects for Each Class

The **Shadow Prism** has **4 Aspects** (subclasses) chosen at **Lvl 3**. Each Aspect modifies **Necrolyte (Pure Caster)**, **Voidwalker (Hybrid)**, and **Nightblade (Martial)** differently, adding **5 features** (Lvls 3, 6, 11, 14, 18). All use **Strain** (1 per spell). **Resonance**: +1d6 psychic/necrotic in darkness/Shadowfell.

Aspect: Fear – *Terror, Frighten, Nightmare Aura*

Theme: Induce panic, fear auras, psychic terror.

Necrolyte (Pure Caster)

- **Lvl 3**: +1d8 psychic to fear spells.
- **Lvl 6: Fear Channel** – *Fear* as bonus action.
- **Lvl 11: Mass Terror** – *Weird* 60ft.
- **Lvl 14: Nightmare Form** – Foes in aura frightened.
- **Lvl 18: Phobia Lord** – *Power Word Kill* via fear.

Voidwalker (Hybrid)

- **Lvl 3**: Melee +1d6 psychic.
- **Lvl 6: Fear Step** – Teleport + frighten.
- **Lvl 11: Terror Strike** – Crit mass fear.
- **Lvl 14: Fear Aura** – 10ft, frighten on hit.
- **Lvl 18: Nightmare Walker** – Fear immunity, mass fear.

Nightblade (Martial)

- **Lvl 3**: Smite +1d8 psychic.
 - **Lvl 6: Fear Charge** – Dash + *Cause Fear*.
 - **Lvl 11: Terror Smite** – Smite frightens.
 - **Lvl 14: Fear Aura** – 10ft, disadvantage.
 - **Lvl 18: Fear Knight** – *Weird* 1/day.
-

Aspect: Stealth – *Invisibility, Shadows, Vanish*

Theme: Concealment, teleport in dim light, untouchable.

Necrolyte (Pure Caster)

- **Lvl 3:** *Invisibility* at-will.
- **Lvl 6: Shadow Channel** – *Greater Invisibility* as bonus.
- **Lvl 11: Mass Cloak** – *Seeming* 60ft.
- **Lvl 14: Phase Form** – Ethereal 1/turn.
- **Lvl 18: Shadow Lord** – Permanent invisibility.

Voidwalker (Hybrid)

- **Lvl 3:** Shadow Step +10ft.
- **Lvl 6: Cloak Bond** – Invis in dim light.
- **Lvl 11: Mass Shadow** – Allies invis.
- **Lvl 14: Vanish Strike** – Hit + invis.
- **Lvl 18: Void Phantom** – *Mislead* at will.

Nightblade (Martial)

- **Lvl 3:** Melee +1d6 in dim light.
- **Lvl 6: Shadow Charge** – Dash + invis.
- **Lvl 11: Cloak Smite** – Smite + greater invis.
- **Lvl 14: Stealth Aura** – 10ft, invis advantage.
- **Lvl 18: Shadow Knight** – Invis at will.

Aspect: Undeath – *Minions, Necromancy, Zombie Horde*

Theme: Raise undead, control corpses, necrotic mastery.

Necrolyte (Pure Caster)

- **Lvl 3:** Summon 2 skeletons.
- **Lvl 6: Undead Channel** – *Create Undead* as bonus.
- **Lvl 11: Zombie Horde** – 4 undead.
- **Lvl 14: Lich Bond** – Undead +level HP.
- **Lvl 18: Death Lord** – CR 6 undead 1/rest.

Voidwalker (Hybrid)

- **Lvl 3:** Summon zombie.
- **Lvl 6: Undead Step** – Teleport + undead attack.
- **Lvl 11: Horde Strike** – Crit summons.
- **Lvl 14: Necro Aura** – 10ft, undead boost.

- **Lvl 18: Void Necro** – Merge with CR 3 undead.

