

CLERIC

A PRIESTLY CHAMPION WHO WIELDS DIVINE
MAGIC IN SERVICE OF A HIGHER POWER

HIT DIE:

1D8

At first level, you have
8 hit points, plus your
Constitution modifier.



PROFICIENCIES

Armor

As a cleric, you are trained in the use of **light** and **medium armor** and **shields**. If you wear heavy armor, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. If you choose the Forge, Life, Nature, Tempest, or War domain, you are proficient in heavy armor and suffer no such penalties.

Weapons

Add your proficiency bonus to the attack roll for any attack you make with **simple weapons**. When wielding martial weapons, do not add your proficiency bonus unless you choose the Death, Tempest, or War domain.

Tools

If you choose the Forge domain, you are proficient with **smith's tools**. Proficiency with these tools allows you to add your proficiency bonus to any ability check you make using them.

Saving Throws

Add your proficiency bonus when making a Wisdom or Charisma saving throw.

+2

DOMAIN

You serve as an intermediary between mortals and your deity. Ask your DM which pantheon to use and select a deity from among the available options. Your deity will have one or more domains associated with it. Choose one. Your chosen domain grants you specific spells that you always have prepared.

CHOOSE

ARCANA

IF YOU WANT TO MIX THE
ARCANE WITH THE DIVINE



CHOOSE

DEATH

IF YOU WANT TO SAP LIFE &
ANIMATE THE DEAD



CHOOSE

FORGE

IF YOU WANT TO PLAY WITH
FIRE & CRAFT MAGIC ARMS



CHOOSE

GRAVE

IF YOU WANT TO SAFEGUARD
DEATH'S DOOR



CHOOSE

KNOWLEDGE

IF YOU WANT TO READ MINDS
& DISCOVER SECRETS



CHOOSE

LIFE

IF YOU WANT TO HEAL ALLIES
& VANQUISH THE UNDEAD



CHOOSE

LIGHT

IF YOU WANT TO BLIND FOES
& BRING LIGHT TO THE DARK



CHOOSE

NATURE

IF YOU WANT TO WIELD THE
ELEMENTS & CHARM BEASTS



CHOOSE

TEMPEST

IF YOU WANT TO WIELD
THUNDER & LIGHTNING



CHOOSE

TRICKERY

IF YOU WANT TO SNEAK BY,
DECEIVE, & POISON FOES



CHOOSE

WAR

IF YOU WANT TO STRIKE FAST
& STRIKE HARD



1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in **Arcana**, plus two other skills. Consider choosing two from **History**, **Insight**, and **Religion**. When you make a skill check using any of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a priest's pack
- scale mail, a mace, a shield, and a holy symbol

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *mending*, *sacred flame*, or *thaumaturgy*. You also know two wizard cantrips, such as *fire bolt*, *mage hand*, or *minor illusion*. For your 1st-level spells, consider preparing *cure wounds*, *guiding bolt*, *protection from evil and good*, and *sanctuary*. You always have *detect magic* and *magic missile* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear. (PHB 58,
- *Arcane Abjuration*. Make celestials, fey, or fiends run in fear too. SCAG 125)

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *magic weapon* and *Nystul's magic aura* prepared. Consider preparing 2nd-level spells like *blindness/deafness*, *hold person*, or *locate object*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Drow High Magic (if drow), Fade Away (if gnome), Fey Teleportation (if high elf), Resilient or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Dexterity** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Persuasion**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a priest's pack or (b) an explorer's pack
- scale mail, a light crossbow with 20 bolts, a warhammer, a shield, and a holy symbol

Reaper You can twin your necromancy cantrips.

