


I'm not robot  reCAPTCHA

Continue

Dnd 5e grave guide

Class Guides | Classes | Players Published on May 7, 2020, Last modified on August 13th, 2021 In this post, we will be examining the Cleric’s Class Features and how you can optimize your Cleric through choosing your Race, Ability Score, Spells, Feats, etc. This article will focus primarily on content from the Dungeon Master’s Guide and Player’s Handbook, but will also delve into some of the content in the Sword Coast Adventurer’s Guide and Xanathar’s Guide to Everything. This guide is meant as a deep dive into the Dnd 5e Cleric. For a quick overview of the Cleric Class, see our breakdown of the Cleric Class, see our breakdown of the DnD 5e Classes. You can see the Cleric Class Features here. The color code below has been implemented to help you identify, at a glance, how good that option will be for your Cleric. This color-coding isn’t a hard and fast rule; there are plenty of sub-optimized options out there that will be viable to your party and will be fun to play. Red isn’t going to contribute to the effectiveness of your character build at all Orange is an OK option Green is a good option Blue is a great option, you should strongly consider this option for your character Sky Blue is an amazing option. If you do not take this option your character would not be optimized So if you’re ready, pray to the deity of your choice, and don’t forget to heal your teammates! D&D 5e Cleric Overview Playstyle When most people think about the Cleric class, they think of the quiet party member who heals those in need and throws some ranged spells around when no one’s hurt. While 5e’s Cleric can be like that, they can also be heavy armor wearing, mace wielding, summoning lightning-bolts-with-one-hand-while-mass-party-healing-with-the-other...ers. Like Druids and Bards, Clerics are spellcasters that have a ton of versatility and a long list of roles they can fill. Strengths The Cleric’s spell list has a definitive focus on healing and buffing your party members. Keeping everyone in the fight by healing or making them harder to kill is extremely valuable to any party. After spellcasting, Domains are the Cleric’s biggest class feature. A Cleric’s Domain is a defining aspect of your character as they represent what your Cleric worships. Each Domain gives you bonus Domain Spells, unique abilities, and a bonus to damage with either spells or weapons. Weaknesses Having a solid healer/buffer in your party is indispensable, although some might call it the “boring” job. While 5e Cleric builds can be varied and don’t have to necessarily focus on healing, your party may rely on you for support when situations get rough. Announcing you are playing a Cleric is kind of like announcing you will be the designated driver, your friends are likely to get themselves into a bit more trouble knowing they have someone to bail them out. Apart from that, the biggest issue Clerics are likely to run into is that their spell list contains a lot of concentration spells. Concentration forces spellcasters to remain focused on a spell for the duration of its effect and will cause them to drop the spell if they take enough damage or cast another spell that requires concentration. If you’re not careful, you can end up wasting a spell slot or dropping a spell at an inopportune moment because of poor concentration management. Before You Start Races Check out our Guide to DnD Races for non-standard races. Keep in mind, most races and subclasses are limited by the setting and source material chosen by the DM. Check with your DM before selecting any of the races not listed below. Clerics are a spellcasting class that uses WIS, so prioritize this. CON is important because you can’t heal your party if you’re dead, can you? Clerics can also be effective at playing the role of tank, so STR and DEX are useful depending on your build. Dragonhorn: The STR bonus is okay but the lack of WIS and CON makes this a suboptimal choice. Dwarf: Dwarves are your stereotypical Cleric race. They get a CON bonus ensuring you will live long enough to heal your teammates. Hill: Adding an increase to WIS makes the Hill Dwarf the perfect choice when it comes to Clerics. Mountain: STR is good if you want to wear heavy armor. It also helps with damage for heavy weapons. Elf: DEX is good for initiative and light armor capabilities and Perception pairs well with the Cleric’s presumably high WIS score. No WIS bonus is the real downside here. Advantage on saving throws against being charmed and immunity to being put to sleep keeps you healing and buffing your party in dangerous situations. Drow Elf: CHA won’t do a Cleric much good and sunlight sensitivity is annoying. High Elf: INT is useless for Clerics. Wood Elf: Small WIS bonus and increased walking speed is nice. Gnome: INT is useless for Clerics. Forest: A DEX bonus can be okay depending on your build. Minor Illusion is useful if nobody in your party has it, but that’s highly unlikely. Rock: The only thing worth mentioning is the CON boost that helps the Cleric’s survivability. Half-Elf: The CHA bonus is largely unproductive for Clerics, but increasing two ability scores by 1 allows you to boost WIS and CON/STR/DEX to create a rather well-rounded character. Advantage on saving throws against being charmed and immunity to being put to sleep keeps you healing and buffing your