Nightblade (Martial)

- **Lvl 3:** Smite +1d6 necrotic.
- **Lvl 6: Undead Charge** – Dash + summon.
- **Lvl 11: Necro Smite** – Smite raises.
- **Lvl 14: Death Aura** – 10ft, undead heal.
- **Lvl 18: Death Knight** – CR 6 undead ally.

Aspect: Dream – *Illusions, Psychic, Nightmare*

Theme: Mind illusions, psychic damage, dream manipulation.

Necrolyte (Pure Caster)

- **Lvl 3:** +1d6 psychic to illusions.
- **Lvl 6: Dream Channel** – *Phantasmal Killer* as bonus.
- **Lvl 11: Mass Nightmare** – *Weird* 60ft.
- **Lvl 14: Dream Form** – Illusions deal damage.
- **Lvl 18: Dream Lord** – *Programmed Illusion* permanent.

Voidwalker (Hybrid)

- **Lvl 3:** Melee +1d6 psychic.
- **Lvl 6: Dream Step** – Teleport + illusion.
- **Lvl 11: Nightmare Strike** – Crit *Phantasmal Force*.
- **Lvl 14: Dream Aura** – 10ft, psychic damage.
- **Lvl 18: Void Dream** – *Mislead* at will.

Nightblade (Martial)

- **Lvl 3:** Smite +1d6 psychic.
- **Lvl 6: Dream Charge** – Dash + *Phantasmal Force*.
- **Lvl 11: Illusion Smite** – Smite creates duplicate.
- **Lvl 14: Dream Aura** – 10ft, foes hallucinate.
- **Lvl 18: Dream Knight** – *Weird* 1/day.

Shadow Spell List (Key Examples)

Level	Spells
Cantrip	Chill Touch, Sapping Sting
1st	Cause Fear, Disguise Self, Inflict Wounds
2nd	Blindness/Deafness, Invisibility, Gentle Repose, Mirror Image, Phantasmal Force, Silence
3rd	Animate Dead, Fear, Life Transference, Speak with Dead, Spirit Shroud
4th	Greater Invisibility, Death Ward, Hallucinatory Terrain, Phantasmal Killer, Shadow of Moil, Summon Shadowspawn, Summon Undead
5th	Cloudkill, Danse Macabre, Enervation, Mislead, Negative Energy Flood, Programmed Illusion, Seeming
6th	Create Undead, Disintegrate
7th	Finger of Death
8th	Abi-Dalzim's Horrid Wilting, Feeblemind, Maddening Darkness
9th	Power Word Kill

Prism of Magic: Solar Prism Classes

Full Level 1–20 Progressions & Ability Descriptions

Below are the **three Solar Prism classes** (Chronomancer, Starweaver, Astral) with **complete 1-20 tables** and **full ability descriptions**. All use the **shared progression framework** (Strain, casting tiers, ASIs). **Solar Spell List** (~50 spells) is included at the end.

Solar Prism Overview

Theme: Time, gravity, teleportation, fate, cosmic light.

Resonance: +1d6 force/radiant under open sky/stars.

Casting: Zero cost; Strain 1 per spell. Cantrips/1st–3rd unlimited; 4th–6th once/turn; 7th–9th once/rest. Rituals free.

Aspects (Lvl 3): Time (rewind), Gravity (pull/crush), Fate (reroll), Light (blasts).

Hit Die: d8 (Chronomancer), d10 (Starweaver), d12 (Astral).

Primary Ability: INT (all).