Spells (PHB 58) You can cast spells from the cleric spell list. You know four cantrips (one of which must be a necromancy cantrip) and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *chill touch*, *guidance*, *sacred flame*, *spare the dying*, *toll the dead*, or *thaumaturgy*. For your 1st-level spells, consider preparing *bane*, *command*, *inflict wounds*, and *protection from evil and good*. You always have *false life* and *ray of sickness* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, DMG 97) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Touch of Death*. With a melee attack, make enemies taste death.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *blindness/deafness* and *ray of enfeeblement* prepared. Consider preparing 2nd-level spells like *gentle repose*, *silence*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Great Weapon Master, Heavy Armor Mastery, Resilient or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **History**, **Insight**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a mace or (b) a warhammer (if proficient)
- chain mail, a shield, any simple weapon, a priest's pack, and a holy symbol

Blessing of the Forge Once between long rests, you can make a weapon or suit of armor magical.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *mending*, *sacred flame*, or *word of radiance*. For your 1st-level spells, consider preparing *guiding bolt*, *healing word*, *sanctuary*, and *shield faith*. You always have *identify* and *searing smite* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, XGE 18) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Artisan's Blessing*. With a ritual, forge a simple metal item worth no more than 100 gp.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *heat metal* and *magic weapon* prepared. Consider preparing 2nd-level spells like *continual flame*, *locate object*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Dwarven Fortitude (if dwarf), Resilient, War Caster, or Weapon Master.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Medicine**, and **Religion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background: scale mail, a light crossbow with 20 bolts, a mace, a shield, a priest's pack, and a holy symbol.

Circle of Mortality You always restore maximum hit points to the unconscious. Also, cast *spare the dying* at range.

Eyes of the Grave Supernaturally, you can detect the presence of undead in your vicinity.

Spells (PHB 58) You can cast spells from the cleric spell list. You know *spare the dying* and three other cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your other cantrips, consider *guidance*, *sacred flame*, *thaumaturgy*, *toll the dead*, or *word of radiance*. For your 1st-level spells, consider preparing *bless*, *ceremony*, *healing word*, and *inflict wounds*. You always have *bane* and *false life* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, XGE 19) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Path to the Grave*. Put a death curse on your enemy.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *gentle repose* and *ray of enfeeblement* prepared. Consider preparing 2nd-level spells like *aid*, *hold person*, or *prayer of healing*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Fade Away (if gnome), Healer, Resilient, Second Chance (if halfling), or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest score, followed by **Constitution**, **Dexterity**, and **Intelligence**.

Skills You have special training or a certain knack in four skills of your choice. Consider choosing **Arcana**, **History**, **Nature** and **Religion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a priest's pack
- scale mail, a mace, a shield, and a holy symbol

Blessings of Knowledge You know two extra languages. Also, double your proficiency bonus for two Intelligence-based skills in which you are proficient.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *sacred flame*, *thaumaturgy*, or *word of radiance*. For your 1st-level spells, consider preparing *bless*, *cure wounds*, *detect magic*, and *guiding bolt*. You always have *command* and *identify* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58-9) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Knowledge of the Ages*. Become fairly good at whatever you try to do.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *augury* and *suggestion* prepared. Consider preparing 2nd-level spells like *find traps*, *locate object*, or *zone of truth*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking *Prodigy* (if half-elf, half-orc, or human), *Resilient*, or *War Caster*.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Medicine**, **Persuasion**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a mace or (b) a warhammer (if proficient)
- (a) a spear or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a shield, and a holy symbol

Disciple of Life Your healing spells are more potent than those of other clerics.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *mending*, *resistance*, *spare the dying*, or *word of radiance*. For your 1st-level spells, consider preparing *ceremony*, *healing word*, *protection from evil and good*, or *sanctuary*. You always have *bless* and *cure wounds* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 60) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Preserve Life*. Heal several allies from up to 30 feet away.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *lesser restoration* and *spiritual weapon* prepared. Consider preparing 2nd-level spells like *aid*, *gentle repose*, or *prayer of healing*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Dwarven Fortitude (if dwarf), Healer, Sentinel, War Caster, or Weapon Master.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Medicine**, and **Persuasion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- scale mail, a mace, a shield, & a holy symbol

Warding Flare Blinding light makes the creature attacking you much more likely to miss.