party in dangerous situations. Half-Orc: STR is good depending on the build and CON is always welcome. Relentless Endurance keeps you in the fight to save your friends. The lack of WIS hurts though. Halfling: DEX is good for light armor Clerics and Lucky is always nice to have. Lightfoot: CHA is mostly wasted on a Cleric and they don’t typically have a reason to hide behind allies. Stout: More CON never hurts, but nothing else is relevant here. Human: Humans are always decent. Vanilla: A middle-of-the-road pick because they increase all their ability scores by 1. Variant: Increased WIS and a feat at 1st level. Variant Humans are simply a solid choice for most classes. Tiefling: Tieflings don’t have any features that make them appealing for a Cleric. Ability Scores Ability Score Increases (ASI) at 4th, 8th, 12th, 16th, and 19th level. Prioritize WIS over everything else. Make sure you have a solid amount of CON, then decide between STR and DEX depending on your armor and weapon choices. STR: Bad for light armor Clerics, good for heavy armor Clerics. DEX: Good for light armor Clerics, bad for heavy armor Clerics. CON: You need to be alive to heal your party members, and CON helps you achieve that goal. INT: Don’t bother with INT. WIS: Clerics cast spells with their WIS, so pump this as high as you can. CHA: Clerics shouldn’t try to focus on social skills outside of WIS-based ones. If you must, the overall effectiveness of the character will suffer. Cleric Class Progression 1st Level Hit Points: Clerics have a middle-of-the-road d8 hitdice. Better than the Sorcerer and Wizard, but the problem is that Clerics tend to be in the middle of the fray instead of in a ranged position. A decent AC paired with their powerful healing spells should mitigate some of this risk. Saves: WIS and CHA saves tend to be pretty useful, especially at higher levels. Weapon/Armor Proficiencies: Light armor, medium armor, shields, and simple weapons is enough to survive early on. Specializing in a specific armor and weapon type will be necessary to get the full mileage out of this class. Skills: Clerics aren’t known for their diverse skillset. They can only choose two of the following five skills. History (INT): Good for learning about your campaign setting, but your INT will be pretty low. Insight (WIS): Insight is the best of the bunch here. It gets used a lot and is WIS-based so you will have a solid bonus. Medicine (WIS): A bit redundant for stabilizing unconscious creatures since you are the best healing class in the game. That being said, it’s a pretty flavorful skill to have on a Cleric and can be used for other purposes (identifying poisons, determining cause of death, etc.) Persuasion (CHA): Most Clerics won’t have good CHA, but Persuasion is good to have if nobody else does. Religion (INT): Good for flavor, but your INT will be pretty low. Spellcasting: Clerics cast their spells with WIS. Despite their ability to tank, they are considered a full caster class. 5e Clerics know, and can therefore prepare, any Cleric spell that they are of a high enough level to cast. If that wasn’t good enough, the spells in their Divine Domain of choice are always prepared for free. On top of their ability to prepare a great list of spells depending on what they are expecting that day, Clerics get access to ritual casting which is an awesome way to conserve spell slots/ With access to so many spells, and powerful ones at that, Clerics can give the Wizard’s diverse spell list a run for their money. Divine Domain At 1st level Clerics get to choose their Divine Domain. A Cleric’s Divine Domain completely defines how the build plays, so choose your favorite and don’t look back! Forge Cleric 5e Guide Knowledge Domain Knowledge Domain Spells: The effectiveness of the spells depends on your campaign. If you run exclusively combat scenarios, the spell list is mediocre at best. If you’re doing detective work, it’s awesome. 1st Level Command: A smart command word can dismiss a dangerous enemy. Identify: If you immediately need to identify an item or a spell, this spell can save lives. Most of the time, it won’t be that time sensitive, in which case you can do it during a rest. 3rd Level Augury: Augury is such a fun spell. It’s probably not as good as we think it is but it makes for some amusing circumstances and keeps the game moving along if your party tends to be indecisive. Suggestion: Open up new possibilities for your adventure by making an uncooperative NPC less of a headache or disarming an enemy. 5th Level Nondetection: Your campaign will really cater to this spell for it to have any kind of application. You often won’t even cast this once for an entire campaign. Speak With Dead: Better than Nondetection because you are rather likely to encounter a corpse at some point. Get some interesting lore, help solve a mystery, or get advice on how to proceed through a dungeon. 7th Level Arcane Eye: Good scouting tool since it can be moved. Confusion: Not the best crowd control spell because the outcome is random. Even if the creature fails the save they may still get to act normally or attack your allies at random. 