1. CHRONOMANCER (Pure Caster – d8 HD, INT Primary)

Description: The Chronomancer manipulates time and fate, rewinding turns with *Time Stop* and predicting with *Foresight*. They excel in control and divination. Role: Time Seer/Support. Proficiencies: Light armor, simple weapons, History, Investigation. Starting Equipment: Hourglass, robes, staff.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
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1	CON+1	1st	—	—	Chrono Affinity , 2 cantrips
2	CON+2	—	—	—	Fate Dice
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Time Sight
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Chrono Affinity (Lvl 1):** Access full Solar spell list. Start with 2 cantrips (*Guiding Bolt*, *Sapping Sting*) and 3 1st-level spells.
- **Fate Dice (Lvl 2):** Roll d20 at dawn; use once/day (reroll).
- **Aspect (Lvl 3):** Choose Time/Gravity/Fate/Light (features below).
- **Time Sight (Lvl 5):** Advantage on initiative.
- **Prism Echo (Lvl 7):** Rewind 1 turn (1/short rest).

- **Resonance Surge (Lvl 9):** +1d6 force/radiant in resonance.
 - **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
 - **Greater Echo (Lvl 13):** Mass fate dice.
 - **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
 - **Prism Ascendant (Lvl 17):** *Time Stop* auto-success.
 - **Prism Eternal (Lvl 20):** **Eternal** – Age backward, immune time effects.
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2. STARWEAVER (Hybrid – d10 HD, INT Primary)

Description: The Starweaver reads cosmic maps, teleporting with *Arcane Gate* and scrying with *Legend Lore*. They blend divination with mobility. Role: Planar Scholar/Support.

Proficiencies: Medium armor, simple/martial weapons, History, Arcana. Starting Equipment: Star map, scale mail, quarterstaff.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Star Affinity , 2 cantrips
2	CON+2	—	—	—	Star Map
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack
6	CON+6	—	—	—	Aspect Feature
7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive

16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Star Affinity (Lvl 1):** Access 75% Solar list. Start with *Detect Magic*, *Scrying*.
- **Star Map (Lvl 2):** Locate any creature 1/day.
- **Aspect (Lvl 3):** Choose Fate/Light.
- **Extra Attack (Lvl 5):** Attack twice.
- **Prism Echo (Lvl 7):** Astral step (60ft teleport).
- **Resonance Surge (Lvl 9):** +1d6 radiant.
- **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
- **Greater Echo (Lvl 13):** Mass star map.
- **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
- **Prism Ascendant (Lvl 17):** *Gate*.
- **Prism Eternal (Lvl 20):** **Astral Sovereign** – Plane shift at will.

3. ASTRAL (Martial – d12 HD, STR Primary)

Description: The Astral is a cosmic warrior, teleporting with *Astral Step* and crushing with gravity. Tanky frontline with planar mobility. Role: Teleport Tank/DPS. Proficiencies: Heavy armor, martial weapons, Athletics, Acrobatics. Starting Equipment: Void blade, plate mail, shield.

Lvl	Strain Max	At-Will +1	Once/Turn +1	Once/Rest +1	Features
1	CON+1	1st	—	—	Astral Affinity , 2 cantrips
2	CON+2	—	—	—	Astral Step
3	CON+3	2nd	4th	—	Aspect
4	CON+4	—	—	—	ASI
5	CON+5	3rd	5th	—	Extra Attack (2)
6	CON+6	—	—	—	Aspect Feature

7	CON+7	—	—	7th	Prism Echo
8	CON+8	—	—	—	ASI
9	CON+9	—	6th	—	Resonance Surge
10	CON+10	—	—	—	Prism Mastery
11	CON+11	—	—	—	Extra Attack (3) , Aspect Feature
12	CON+12	—	—	—	ASI
13	CON+13	—	—	8th	Greater Echo
14	CON+14	—	—	—	Aspect Feature
15	CON+15	—	—	—	Prism Overdrive
16	CON+16	—	—	—	ASI
17	CON+17	—	—	9th	Prism Ascendant
18	CON+18	—	—	—	Aspect Capstone
19	CON+19	—	—	—	ASI
20	CON+20	—	—	—	Prism Eternal

Ability Descriptions:

- **Astral Affinity (Lvl 1):** Access 50% Solar list. Start with *Dimension Door*, *Gravity Sinkhole*.
 - **Astral Step (Lvl 2):** Bonus Action teleport 60ft.
 - **Aspect (Lvl 3):** Choose Gravity/Light.
 - **Extra Attack (2) (Lvl 5):** Attack thrice at Lvl 11.
 - **Prism Echo (Lvl 7):** Pull enemies 10ft on hit.
 - **Resonance Surge (Lvl 9):** +1d6 force.
 - **Prism Mastery (Lvl 10):** Ignore Strain 1/day.
 - **Greater Echo (Lvl 13):** Cosmic Wanderer aura.
 - **Prism Overdrive (Lvl 15):** 2 spells/turn 1/short rest.
 - **Prism Ascendant (Lvl 17):** *Time Stop*.
 - **Prism Eternal (Lvl 20):** **Cosmic Wanderer** – Plane shift at will, immune banishment.
-

Prism of Magic: Solar Prism – Aspects (Subclasses)

Detailed Effects for Each Class

The **Solar Prism** has **4 Aspects** (subclasses) chosen at **Lvl 3**. Each Aspect modifies **Chronomancer (Pure Caster)**, **Starweaver (Hybrid)**, and **Astral (Martial)** differently, adding **5 features** (Lvls 3, 6, 11, 14, 18). All use **Strain** (1 per spell). **Resonance**: +1d6 force/radiant under open sky/stars.

Aspect: Time – *Rewind, Haste, Temporal Control*

Theme: Manipulate time, slow foes, rewind actions.

Chronomancer (Pure Caster)

- **Lvl 3**: +1d8 force to time spells.
- **Lvl 6: Time Channel** – *Haste* as bonus action.
- **Lvl 11: Mass Rewind** – Rewind 3 turns (1/turn).
- **Lvl 14: Temporal Form** – Immune slow, +10 speed.
- **Lvl 18: Time Lord** – *Time Stop* 1/rest.

Starweaver (Hybrid)

- **Lvl 3**: Melee +1d6 force.
- **Lvl 6: Time Step** – Teleport + slow foe.
- **Lvl 11: Haste Strike** – Crit *Haste* self.
- **Lvl 14: Rewind Dash** – Dash + undo damage.
- **Lvl 18: Time Walker** – Allies *Haste* in aura.

Astral (Martial)

- **Lvl 3**: Smite +1d8 force.
 - **Lvl 6: Time Charge** – Dash + *Slow*.
 - **Lvl 11: Temporal Smite** – Smite rewinds foe.
 - **Lvl 14: Time Aura** – 10ft, allies +10 speed.
 - **Lvl 18: Time Knight** – *Time Stop* 1/day.
-

Aspect: Gravity – *Pull/Crush, Sinkholes, Weight*

Theme: Manipulate mass, crush with gravity, pull enemies.

Chronomancer (Pure Caster)

- **Lvl 3:** +1d8 force to gravity spells.
- **Lvl 6: Gravity Channel** – *Gravity Sinkhole* as bonus.
- **Lvl 11: Mass Crush** – *Dark Star* 60ft.
- **Lvl 14: Weight Form** – Immune pull, +pull 20ft.
- **Lvl 18: Gravity Lord** – *Reverse Gravity* 1/rest.

Starweaver (Hybrid)

- **Lvl 3:** Melee +1d6 force.
- **Lvl 6: Gravity Step** – Teleport + pull 10ft.
- **Lvl 11: Crush Strike** – Crit *Pulse Wave*.
- **Lvl 14: Sinkhole Dash** – Dash + terrain.
- **Lvl 18: Gravity Walker** – Pull aura.

Astral (Martial)

- **Lvl 3:** Smite +1d8 force.
- **Lvl 6: Gravity Charge** – Dash + pull.
- **Lvl 11: Crush Smite** – Smite + prone.
- **Lvl 14: Gravity Aura** – 10ft, pull 10ft.
- **Lvl 18: Gravity Knight** – *Dark Star* 1/day.