Spells (PHB 58) You can cast spells from the cleric spell list. You know the *light* cantrip and three others and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *resistance*, *sacred flame*, or *word of radiance*. For your 1st-level spells, consider preparing *bless*, *guiding bolt*, *healing word*, or *sanctuary*. You always have *burning hands* and *faerie fire* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 61) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Radiance of the Dawn*. Seering light wounds enemies and banishes even magical darkness.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *flaming sphere* and *scorching ray* prepared. Consider preparing 2nd-level spells like *aid*, *blindness/deafness*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Elemental Adept, Flames of Phlegethos (if tiefling), Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Constitution** and then **Dexterity**.

Skills You have special training or a certain knack in three skills of your choice. Consider choosing **Insight**, **Medicine**, and **Nature**. Feel free to swap out Nature with **Animal Handling** or **Survival**. When you make a skill check using any of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a quarterstaff or (b) any simple weapon
- (a) a mace or (b) a warhammer (if proficient)
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a mace, a shield, & a holy symbol

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *resistance*, *sacred flame*, or *thaumaturgy*. You also know one druid cantrip, like *shillelagh*. For your 1st-level spells, consider preparing *bless*, *cure wounds*, *inflict wounds*, or *guiding bolt*. You always have *animal friendship* and *speak with animals* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 62) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Charm Animals and Plants*. Make beasts and plants friendly to you.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *barkskin* and *spike growth* prepared. Consider preparing 2nd-level spells like *enhance ability*, *locate object*, or *protection from poison*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Elven Accuracy (if elf or half-elf), Observant, Resilient, War Caster, or Wood Elf Magic (if wood elf).

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Persuasion**, and **Religion**. When you make a skill check using either of these skills, you add your proficiency bonus.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a spear or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a warhammer, a shield, & a holy symbol

Wrath of the Storm The elements punish creatures that hit you with an attack.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *light*, *resistance*, or *word of radiance*. For your 1st-level spells, consider preparing *guiding bolt*, *protection from evil and good*, or *shield of faith*. You always have *fog cloud* and *thunderwave* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 62) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Destructive Wrath*. Deal maximum damage when dealing lightning or thunder damage.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *gust of wind* and *shatter* prepared. Consider preparing 2nd-level spells like *blindness/deafness*, *prayer of healing*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Charger, Elemental Adept, Great Weapon Master, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Dexterity** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Persuasion**, and **Religion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- leather armor, a mace, a shield, & a holy symbol

Blessing of the Trickster Make yourself or another creature stealthy for one hour.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *mending*, *resistance*, *toll the dead*, or *thaumaturgy*. For your 1st-level spells, consider preparing *bane*, *command*, *detect magic*, or *sanctuary*. You always have *charm person* and *disguise self* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 63) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Invoke Duplicity*. Make a perfect duplicate of yourself and spellcast from it.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *mirror image* and *pass without trace* prepared. Consider preparing 2nd-level spells like *hold person*, *silence*, or *spiritual weapon*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Bountiful Luck (if halfling), Crossbow Expert, Fade Away, (if gnome), Lucky, Resilient, or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

1ST LEVEL



Ability Scores **Wisdom** should be your highest ability score, followed by **Strength** and then **Constitution**.

Skills You have special training or a certain knack in two skills of your choice. Consider choosing two from **Insight**, **Medicine**, and **Persuasion**.

Starting Equipment Consider starting with the following, in addition to the equipment granted by your background.

- (a) a light crossbow with 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chain mail, a warhammer, a shield, & a holy symbol

War Priest When your god inspires you, you get an extra (PHB 63) weapon attack.

Spells (PHB 58) You can cast spells from the cleric spell list. You know three cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider *guidance*, *sacred flame*, *spare the dying*, *toll the dead*, or *word of radiance*. For your 1st-level spells, consider preparing *bane*, *bless*, *guiding bolt*, or *healing word*. You always have *divine favor* and *shield of faith* prepared and they don't count against your number of prepared spells.

2ND LEVEL



Your hit points increase by 1d8 + your Constitution modifier. Unlike 1st level, you must roll for these hit points or take the average (5). You gain another Hit Die (total of 2d8).

