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Light cleric guide 5e

Class Guide | Classes | Play published on May 7, 2020, Last modified on July 26th, 2020 In this post, we will examine the Cleric Class feature and how you can optimize your criticism of choosing your race. Note Ability, Spelling, Feats, etc. This article will focus mainly on content from the Master Dungeon Master's Guide and The Player's Manual, but will also be delivered to some of the content of Sword's Adventurous Guide and Xanathar's Guide to Everything. This guide is meant as a deep dive into the Cleric at DnD 5e. For a quick BEVISION about the Cleric classes, see our hang in DND 5e Classes. You can see the Cleric Class features here. The color code below has been applied to help you identify, at a glance, how good this option will be for your Cleric. This color code is not a hard and fast rule; there are many sub-optimized outdoor options that will be visible to your vagina and will be fun to play. Red won't contribute to the effectiveness of the character you build throughout Orange is an option OK Green is a good blue option is a great option, you should strongly consider this option for your character Sky Blue is an amazing option. If you don't take this option your character shouldn't be optimized so pray to the divinity of your choice and don't forget to heal your equipment! Before you begin race check out our Guide to DnD races for non-standard races. Keep in mind, most races and subscribers are limited by the environment and source material selected by the DM. Check with your DM before choosing any of the races not listed below. Clerics are a spell class that uses WIS, so this Priority .CON is important because you can't cure your vagina if you're dying, can you? Clerics can also be effective in playing the tank role, so STR and DEX are useful depending on your build. Dragonborn: The STR bonus is okay but lack of WIS and CON makes this a suboptimal choice. Chef: Gouvers are your stereotypical race Cleric. They get a bonus CON ensures you will live long enough to heal your teams. Hill: Adding an increase in WIS to make Hill Dwarf the perfect choice when it comes to criticism. Mount: STR is good if you want to put heavy weapons. It also helped with heavy artillery damage. Elf: DEX is a good thing for initiative with light weapons abilities and Fear Perception well and Cleric's score is presumably high WIS. NO WIS bonus is the real inside here. Advantages of saving launch accounts have been sauna and immunity being put to sleep to keep you healed and puffed your vagina into dangerous situations. Drow Elf: CHA won't do a very good cleric with sun sensitivity is annoying. High Elf: INT is useless for Clerics. Wood Elf: Small WIS bonus and increased market speed is nice. Gnome: INT is useless for Clerics. Forest: A DEX bonus may be okay depending on your build. Minor Illusion is useful if nobody in your vagina has it, but that's pretty easy. Rock: The Only Thing Worth Mentioning is CON increases that help the civics of Christ. Half Elf: The CHA bonus is largely improductive for criticism, but increasing two capacity scores by 1 allows you to reinforce WIS and CONSTRI/DEX to create a rather well-rounded character. Advantages of saving launch accounts have been sauna and immunity being put to sleep to keep you healed and puffed your vagina into dangerous situations. Half-Orc: STR is good depending on the build and CON is always welcome. Endurance continually keeps you in the fight to save your friends. Lack of WIS hurts though. Half: DEX is good for light armor Clerics and luck is always nice to have. Lightfoot: CHA is mostly wasted on a Cleric and doesn't typically have a reason to hide behind allies. Stout: More CON never hurts, but nothing else is important here. People: People are always decent. Vanilla: A middle of the road pade because they increase all their fitness score by 1. Variant: Increases WIS with a feat of 1st level. Variant People are simply a solid choice for most classes. Tiefling: Tieflings have no concrete features appealing for a Cleric. Score Empowering Score Empowering Scores increase (ASI) to 4th, 8th, 12th, 16th, and 19th levels. WIS priority on everything else. Make sure you have a solid amount of CON, then decide between STR and DEX depending on your gun choices and weapons. STR: Bad for armored armor, good for heavy armored armor. DEX: Good for armored armor, bad for heavy armor. CON: You need to be alive to heal your party members, and CON helps you achieve this goal:nt. Do not bother with INT. RUSSIA: Clerics throw spells with the RUSSIANS, 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 efficiency of the character will suffer. Cleric Grade Progression 1st Level Hit Points: Clerics have a middle of the road d8 hitdice. Better than the Witches and Wizard, but the problem is that Clerics tend to