Aspect: Fate – *Reroll, Luck, Destiny*

Theme: Manipulate probability, reroll dice, alter outcomes.

Chronomancer (Pure Caster)

- **Lvl 3:** Reroll 1 d20/turn.
- **Lvl 6: Fate Channel** – *Gift of Alacrity* as bonus.
- **Lvl 11: Mass Luck** – Allies reroll 60ft.
- **Lvl 14: Destiny Form** – Auto-success 1 save.
- **Lvl 18: Fate Lord** – *Foresight* permanent.

Starweaver (Hybrid)

- **Lvl 3:** Melee reroll on miss.
- **Lvl 6: Fate Step** – Teleport + reroll foe.
- **Lvl 11: Luck Strike** – Crit reroll damage.
- **Lvl 14: Destiny Dash** – Dash + ally reroll.

- **Lvl 18: Fate Walker** – Aura rerolls.

Astral (Martial)

- **Lvl 3:** Smite reroll on miss.
- **Lvl 6: Fate Charge** – Dash + reroll.
- **Lvl 11: Destiny Smite** – Smite + advantage.
- **Lvl 14: Luck Aura** – 10ft, allies +1d4.
- **Lvl 18: Fate Knight** – *Foresight* 1/day.

Aspect: Light – *Radiant Blasts, Dawn, Solar Power*

Theme: Holy light, radiant damage, blinding auras.

Chronomancer (Pure Caster)

- **Lvl 3:** +1d8 radiant to spells.
- **Lvl 6: Light Channel** – *Dawn* as bonus.
- **Lvl 11: Mass Dawn** – *Sunburst* 60ft.
- **Lvl 14: Solar Form** – Immune radiant, +2d6 radiant.
- **Lvl 18: Light Lord** – *Sunbeam* 1/rest.

Starweaver (Hybrid)

- **Lvl 3:** Melee +1d6 radiant.
- **Lvl 6: Light Step** – Teleport + blind.
- **Lvl 11: Dawn Strike** – Crit *Wall of Light*.
- **Lvl 14: Solar Dash** – Dash + radiant trail.
- **Lvl 18: Light Walker** – Radiant aura.

Astral (Martial)

- **Lvl 3:** Smite +1d8 radiant.
- **Lvl 6: Light Charge** – Dash + 2d6 radiant.
- **Lvl 11: Solar Smite** – Smite blinds.
- **Lvl 14: Light Aura** – 10ft, 1d6 radiant.
- **Lvl 18: Solar Knight** – *Sunburst* 1/day.

Solar Spell List (Key Examples)

Level	Spells
Cantrip	Guidance, Sapping Sting
1st	Detect Evil and Good, Detect Magic, Dimension Door, Gift of Alacrity, Guiding Bolt, Magnify Gravity
2nd	Misty Step, Fortune's Favor, Immovable Object, Locate Object
3rd	Blink, Clairvoyance, Pulse Wave
4th	Banishment, Divination, Gravity Fissure, Gravity Sinkhole
5th	Far Step, Teleportation Circle, Dawn, Legend Lore, Scrying, Steel Wind Strike, Temporal Shunt, Wall of Light
6th	Arcane Gate, Find the Path, True Seeing
7th	Teleport, Plane Shift, Tether Essence
8th	Control Weather, Dark Star, Reality Break
9th	Gate, Time Ravage, Time Stop

Prism of Magic: The Strain System – Complete In-Depth Guide

The **Strain System** is the **core resource mechanic** of the **Prism of Magic** homebrew, replacing traditional spell slots. It represents the **physical, mental, and spiritual burden** of channeling raw magical power through the 7 Prisms (Divine, Fey, Arcane, Elemental, Fiendish, Shadow, Solar). Designed to feel **fluid like mana** but **limited like Ki**, it enables **tactical flexibility** while preventing infinite spam.