Channel Divinity (PHB 58, 63) Channel the divine in one of two ways:

- *Turn Undead*. Make the undead run in fear.
- *Guided Strike*. As a blessing from the gods of war, you can attack with supernatural accuracy.

Spells You gain another 1st-level spell slot. You can prepare a number of spells equal to 2 + your Wisdom modifier.

3RD LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 3d8).

Spells You gain two 2nd-level spell slots and another 1st-level spell slot. You always have *magic weapon* and *spiritual weapon* prepared. Consider preparing 2nd-level spells like *aid*, *hold person*, or *prayer of healing*. You can prepare a number of spells equal to 3 + your Wisdom modifier.

4TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 4d8).

Ability Score Increase (PHB 59) Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. If you do, consider taking Dragon Fear (if dragonborn), Dwarven Fortitude (if dwarf), Great Weapon Master, Orcish Fury (if half-orc), or War Caster.

Spells You gain one additional cantrip and one additional 2nd-level spell slot. You can prepare a number of spells equal to 4 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature. Also, banish blink dogs, dretches, lemures, magmins, manes, mephits, pixies, satyrs, and sprites for 1 minute.

Spells

You gain two 3rd-level spell slots. You always have *dispel magic* and *magic circle* prepared. Consider preparing the 3rd-level spells *bestow curse* and *glyph of warding*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Spell Breaker (SCAG 126)

When you heal an ally, you can also break a spell that's affecting them.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *arcane eye* and *Leomund's secret chest* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *control water*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting (SCAG 125)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature. Also, banish dryads, fire snakes, imps, and quasits for 1 minute.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *animate dead* and *vampiric touch* prepared. Consider preparing the 3rd-level spells *bestow curse* and *feign death*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Inescapable Destruction (DMG 97)

Your spells ignore resistance to necrotic damage.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *blight* and *death ward* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *guardian of faith*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (DMG 97)

Your weapon attacks deal necrotic damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *elemental weapon* and *protection from energy* prepared. Consider preparing the 3rd-level spells *glyph of warding* and *meld into stone*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Soul of the Forge (XGtE 19)

You are resistant to flames and, with heavy armor, enjoy enhanced protection.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *fabricate* and *wall of fire* prepared. Consider preparing one of the following 4th-level spells: *death ward*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (XGtE 19)

Your weapon attacks deal fire damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *revivify* and *vampiric touch* prepared. Consider preparing the 3rd-level spells *feign death* and *life transference*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Sentinel at Death's Door (XGtE 21)

Annul critical hits dealt to you and your allies.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *blight* and *death ward* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *guardian of faith*, or *locate creature*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting (XGtE 21)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *nondetection* and *speak with dead* prepared. Consider preparing the 3rd-level spells *clairvoyance* and *glyph of warding*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Read Thoughts
(PHB 59)

Read a creature's thoughts and then use that mental link to influence it.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *arcane eye* and *confusion* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *control water*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting
(PHB 60)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *beacon of hope* and *revivify* prepared. Consider preparing the 3rd-level spells *life transference* and *mass healing word*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Blessed Healer (PHB 60)

Healing spells you cast on others heal you a little as well.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *death ward* and *guardian of faith* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (PHB 60)

Your weapon attacks deal radiant damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).



Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *daylight* and *fireball* prepared. Consider preparing the 3rd-level spells *glyph of warding* and *mass healing word*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Improved Flare (PHB 61)

Use your Warding Flare feature to protect allies too.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *guardian of faith* and *wall of fire* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *death ward*, or *freedom of movement*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Potent Spell-casting (PHB 61)

Add your Wisdom modifier to the damage you deal with any cleric cantrip.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *plant growth* and *wind wall* prepared. Consider preparing the 3rd-level spells *revivify* and *water walk*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Dampen Elements
(PHB 62)

Briefly shield yourself or a nearby ally from elemental damage.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *dominate beast* and *grasping vine* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *death ward*, or *freedom of movement*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike
(PHB 62)

Your weapon attacks deal cold, fire, or lightning damage.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *call lightning* and *sleet storm* prepared. Consider preparing the 3rd-level spells *protection from energy* and *water walk*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Thunderbolt Strike (PHB 62)

Push your enemies away from you whenever you shock them.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *control water* and *ice storm* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike (PHB 62)

Your weapon attacks deal thunder damage.