be in the middle of the fragile instead of a range position. A decent AC pair with the spell of powerful healers would be lowering some of that risk. Save: WIS and CHA saves tend to be very useful, especially at higher levels. Armor / Armour Proficiencies: Light weapons, medium weapons, shields, and simple weapons is enough to survive early on. Specializing in specific weapons and weapon types will be necessary to get the full mileage from this class. Skills: Clerics are not known for their diverse skills. They can choose only two of these five skills. History (INT): Good to learn about your campaign settings, but your INT will be very low. Insight (RUSSIA): Insight is the best of the bunch here. It gets used a lot and is WIS-based so you'll have a solid bonus. Medicine (WIS): Somewhat redundant for stabilizing unconscious creature since you are the best healing class in the game. That being said, it's a wonderful flavor skill to have about a critical and can be used for other purposes poisonous, determined cause of death, etc.) Persuasion (CHA): Most circles won't have good CHA, but Persuasion is good they have if nobody else does. Religion (INT): Good for taste, but your INT will be very low. Spell: Clerics cast their spell with WIS. Despite their ability to tank, they are regarded as a full caster class. 5e Clerics know, and can therefore be prepared, any Cleric spell that they are at a sufficiently high level to throw. If that weren't good enough, the spells in the Divine Realm of choice are always prepared for free. With access to numerous spells, and powerful people at that, Clerics can give the wizard's diverse list a run for their money. Divine domains at 1st level Krik get to choose their Divine Domain. A Cleric's Divine Domain fully defines how players are built, so choose your favorite and don't look back! Knowledge Domain Knowledge Spelling: The effectiveness of the spell depends on your campaign. If you run only combat combat scenarios, the spell list is mediocre at best. If you're doing undercover work, it's awesome. 1st Level of Commandment: A smart command word can disarm a dangerous enemy. Identified: 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 tender time, in this case you can do it during a Res. 3rd Level Augury: Augury is such a fun spell. It's probably not as good as we think it is but it does for some amusing circumstances and keeping the game moving together if your party tends to be undetected. Suggestions: Open up new possibilities for your adventure by making an NPC without paper less of a headache or disarming an enemy. 5th Level Nondetection: Your campaign will indeed cater to this spell for having any kind of application. You often won't even toss this once for an entire campaign. Speaking of words: Better than Nondetection because you are more likely to meet a waterfall at some point. Get some interesting losses, help solve a mystery, or get advice on how to proceed via a dungeon. 7th Level Arcane Eye: Good scouting tool since it can move. Confusion: It's not the best crowd to control the crowd because the result is random. Even if the creature fails to escape to them can still get to act normally or attack your allies at random. 9th Level: Legendary lore: Get some knowledge of the things of legendary importance. While brothers do not do much of the time. Cry out, Like Lore Legend, but let's you see what people are doing. Blessings of knowledge: It is always useful to know more language. Plus, the skill of two skills makes you more useful at the partying. Dog Divinity: Knowledge of the Ages: More ways to be useful to your party. Dog Divinity: He thinks: Having more information about an NPC provided can help you approach it in the best way possible. It also sinergizes well with suggestions, since you can then cast it on the affected creature without spending a spelling slot. High-tender autopsy: If you were RUSSIA with your ASI, potential spell gives you a significant damage increase with your cantrips. Vision of the past: Probably the best way to solve mystery or to prepare for traps in a dungeon. All you need now is the Mystery Machine! Life realm Domain Spell: The domain life list starts off big, but stakes from the highest level. Even still, the Realm of Life is the epitome of healing of D&A/5e. 1st Level Blessing: Having something this good at 1st level will help you break through low level encounters. Injury Cure: You need to heal spell for your vagina, especially at the low level where a single attack can decimate a character. 3rd Level Lesser Restoration: Diseases and conditions come from time to time, so you'll be happy to have this when they do. Spiritual Weapon: Some enemies need to come down by magic means. Spiritual weaponry is a good solution level to this problem. Also improve Cleric's ability to dish out damage. 