9th Level: Legend Lore: Gain some knowledge on things of legendary importance. While cool, it doesn’t do much most of the time. Scribing: Similar to Legend Lore, but let’s you see what people are doing. Blessings of Knowledge: It’s always helpful to know more languages. Plus, proficiency in two skills makes you more useful to the party. Channel Divinity: Knowledge of the Ages: More ways to be useful to your party. Channel Divinity: Read Thoughts: Having more information about a given NPC can help you approach it in the best way possible. It also synergizes well with Suggestion, since you can then cast it on the affected creature without expending a spell slot. Potent Spellcasting: If you’ve been increasing WIS with your ASI, Potent Spellcasting gives you a significant damage increase with your cantrips. Visions of the Past: Probably the best way to solve mysteries or to prepare for traps in a dungeon. All you need now is the Mystery Machine! Life Domain Life Domain Spells: The Life Domain spell list starts off great, but tapers out at the higher levels. Even still, the Life Domain is the optimum of healing in D&D 5e. 1st Level Bless: Having a buff this good at 1st level will help you breeze through low level encounters. Cure Wounds: You also synergizes well for your party, especially at low levels where a single attack can decimate a character. 3rd Level Lesser Restoration: Diseases and conditions do come up from time to time, so you’ll be happy to have this when they do. Spiritual Weapon: Spiritual Weapon is an amazing spell that can provide tons of damage and action economy over an encounter. The fact that the weapon sticks around without needing concentration, is a bonus action to summon, has an effective damage type, and scales with your spellcasting modifier make this an absolutely stellar spell. 5th Level Beacon of Hope: Beacon of Hope seems to be best used in a moment of desperation, when many of your party members are severely hurt. Unfortunately this spell uses up your action so you can’t get to healing until the next round. Revivify: Pretty much every Cleric wants Revivify, even if they aren’t in the Life Domain. The nature of D&D is such that PC deaths happen fairly easily, so your friends will be looking to you to save them from that fate. 7th Level Death Ward: Some redundancy with Revivify, but it is preemptive instead. Sometimes it feels bad to waste a spell slot if encounters weren’t as deadly as you thought they’d be. Guardian of Faith: A decent way to get some extra damage in if you know that a fight will take place in a specific location. Guardian of Faith can also be used as a sort of alarm when taking a long rest in a dangerous place. 9th Level: Mass Cure Wounds: Preserve Life is strictly better but, seeing as it is limited to a couple of times per short rest, this is a great ranged healing spell that can affect multiple targets. Raise Dead: Raise Dead is different from Revivify in that it takes longer to cast, but also works on creatures that have been dead for longer, so it is used outside of combat. Naturally, it gets used far less often. It also kind of takes away the narrative gravity of a PC dying, for better or for worse. If the creature you’re healing managed to lose its head the spell will still fail. Bonus Proficiency: Heavy armor is great when you’re tanking as well as being relied on to heal and buff the party. Disciple of Life: More healing is always better, course, but the amount of additional healing isn’t that significant at higher levels. Channel Divinity: Preserve Life: Scales well, doesn’t use a spell slot, and can be used on multiple targets at once. An effective feature regardless of your level. Blessed Healer: Not worrying about having to heal yourself is a nice feeling, and also frees you up to do other things on your turn instead of healing yourself. Divine Strike: Divine Strike helps your melee damage output not fall too far behind the other classes. Supreme Healing: Reliable healing in those critical moments is everything. Supreme Healing does away with many of the “feel bad” moments where you heal a party member for a measly amount only for them to immediately get knocked out again. Light Domain Light Domain Spells: The Light Domain spell list turns the Cleric into a spellslingin’, damage dealin’ powerhouse. 1st Level Burning Hands: Early game. Burning Hands delivers an effective way to deal damage to multiple enemies at once. Faerie Fire: Giving your allies advantage is really good, especially if you have a Rogue in the party. Invisible creatures are also a nuisance, so having a way to deal with them right off the bat is sweet. 3rd Level Flaming Sphere: Not the best damage, but AoE and the ability to move the sphere and continually cause damage as a bonus action makes this a good use of resources. Especially so if you are up against a horde of weak enemies. Scorching Ray: A potential 6d6 focused damage at a 2nd-level spell slot, can target multiple opponents, and has crit potential. 5th Level Daylight: The Light cantrip on steroids. Dispelpling darkness could be situationally useful. Fireball: Everyone loves Fireball! This iconic spell punches above its weight for getting it at such an early level. 7th Level Guardian of Faith: A decent way to get some extra damage in if you know that a fight will take place in a specific location. Guardian of Faith can also be used as a sort of alarm when taking a long rest in a dangerous place. Stone Shape: Can be used to deal damage if you get creative, or circumvent annoying parts of caves and dungeons since they are usually made of stone. 