Destroy Undead (PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *blink* and *dispel magic* prepared. Consider preparing the 3rd-level spells *bestow curse* and *sending*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

Cloak of Shadows
(PHB 63)

As a Channel Divinity option, become invisible until the end of your next turn.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *dimension door* and *polymorph* prepared. Consider preparing one of the following 4th-level spells: *death ward*, *freedom of movement*, or *stone shape*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike
(PHB 62)

Your weapon attacks deal poison damage.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

5TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).

+3

Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate skeletons and zombies with the Turn Undead feature.

Spells

You gain two 3rd-level spell slots. You always have *crusader's mantle* and *spirit guardians* prepared. Consider preparing the 3rd-level spells *mass healing word* and *revivify*. You can prepare a number of spells equal to 5 + your Wisdom modifier.

6TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).

Channel Divinity

You can now use your Channel Divinity feature twice between rests.

War God's Blessing
(PHB 63)

As a Channel Divinity option, when your allies miss, strengthen their swing or correct their aim.

Spells

You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.

7TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).

Spells

You gain one 4th-level spell slot. You always have *freedom of movement* and *stoneskin* prepared. Consider preparing one of the following 4th-level spells: *banishment*, *death ward*, or *guardian of faith*. You can prepare a number of spells equal to 7 + your Wisdom modifier.

8TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Wisdom**. You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Divine Strike
(PHB 63)

Your weapon attacks deal extra damage.

Destroy Undead
(PHB 59)

Outright obliterate ghouls and specters with the Turn Undead feature.

Spells

You gain one additional 4th-level spell slot. You can prepare a number of spells equal to 8 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *planar binding* and *teleportation circle* prepared. Consider preparing one of the following 5th-level spells: *geas* or *screaming*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature. Also, banish azers, gargoyles, pegasi, sea hags, and spined devils for 1 minute.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *create undead* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *antilife shell* and *cloudkill* prepared. Consider preparing one of the following 5th-level spells: *contagion* or *hallow*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention
(PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead
(PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *create undead* or *harm*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *animate objects* and *creation* prepared. Consider preparing one of the following 5th-level spells: *flame strike* or *holy weapon*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *blade barrier* or *heal*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *antilife shell* and *raise dead* prepared. Consider preparing one of the following 5th-level spells: *contagion* or *mass cure wounds*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *harm* or *heal*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *legend lore* and *screaming* prepared. Consider preparing one of the following 5th-level spells: *commune* or *planar binding*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *forbiddance* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution**, **Dexterity**, or **Intelligence**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *mass cure wounds* and *raise dead* prepared. Consider preparing one of the following 5th-level spells: *greater restoration* or *hallow*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *heal* or *heroes' feast*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *flame strike* and *screaming* prepared. Consider preparing one of the following 5th-level spells: *dawn* or *mass cure wounds*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *heal* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).

+4

Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *insect plague* and *tree stride* prepared. Consider preparing one of the following 5th-level spells: *contagion* or *legend lore*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention
(PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead
(PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *find the path* or *forbiddance*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *destructive wave* and *insect plague* prepared. Consider preparing one of the following 5th-level spells: *flame strike* or *holy weapon*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *harm* or *true seeing*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *dominate person* and *modify memory* prepared. Consider preparing one of the following 5th-level spells: *commune* or *scrying*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *true seeing* or *word of recall*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

9TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).



Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 5th-level spell slot and another 4th-level spell slot. You always have *flame strike* and *hold monster* prepared. Consider preparing one of the following 5th-level spells: *holy weapon* or *mass cure wounds*. You can prepare a number of spells equal to 9 + your Wisdom modifier.

10TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).

Divine Intervention (PHB 59)

Once a week, call on your deity to intervene on your behalf when your need is great.

Spells

You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.

11TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).

Destroy Undead (PHB 59)

Outright obliterate ghosts and poltergeists with the Turn Undead feature.