5th Level Beacon of Hope: The Beacon of hope seems to be best used in a time of despair, when many of your party members are seriously injured. Unfortunately this spell uses up your actions so you can't get healed until the next round. Review: Pretty much every Cleric wants to Revivify, even if they're not in the Realm of Life. The Nature of D&A/5e: D it's like that PC death happens fairly easy, so your friends will be looking for you to save them from that garbage. 7th Ward Death Level: Some redundancy and Revivify, but it is preemptive instead. Sometimes it feels bad waste a place to spell if the encounters didn't as dead as you thought they would be. Goalkeeper Faith: A decent way to get some extra damage from whether you know that a fight will take place in a specific place. Guardianship of Faith can also be used as a sort of alarm when taking a long rest in a dangerous place. 9th Level: Mass injury: This spell feels necessary since you have Preserved Life. However, since Preserving Life can only be used once per stroke rest, you can get a use for Mass injuries on particularly heavy day encounters. Increasing die: Increasing dying is different from revivify in that it takes more time to discard, but also work on animals that have died for longer, so it is used outside of combat. Of course, it gets used far less frequently. It also kind of takes away the narrative gravity of a PC die, for better or for worse. If the creature you are healing manages to lose itself the spell will still fail. Bonus Skills: Heavy weaponry is great when you tank as well as being relied on healing and suffering the part. Followers of life: More healing is always the best of course, but the amount of additional healing is not significant at higher levels. Dog Divinity: Preserve life: Scale properly, does not use a slot, and can be used on multiple targets at once. An effective feature regardless of your level. Bless Healer: Don't worry about having to heal yourself is a beautiful feeling, and also free you up to do other things about turn instead of healing yourself. Divine strike: Divine striking helps your damage production by falling too far behind other grades. Supreme healing: Reliable healing at these critical moments is everything. Supreme healing is done away with plenty of feeling bad moments where you heal a party member for an amount of measure only to immediately get knocked out again. Realm Light Domain Spell: The Spell Domain Light Spell list turns Christ into a 'spell', handicap dealers' superpowers. 1st Level Burning Hand: Early game. Burn but deliver an efficient way to deal with damage to multiple enemies at once. Faerie Fire: Giving your ally the advantage is really good, especially if you have a Rogue at the party. Invisible creatures are also a nuisance, so having a way to deal with them right in the bar is sweet. 3rd Level Flaming Sphere: Mediocre Damage and a Save. Brilliant Ray: Proper spell range damage, and can hit multiple targets if you want them. 5th Level Daylight: The cantrip light on steroids. Dispelling darkness could be situationally useful. Fireball: Everyone loves Fireball! This iconic spelled short points above its weight to get it to such an early level. 7th Guardianship Level of Faith: A decent way to get some extra damage from if you know that a battle will take place in a specific location. Guardianship of Faith can also be used as a sort of alarm when taking a long rest in a dangerous place. Walls of fire: Walls are still sweet. Fill up the battle to your liking and punish haters who get too close. 9th Level: Flames of Fire: The Cleric Domain Light already has Fireball as the AE's massive spellings. Nice if you want radian damage. Crying: Usually not too impressive, but can come in handy in specific circumstances. Bonus Cantrip: Light is a decent cantrip, but not interesting in the least. Warding Flare: Imposing disadvantages about enemy attacks against you keeps you in battle. Channel Deity: Radiation in the Dawn: Damage Underwhelming as you begin to take on enemies more dangerous. However, it can do what Daytime does without spending a spelling slot. Improved Flare: Protecting your most fragile ally is what makes Warding Flare really shine (found at least one light related pun in there). Buster Spellcasting: If you've increased your WIS and ASI, the buster spell gives you significant damage to increases with your cantrips. Corona of Light: Combo beautifully and whatever fire and radiant damage you may throw at your haters. Nobody can deny that you are a Cleric Domain Light when you pop this one in. Nature Domain Spell domain: A lot of what's happening in the Nature Domain list spell overlap with the Druid. Most of the Time Druid class can just make things better. 1st Animal Friendly Level: Useful situation to avoid a struggle. Talk to Animals: Useful situations to learn more about a place or get something done. 3rd Level Barkskin: Such a worse gun because it requires concentration. Puberty: Moderately good crowd control or can be used to stage an ambush because it is camouflage. 