1. Core Concept

- **Strain = Universal Cost:** Every spell costs **1 Strain**, regardless of level.
 - **Flavor:** Magic is "**breathing**" – effortless at low levels, exhausting at high. Overuse causes **resonance bleed** (psychic damage, exhaustion, world events).
 - **Comparison to 5e:**
 - **Spell Slots:** Fixed per level (e.g., 4 1st, 3 2nd).
 - **Strain:** Single pool, **no upcasting costs**, but **tiered frequency** (unlimited low, gated high).
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2. Strain Pool Calculation

Level	Max Strain Formula	Example (CON 16, +3 mod)
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1–20	CON mod + level	Lvl 1: 4
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- **CON Mod:** Primary limiter. CON 10 = +0 (scarce); CON 20 = +5 (abundant).
- **Cap:** CON mod + 20 maximum.
- **Tracking:** Beads (red = used), dice, or app. **Character Sheet:** "Strain Track" row.

3. Spell Casting Tiers

Tier	Levels	Frequency	Strain Cost	Notes
Unlimited	Cantrips, 1st–3rd	At-will	1	Core spells
Once/Turn	4th–6th	1/turn (free action)	1	Mid-power
Once/Rest	7th–9th	1/long rest	1	Pinnacle
Rituals	Any	10 min	0	Free utility

- **Upcasting:** +1 Strain per level increase (e.g., *Fireball* at 5th = 3 Strain).
- **Cantrips Scale:** Damage = level-based (e.g., *Fire Bolt* 1d10 → 4d10 at 17).

4. Strain Recovery

Method	Recovery	Frequency
Short Rest	Half max (rounded down)	1/hour
Long Rest	Full	8 hours
Prism Mastery (Lvl 10)	Ignore Strain	1/day
Arcane Recovery (Arcanist)	+level/2	1/short rest
Resonance	+1d6 effect	In theme

5. Overstrain Mechanics

When **Strain = Max**:

1. **Exhausted (Level 1)** until short rest.
2. **Can cast** (no hard stop).
3. **Overstrain Roll** (d6 per extra spell, optional):

d6	Effect
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- | | |
|---|---|
| 1 | Prism Bleed : 1d10 psychic damage. |
| 2 | Echo : Spell targets wrong. |
| 3 | Resonance Entity : Attracts prism being. |
| 4 | Burnout : No casting until short rest. |
| 5 | Ascension : Double power, 0 HP. |
| 6 | Miracle : Auto-success, no Strain. |

- **Risk**: Rare (max ~20 casts/day). Encourages **short rests**.
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6. Balance & Class Integration

Role	Strain Max	Known Spells	Playstyle
Pure Caster	Full	100% prism	Spam low, gate high
Hybrid	Full	75%	Balanced
Martial	Full	50%	Weapon + spells

- **Abundant Prisms** (Arcane 150): More options.
 - **Scarce Prisms** (Solar 50): **Aspect bonuses** (+10 spells).
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7. Example Combat (Lvl 5 Elementalist, CON 16 = 8 Strain)

1. *Fire Bolt* (Strain 1 → 7).
 2. *Thunderwave* (Strain 2 → 6).
 3. *Flaming Sphere* (Strain 3 → 5).
 4. *Fireball* (Strain 4 → 4).
 5. *Fireball* (once/turn, Strain 5 → 3).
 6. *Fire Bolt* (Strain 6 → 2). **Short Rest:** Recover 4 → 6 Strain. **Overstrain:** *Fireball* (Strain 9): d6 = 5 → Double damage, 0 HP.
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8. DM Tools & Variants

- **Tracker:** Beads/dice.
- **Resonance Events:** Table for overuse.
- **Variant: Strain = Spell Level.**
- **Multiclass:** Shared pool.

Strain = Freedom + Risk. Playtest 3 sessions; adjust max if needed.