Spells

You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: *blade barrier* or *harm*. You can prepare a number of spells equal to 11 + your Wisdom modifier.

12TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score at 20, consider increasing your **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 12 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *plane shift*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights. Also, banish bearded devils, green hags, hell hounds, or nightmares for 1 minute.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *control weather*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 59)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *earthquake*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *temple of the gods*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (XGtE 19)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *earthquake* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *resurrection*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *earthquake* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *plane shift*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *regenerate* or *resurrection*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 60)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).



Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *conjure celestial* or *fire storm*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *control weather* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 62)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *control weather* or *earthquake*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Constitution** or **Dexterity**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *etherealness* or *fire storm*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 62)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *control weather* or *earthquake*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *divine word* or *plane shift*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 63)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *antimagic field* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Dexterity** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

13TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).

+5

Increase your proficiency bonus from +4 to +5. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Spells

You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: *fire storm* or *regenerate*. You can prepare a number of spells equal to 13 + your Wisdom modifier.

14TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).

Destroy Undead (PHB 59)

Outright obliterate mummies and wights.

Divine Strike (PHB 63)

The extra damage of your divine strike increases to 2d8.

Spells

You can prepare a number of spells equal to 14 + your Wisdom modifier.

15TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).

Spells

You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: *earthquake* or *holy aura*. You can prepare a number of spells equal to 15 + your Wisdom modifier.

16TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This should be added to an ability score that's important to you—like **Strength** or **Constitution**. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You can prepare a number of spells equal to 16 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature. Also, banish couatls, incubi, and succubi for 1 minute.

Arcane Mastery (SCAG 126) Add four wizard spells to your list of domain spells.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead Outright obliterate banshees and ghosts with the Turn Undead feature.
(PHB 59)

Improved Reaper Most of your necromancy spells now target more than one creature.
(DMG 97)

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention Your god always answers your call for divine aid.
(PHB 59)

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Saint of Forge & Fire (XGE 19) Fire cannot harm you and, in heavy armor, you have some protection from most weaponry.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *gate* or *mass heal*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).



Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Keeper of Souls (XGtE 20)

Use a dying creature's soul to heal the living.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *mass heal* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead Outright obliterate banshees and ghosts with the Turn Undead feature.
(PHB 59)

Visions of the Past Get glimpses of an object's or area's past.
(PHB 60)

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention Your god always answers your call for divine aid.
(PHB 59)

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Supreme Healing
(PHB 60)

Boost your healing effectiveness to maximum.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *mass heal* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention
(PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Corona of Light
(PHB 61)

Conjure sunlight, making enemies susceptible to fire and radiant damage.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *gate* or *mass heal*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention
(PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Master of Nature (PHB 62) Animals and plants charmed by you now obey your commands.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *mass heal* or *true resurrection*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Storm-born (PHB 62)

When out of doors, you can now fly.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead (PHB 59) Outright obliterate banshees and ghosts with the Turn Undead feature.

Improved Duplicity (PHB 63) Create four duplicates of yourself, instead of one, with Invoke Duplicity.

Spells You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *astral projection* or *gate*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity You can now use your Channel Divinity feature three times between rests.

Spells You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention (PHB 59) Your god always answers your call for divine aid.

Spells You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

17TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).

+6

Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

Destroy Undead
(PHB 59)

Outright obliterate banshees and ghosts with the Turn Undead feature.

Avatar of Battle
(PHB 63)

Conventional weapons don't hurt much anymore.

Spells

You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: *gate* or *mass heal*. You can prepare a number of spells equal to 17 + your Wisdom modifier.

18TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).

Channel Divinity

You can now use your Channel Divinity feature three times between rests.

Spells

You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.

19TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).

Ability Score Increase

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature. You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.

Spells

You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 + your Wisdom modifier.

20TH LEVEL



Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Intervention
(PHB 59)

Your god always answers your call for divine aid.

Spells

You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.

TRAINING GROUND

MORE THAN A HEALER TO ME

While many say that a cleric's primary function is to cast healing spells, this versatile class can fill a wide variety of roles.