5th Level Plant Growth: Slows down pesky enemies moving around a lot or trying to escape, but not particularly good at either. Also, cool to beat the stories to restore nature that has been devastated by war. Van Wall: From all walls based on the outdoor spells, Van Wall rank among the worst. If a Cleric Domain Nature doesn't encounter many animals, they will have a bad time. Grasping vines: Only really is working if you can pull the creature into something that's actually going to hurt it.9th Level: Bug Plague: Finally a decent AoE damage and control crowd option. Tree Stride: A fun spell with a crowd of uses if you can get a bit creative. Without trees near you won't try anywhere though. Due to nature: A free skills and a druid canteen, some of which are really good. Bonus Skills: Heavy weaponry is great when you're tanks as well as being relied on healing and suffering the part. Dog Deity: Animal Charm and Plant: Yes, it's the Nature Domain Cleric ... but all these spells and features that only affect animals and plants make the character build one dimension. Hazard components: Elementary damage resistance as a reaction is amazing. When you can use it on any one all makes Dampen elements much more useful. Divine strike: The best version of divine strike. To choose the damage type is fantastic once you figure out a foe's weakness. Master of nature: That's enough with the plants and the animals, thank you very much. At your 17th level you are much more likely to be fighting some kind of gargantuan monstros than a plant. Storm Domain Storm Spell: Many of the spells are quite repetitive and there is not much in the way of single target and high damage. Despite these shortcomings, the domain storm lists the realm to do what it sets out to do: be like Thor. 1st Cloud Fog Level: Obscuring an area may be better than it sounds. It can help you

hide and get your Rogue into sneak attack position, or lure haters into a trap. Tonerwave: Hit multiple enemies for damage and push them away a failed escape. No more you can ask for at 1st level. 3rd Level Gust of Wind: Annoy your enemies with a brie. Shatter: Damage Mediocre. 5th Level Call Lightning: Thematically spelled fees that you can keep reused for free every round. The damage increased nicely to higher levels as well. Sleet Storms: Mess and enemy concentration, can extend flames, and has the potential of hitting foe penchant. 7th Water Control Level: If you find yourself near many waters, control water is quite powerful. Otherwise not so much. Storm ice: The damage for an AoE spell is not too strong. 9th Level: Destructive waves: Really good damage, and hitting enemies of great. Bug Plague: Finally a decent AoEE damage with crowd control options. Bonus Skills: Skill bonuses for the Storm Domain include martial artillery in addition to heavy weaponry. Tanking with new option weapons all in one. Paste into the temperature: Potential ways to use your reactions. 2d8 damage is a lot of 1st level. Dog deities: Destructive anger: perfect for this build. Ensure maximum damage whenever you connect with a lightning attack or thunder will put the truly on really quickly. Thunderbolt Streams: The option to push animals away from you with a lightning attack is quite a bit of utility. Divine strike: This time it's only lightning damage, which does not put it on par with the Divine Strike's Nature. Storms: A true superhero ability. Fly every time you want to just feel cool. Unfortunately it can be done only outside. Tricky Domains Tricky Domain Spell: Hard domain clicks some of the best spells available to them from any of the subscribers. 1st Level Charm Person: One of the best options for dealing with NPCs outside of combat. Disguise Self: Help you infiltrate an off-limit zone with the help of People Charm. 3rd Level Mirror Image: One of the best ways to avoid damage. Pass without Trace: Turn your whole part into a team of killer. 5th Level Blink: Another good way to avoid harm, but if you need to be inefficient for your squishy friends you probably shouldn't throw this. Dispel Magic: The need to spell this comes far more often than most other quality situational capabilities. 7th Level Dimension Threshold: One way to teleport is important for any part. Polymorph: Always a good time. Turn your allies into a giant beast or enemy you into a rat while you are required to be his friend. Or turn into a flying creature so it goes to people who are hard to reach places. 