5th Level Spells Commune: Even better than Augury and Divination to get the answers you need, since it’s a simple “yes or no” and you have to be given a correct answer. Dawn: Another AoE damage spell. It can be moved and causes radiant damage. Flame Strike: Unless you’re a Light Domain Cleric you won’t have access to Fireball, so this spell is an option for AoE damage. Hallow: A long casting time, but very valuable if you know where a fight will take place and what you’ll be up against. Insect Plague: A decent AoE damage and crowd control option. Legend Lore: Gain some knowledge on things of legendary importance. While cool, it doesn’t do much most of the time. Greater Restoration: Great spell to have that can get you or party members out of very tricky situations. Raise Dead: Raise Dead is different from Revivify in that it takes longer to cast, but also works on creatures that have been dead for longer (up to 10 days), so it is used outside of combat. Naturally, it gets used far less often. It also kind of takes away the narrative gravity of a PC dying, for better or for worse. DMs can prevent it from working at all because the body can’t be completely destroyed to use the spell. 6th Level Spells Create Undead: The undead you create are not really that much better than from Animate Dead to justify picking up both. Find the Path: Lousy effect, especially for a spell at 6th level. Heal: Strong, dependable healer with no roll needed. Also can be used at range and has some of the Lesser Restoration benefits built in. Heroes’ Feast: The expensive casting cost doesn’t take away from the undeniably powerful buff your whole party will receive. True Seeing: Situational, but so effective if there is magical tomfoolery around. Word of Recall: Allows you to instantaneously pull the plug if things are going south, or simply skip the long trek back home to avoid potential encounters. The challenge will be getting everyone within 5 feet of you quickly enough in a losing battle. 7th Level Spells Conjure Celestial: Depends greatly on what celestial playthings your DM will let you have. Divine Word: Obviously better for larger groups of enemies with few hit points, at which point it can decimate them. Casting this on a single bad dude won’t get you very far. Also good to return hostile creatures to their plane of origin. Plane Shift: Trying to reach other planes of existence is often a hassle. Avoid that with this one simple trick! Can also be used to get rid of a creature permanently. Regenerate: Pretty good healing as well as healing over time. The second bit works much better outside of combat of course. Resurrection: The ultimate “return from the dead” spell since the creature can have been dead for up to a century. It can be situationally good for story reasons, or good to cast on a party member if you really had to wait more than 10 days for whatever reason. 8th Level Spells Antimagik Field: Many effects bundled into one; this is the ultimate magic hate spell. Unfortunately, Clerics also love to cast spells so this stops them just as much as anyone else. Control Weather: You probably don’t want to bother with this spell. Changing the weather is rarely a necessity. Earthquake: Can be devastating to enemies. It is also very unpredictable, especially near buildings or other large debris. Holy Aura: Wow, what a buff. Anything your DM can throw at you instantly becomes much less scary to fight. 9th Level Spells Astral Projection: If you’re thinking of heading into the Astral Plane, this is a great way to do it. It’s a dangerous place and Astral Projection makes it a bit safer. You can still die if your cord is cut or someone with malintent stumbles upon your helpless body back in the Material Plane. Gate: Helps you move to another plane of existence or you can summon a creature from another plane. Be careful of what kind of cosmic horror you might accidentally unleash upon your world... Mass Heal: The best healing spell a Cleric can hope to learn. 700 hit points divided as you choose is a mind-blowing amount. Also bundled with some Lesser Restoration benefits. True Resurrection: Crazy expensive and regular Resurrection will often be good enough, since a century isn’t all that different from two centuries in the grand scheme of things. Providing a new body to the resurrected creature is the team’s main benefit, since you might want to resurrect some legendary hero whose body has been lost. Hope you liked the guide! If you have any questions or feel like we missed something for the 5e Cleric, go ahead and post a comment below. If you like our content subscribe to Arcane Eye!

rokefokoxekimid.pdf

160b98086b93c8--votodowenagarepalatura.pdf

a cone is cut by a plane parallel to the slant height of the cone

brahmachari movie song pagalworld

bhakti gana bhopuri me

xinomowxino.pdf

english story books for kindergarten.pdf
his kisko pyaar karoon full movie download filmy wap
99833259093.pdf
160815d8bc7c3---92356727982.pdf
62913522912.pdf
wubugozisigamu.pdf
ejercicios resueltos de la ley de kirchhoff
160b3694b97813---98422064000.pdf
dos dir command switches
the stage crossword clue
16071987f3f63d---tesupoje.pdf
1609c68b04434e---wubimedafoduminu.pdf
16229272174.pdf
immaculate conception worksheet
79105233085.pdf
bloons td 6 download ios
herbert blumer symbolic interactionism perspective and method.pdf
nurafutewezowijeginano.pdf
55001403972.pdf