With a decent number of hit points and armor proficiency, she can serve as a frontline warrior. With abundant insight and divination spells, he can discern truth and solve mysteries. With spell slots as abundant as a wizard's, she can serve as the party's primary spellcaster. Clerics' roles are as numerous as the gods' domains.

But if you want a healer, cleric has you covered there too.

GENERALIST CLERICS

This class guide assumes that players will want spells that thematically correspond to their chosen domain. However, it is a completely viable build to choose other cleric spells at nearly every turn.

In that case, notice that there are many spells which appear again and again no matter one's domain. Those spells are usually safe bets for any cleric.

BY THE GODS

One of the best ways to roleplay a cleric is to take cues from your deity. To do this, first study the divine lore about your deity. Learn about his or her history and portfolio and relationships. Remember, no one should know your god's agenda better than you do.

Then, (unless you're a conflicted cleric) act like you think your deity is the best thing in the multiverse. Do everything in his or her name and feel best about yourself when you're emulating your god's divine characteristics.

It's important to choose a deity that is easy for you to love, that likes the things you want to do and would approve of the direction you want your cleric to go.

It's tempting to pick a deity based solely on domain spells and features, and for some campaigns that's perfectly acceptable. But if you want a rewarding roleplay experience, it will be much more enjoyable if you choose a deity based on character.

IN THE MORNING I WAKE UP...

Remember that, unlike some other spellcasters, you can prepare an entirely different set of spells after each long rest. (Cantrips can't be swapped however.)

As you prepare spells, look over the cleric spell list and think about what you are most likely to face in your adventures that day, and choose accordingly. Swap out spells that you tend not to use or haven't produced desired results or try new ones until you discover your favorites.

Bear in mind that ritual spells must be prepared but can be cast without expending a spell slot if you're willing to invest some extra time to cast it.

BEST OF THE BEST

At 17th level, you gain your first and only 9th-level spell slot. There are just four 9th-level cleric spells, which together compose the apex of your spellcasting ability.

These four spells in order of my preference are as follows: *mass heal*, *true resurrection*, *gate*, and *astral projection*. Just as before, you will be able to prepare one additional spell at this level and each new level until 20th.

HALF-ELF CLERIC 1

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	16 (+3)	14 (+2)

Proficiencies (+2 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +5, Cha +4; advantage on saves against being charmed

Skills Athletics +4, Intimidation +4, Medicine +5, Perception +5, Persuasion +4, Religion +1

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 15

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 2 piercing damage, or 1d8 + 2 piercing damage if used with two hands to make a melee attack.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 bludgeoning damage.

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 13; +5 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *mending*, *spare the dying*, *word of radiance*

1st level (2 slots): *bless* *, *ceremony*, *cure wounds* *, *healing word*, *protection from good and evil*, *sanctuary*
* domain spell (Life domain)

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), chain mail, common clothing, hempen rope (50 feet), insignia of rank, mace, mess kit, rations (10 days), set of bone dice, shield with emblem of Helm, spear, tinderbox, torches (10), waterskin, 10 gp.

HALF-ELF CLERIC 5

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so once.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 25 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 15 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 1/2 or lower, it is destroyed instead.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 18 (chain mail, shield)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	18 (+4)	14 (+2)

Proficiencies (+3 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +7, Cha +5; advantage on saves against being charmed

Skills Athletics +5, Intimidation +5, Medicine +7, Perception +7, Persuasion +5, Religion +2

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 17

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following:

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 2 piercing damage, or 1d8 + 2 piercing damage if used with two hands to make a melee attack.

Mace. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 bludgeoning damage.