9th Level: Dominate people: Make your enemies fight for you or get you to a restrictive place. Modified Memory: Another very solid tool for your infiltration mission. Blessing of the tricks: Heavy gun users get drawbacks on stolen checks, so using this feature to cancel out that penalties. Dog Deities: Invoke Duplicity: A good way to confuse your enemies, and deliver spelling on your behalf. Outside of combat, you're going to have to be creative about how you use it. Dog Deities: Cloak in Shadow: Becoming invisible without spending a spelling slot is clean. Unfortunately it only lasts until next you make this feature pretty much point. Divine Strike: Perhaps the worst version of divine strike, since poison is a common resistance to contains. Improving Duplicity: Having four duplicates opens up a lot of options during battle. Your haters will probably also waste some attacks on your illusion. Domain Release Domain Spell: This spell-rounded list to suit many battle situations. 1st Divine Fave Level: More damage and bonus action will allow you to clear the early game monsters. Protecting faith: Additional AC is quite good, unfortunately it uses concentration. 3rd Level Magic Gun: Making your weapons magic needed some kind of enemy. Concentration hurts though. Spiritual Weapons: Another way to harm these magic creatures. It uses a bonus action and does not require concentration. 5th Level Mantle Crusader: Great if you have loads of character martial arts with you. poor in part of chastity. Concentration once again. Goalkeeper the Spirit: Work as a deterrent against tanlet attacking or giving them a hard time moving away. It is also quite tasteless. 7th Level of Freedom of Movement: Very good when DM throws you to effect your road crowd control, or you decide to take an underwater journey. Stoneskin: Similar to Avatar's struggle. They can be used on other animals but require concentration. Not a bad neighborhood. 9th Level: Flames of fire: Flames is better here than with the realm of light because you don't have Fireball. Keep Monster: Great ways to sway the odds in your favor by taking a threat from the action. Bonus Proficiencies: The bonus acquisitions for the War Domain include martial artillery in addition to heavy weapons. Tanking with new weapons option all in one. Priest Release: It is rare that you wish to use your bonus action for an attack, and the number of times you can do it is limited to modify your WIS. Dog Divinity: Guide to plot: Not bad to have in your back pocket for when you really need it. A +10 in the attack roll should let you hit almost anything with an average roll. Dog Divinity: God's War Blessing: Being able to give +10 on an attack roll at an all rather is quite a bit better than using it on yourself. Other martial arts classes can probably deal with significantly more damage than a recruit on a single attack. Divine Strike: If you have multiple weapons on your person with different damage types, you can change the damage type almost as easily as a Cleric Domain Nature. Avatar in battle: Gunfire isn't afraid of you. Good. 2nd Level Channel Divinity: Clerics are a good anti-undead character with this feature. Channel Divinity also comes with some great extra usage depending on which Divine Domain you choose. 5th Level Destroy undead: More hate index, but a weak one at that. There are a crowd of other ways to kill your independent footage, so you probably will want to use your action to do so instead. The undead cr you can kill and this is very low, as it swung up to higher levels. 10th Divine Intervention Level: An interesting class feature. If your creativity knows no bounds, divine intervention can be pretty cool. The effect is deliberately vague in the Player's Manual, so its true potential will be at the discretion of the DM. Once you reach level 20 this gets Cleric's kapstone ability. You won't even need to scroll, so expect your DM to reigns in your craziest ideas. Still, it's very taste and lets you flex your wolplaying. Many feat feats aren't addicted to the Cleric class, but we'll go over the ones that you can consider. Since Clerics is a full caster class, maximizing WIS get most of the spell should be a priority. This means that taking too much feat is usually a bad idea. Disclaimer: Getting up higher in order of the initiative can be very important for any class. Clerics will be able to prevent the allies right at the start of the fight, but this feat probably isn't worth it just for this option. Odds: Odds are a feat that is useful to any character. Magic Initiated: This feat is a good choice if you choose Wizard as the class that you can draw spelling from. Have tried and tested Find Familiar as your 1st spell allows you to deliver spelled touch spells and provide help to play action. Booming Blade and Minor Illusion for cantrips are nicely filling your other needs. Resilient: Being better at escape is great for Clerics since they need to keep up their concentration a lot of the time. Caster: Advantages on CON save and distribute spelling as attack opportunities are both beneficiary elements of this feat. Additionally, you won't need a free hand