

PRISM DOMAIN

Shine Light Through All Its Spectrums

The rainbow represents all that is good and just in this world. It softens the hardest of expressions, and treats all as equals. Clerics who serve the deities, Iris, Anuenue, and the Rainbow Serpent, are often on missions to spread joy and happiness throughout the various worlds.

LEVEL 3: PRISM DOMAIN SPELLS

Your connection to this divine domain ensures you always have certain spells ready. When you reach a Cleric level specified in the Prism Domain Spells table, you thereafter always have the listed spells prepared.

PRISM SPELLS

Cleric Level	Spells
3	<i>Light, Dancing Lights, Color Spray, Faerie Fire, Mirror Image, Invisibility</i>
5	<i>Hypnotic Pattern, Daylight</i>
7	<i>Greater Invisibility, Hallucinatory Terrain</i>
9	<i>Seeming, Creation</i>

LEVEL 3: TOUCHED BY LIGHT

When you cast a spell that sheds light, you can make the light radiate any color or multiple colors of your choosing. You can also use a crystal as a Holy Symbol for your Cleric spells.

LEVEL 3: BONUS PROFICIENCY

You gain Expertise in Glassblowers Tools and Jewelers Tools.

LEVEL 3: EXPANDED SPECTRUM

You can expend a use of your Channel Divinity to help see a larger spectrum of light. As a Magic action you can touch a creature and grant them Truesight out to a range of 30 feet for 10 minutes.

Starting at Cleric level 5, you can share this feature with a number of allies within 30 feet of you equal to half your Proficiency Bonus, rounded up.

LEVEL 6: BRILLIANT SHINE

When you, or a creature you can see within 30 feet of you, is hit by an attack from a creature within 30 feet of you or the target, you can use your Reaction to unleash a flash of prismatic colors. Roll a d6 and consult the Prism Table below. The attacker takes damage of the associated type equal to 1d6 plus your Wisdom modifier. At Cleric level 12, this increases to 1d10 plus your Wisdom modifier.

Alternatively, instead of rolling a d6, you can instead roll a d10. On a 10, blinding white light shines and the creature has the Blinded condition

until the end of your next turn. On a 7-9, nothing happens and your Reaction is wasted. At Cleric level 12, creatures of your choice within 5 feet of the attacker also have the Blinded condition.

PRISM TABLE

Color	Damage
RED (1)	Fire
ORANGE (2)	Radiant
YELLOW (3)	Lightning
GREEN (4)	Acid
BLUE (5)	Cold
VIOLET (6)	Necrotic

LEVEL 17: ENHANCED PRISM

You become one with the visible spectrum of light. When you finish a Long Rest, roll two d6's and consult the Prism Table. You gain Resistance to two of the associated damage types and your spells ignore Resistance to those damage types.

Additionally, the *Prismatic Wall* and *Prismatic Spray* spells are always prepared for you.