to toss, meaning you can keep your shields or weapons in both hands. Overall a really solid choice since Clerics are often in gentle range. Cleric spell has access to a lot of spell. Therefore, we think it would be the most beneficiary to only talk about our favorite spell at every level, and who they are to avoid. Just remember that this doesn't mean the ones we don't mention are necessarily bad or don't have a goal. For a full list of Cleric spell click here. Cantrips Tips: Outside of combat, you can use literally every time a party member performs a fitness check. Light: Helpful, but you can probably go without it. Manding: Situation. Sacre flame: Proper damages range option early on. Also balancing assets as a radian damage source. Thaumaturgy: Many become worse than Minor Illusions or Prestidigation. 1st Level Spelling Blessing: Like guidance but for roller attacks. Always landing is crucial, and blessings become the work done at early levels. Commandment: Not quite as good if you don't get it for free in your domain. There are better options for 1st level spell. Healing wounds: Healing is important so pick it up if you think you'll need it. Sensors Magic: Each part should be rolled with at least one character that has access to Sensors Magic. Bolt's guide: Fantastic damage early on, and if the creature didn't die the next attack against it become pros that should do the trick. Word healing: The healing potential doesn't quite stack up with other healing spells, but Word healing is a bonus action and can be thrown from 60ft away. You can heal a critical ally wound and you always have your spins free to do as you please. Sanctum: A good use of your bonus action to protect your weakest allies. Protect faith: A good use of your bonus actions and your concentration. 2nd Level Spell Help: 5 point hits can make a big difference in keeping the party alive, or it can do nothing if hit with a huge attack. Can be thrown to higher levels. Augury: Augury is such a fun spell. It probably as good as we think it is but it does for some circumstances that entertain and keep the game moving together if your party tends to be undetective. Enhancement Ability: This spell does it all. Using it when guidance won't properly do the trick. Find Traps: Reveal the presence of traps but not the exact locations. Clerics can get better use for their spell slots. Smaller Restoration: Diseases and conditions come from time to time, so you'll be happy to have this when they do. Silence: Many spells will be thrown by silence. The efficiency of this spell only increases to higher levels when dealing with more dangerous spells. Spiritual Weapons: Some enemies need to descend by magic. Spiritual weaponry is a good solution level to this problem. Also improve Cleric's ability to dish out damage. Areas of truth: Great for when you need to gain trust in some NPCs, or when you don't quite trust them yourself. 3rd Level Spelling Animate Words: Going against what many Crystals stand for, but more creature on your side means improving the action economy in your favor. Beacon in Hope: Not a good spell because you need to use a spin as a set up by distributing it, and then a turn using its main benefits on this turn. Bestow Curseur: With four different cursors to choose from, Bestow Curse has the potential of copper a foe in a way that will be most benefited from your part. Dispel Magic: Just like Magic Sensors, each part should have a character with this spell at their disposal. Mass Curing Word: As regular curing This Word is used as a bonus action. This, combined with its low recovery potential, means its main usage is also to review upside down, but there are multiple allies down at once is quite rare. If you are in this situation, you are often better at finishing the fight as quickly as possible and then using Revivify as necessary. Reviews: Pretty much required for Clerics. People will expect you to have this ready to go every time you go out adventurous. Bringing allies back from the dead is very valuable. Goalkeeper the Spirit: Work as a deterrent against tanlet attacking or giving them a hard time moving away. It is also quite tasteless. 4th Level Spell Banishment: Get rid of animals from another plane, or take a great threat to most of combat. They have to do a saving cast, but CHA is often not a high status for those haters. Water control: If you find yourself near many water, control water is quite powerful. Otherwise not so much. Ward's death: Some redundancy and Revivify, but he is preparing instead. Sometimes it feels bad waste a place to spell if the encounters didn't as dead as you thought they would be. Divination: In the same vein as Augury; it's a good way to keep a party indeed moving. Plus, it's the fun loads to put your DM on the spot! Goalkeeper Faith: A decent way to get some extra damage from whether you know that a fight will take place in a specific place. Guardianship of Faith Can use as a sort of alarm when taking a long rest in a dangerous place. Shape Stone: Can be used to deal with damage if you get creative, or circumvent annoying parts of caves and dungeon since they are usually made of stone. 5th Level Commune Spells: Even better than Augury and Divination to get the answers you need, since it's a simple yes or no and you have to give a correct answer. Dawn: Another damage AoE damages. It can move and cause radian damage. Flames: Unless you're a Cleric Domain Light you won't have access to Fireball, so this spell is an option for AoE damage. Hallow: A long duration, but very valid if you know where a fight will take place and what you'll be up against. Bug Plague: A decent AoEE damages and crowd control options. Lore Legend: Get some knowledge about the stuff of legendary importance. While cool, it doesn't do much at the time. Greater Restoration: Better than better restoration than lesser restoration for people challenging to warrant diseases. Increasing die: Increasing die is different from revivify in that it takes more time to slip, but also work on animals that have died for longer (up to 10 days), so it is used outside of combat. Of course, it gets used far less frequently. It also kind of takes away the narrative gravity of a PC die, for better or for worse. DMs can prevent it from working at all because the body cannot be completely destroyed to use the spelling. 6th Level Spell Create Undead: The Undead you create are not really that much better than from Animate Dead justifies collecting both. Find the Path: Lousy effect, especially for a spell at the 6th level. Healing: Heartbreaking, peculiar healing with no roll required. Also can be used to fix and has some of the smallest restoration benefits built in. Born The Heroes: The expensive casting cost doesn't take away from the powerful powerful administrator of all parts you'll receive. True View: Situation, but so effective if there is magically tomfoolery around. Word of recall: Allow you to instantly pull the plug in if things are going south, or simply skip the lengthy wagons back home to avoid potential encounters. The challenge will get everyone within 5 feet of you quickly enough to a losing fight. 7th Level Spell Conjure Celestial: Depending much on what DM celestial player you will leave you. Divine words: Obviously better for bigger groups of enemies with some hitting points, at which point it can decimate them. Casting this on a bad single dude won't get you very far. Also good to return hostile creature to the fighters of origin. Aircraft Change: Trying to reach other planes in existence is often a complete. Avoid that with this one simple trick! Can also be used to get rid of a beast forever. Regenerate: Very good recovery as well as healing over time. Bit of second work best outside of the course fighter. Resurrection: The ultimate returning from death spelled since the creature may have died for up to a century. It can be situationally good for reason, or good cast of a party member if you really had to wait more than 10 days for whatever reason. 8th Level Spell Antimagical Field: Many effects bundled into one: this is ultimate magic to hate to hate. Unfortunately, Clerics also likes toss spelled so this stops them as much as anyone else. Control Weather: Probably you don't want to be distorted with this spell. Changing the time is rarely a necessity. Earthquakes: Can be devastated for enemies. It is also highly unpredictable, especially near buildings or other large debris. Ghost Aura: Wow, what a breath. Anything DM you can throw at you instantly becomes much less afraid to fight. 9th Level Spelling Astral Projection: If you're thinking of heading to the Astral plane, this is a good 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 off or someone with misunderstandings stumble over our bodies incomparable to the Material Aircraft. Gate: Help you move to another plane of existence or you can resume a beast from another plane. Beware of the types of cosmic horror you could accidentally releases on your world... Mass Healing: Spell in the best cure a Cleric can expect to learn. 700 hit points divided as you choose a wet idea amount. Also package with some Lesser Restoration benefits. True Resurrection: Expensive oven and regular resurrection will be often good enough, since a century is not all different from centuries in the grand scheme of things. Providing a new body of resurrected animals is the other main benefit, since you might want to resurrect some legendary heroes who have bodies lost. Hope you liked the guide! If you have any questions or feel like we missed something for Cleric's 5e, go ahead and post a comment below. If you like our content to subscribe to Arcane Eyes! Eyes!

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