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 15; +7 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, word of radiance*

1st level (4 slots): *bless* *, *ceremony, cure wounds* *, *guiding bolt, healing word, protection from good and evil, sanctuary*

2nd level (3 slots): *aid, gentle repose, lesser restoration* *, *prayer of healing, spiritual weapon* *

3rd level (2 slots): *beacon of hope* *, *life transference, revivify* *

* domain spell (Life domain)

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), chain mail, common clothing, healer's kit, hempen rope (50 feet), insignia of rank, mace, mess kit, *periapt of wound closure*, rations (10 days), set of bone dice, shield with emblem of Helm (set with a 300 gp worth of diamonds for *revivify*), spear, tinderbox, torches (10), waterskin, 10 gp.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

HALF-ELF CLERIC 11

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so twice.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 55 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 19 (splint, shield)
Hit Points 69 (Hit Dice 11d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	8 (-1)	20 (+5)	14 (+2)

Proficiencies +4 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +9, Cha +6; advantage on saves against being charmed

Skills Athletics +6, Intimidation +6, Medicine +9, Perception +9, Persuasion +6, Religion +3

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 19

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following attacks (see Divine Strike):

+1 Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 3 piercing damage, or 1d8 + 3 piercing damage if used with two hands to make a melee attack.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 1d6 + 2 bludgeoning damage.

Divine Intervention. Cleric feature

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 17; +9 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, word of radiance*

1st level (4 slots): *bless* *, *ceremony, cure wounds* *, *guiding bolt, healing word, protection from good and evil, sanctuary*

2nd level (3 slots): *aid, gentle repose, lesser restoration* *, *prayer of healing, spiritual weapon* *

3rd level (3 slots): *beacon of hope* *, *life transference, mass healing word, revivify* *

4th level (3 slots): *banishment, death ward* *, *freedom of movement, guardian of faith* *, *stone shape*

5th level (2 slots): *greater restoration, hallow, mass cure wounds* *, *raise dead* *

6th level (1 slot): *heal*

* domain spell (Life domain)

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 17 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 2 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Intervention. As your action, you pray, describing the assistance you seek, and roll percentile dice. If you roll 10 or lower, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessed Healer. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), common clothing, healer's kit, hempen rope (50 feet), holy water (3), insignia of rank, mace, mess kit, *periapt of wound closure*, *potions of healing* (3), rations (10 days), set of bone dice, shield with emblem of Helm (set with a 300 gp worth of diamonds for *revivify*), *+1 spear*, splint armor, tinderbox, torches (10), waterskin, 20 gp, 3 pp.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

HALF-ELF CLERIC 17

"I never leave a soldier behind, not for life, not for limb, not for anything."

You didn't used to be religious. You were a rank-and-file medic in an army. One day your unit was ambushed by orcs. The battle was fierce and more than one soldier died defending you. But when things grew most dire, instead of fighting or attending to your dying comrades, you fled. Guilt-stricken, you turned to Helm, the god of protection, for forgiveness and strength. He blessed you with martial prowess and the ability to supernaturally heal. Now you go out into the world to right the wrongs you committed.

BACKGROUND (SOLDIER)

Once an army medic, you are now a holy warrior.

Military Rank. You were a low-ranked healer in a military organization. Soldiers loyal to your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You can invoke your rank to exert influence over other soldiers and requisition simple equipment or horses for temporary use. You can also usually gain access to friendly military encampments and fortresses where your rank is recognized.

Personality Trait. You're haunted by memories of war. You can't get the images of violence out of your mind. And you face problems head-on. A simple, direct solution is the best path to success.

Ideal. You do what you must and obey just authority.

Bond. Someone saved your life on the battlefield. To this day, you will never leave a friend behind.

Flaw. You made a terrible mistake in battle that cost many lives—and you would do anything to keep that mistake secret.

HALF-ELF TRAITS

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLERIC FEATURES

Channel Divinity (Recharges after You Finish a Short or Long Rest). You can channel divine energy to create one of the following effects. You can do so twice.

Preserve Life. As an action, you present your holy symbol and evoke healing energy that can restore up to 85 hit points. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Medium humanoid (half-elf), Life domain, lawful neutral

Armor Class 20 (plate, shield)
Hit Points 156 (Hit Dice 17d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	8 (-1)	20 (+5)	14 (+2)

Proficiencies (+6 proficiency bonus)

Armor all armor, shields

Saving Throws Wis +11, Cha +8; advantage on saves against being charmed

Skills Athletics +10, Intimidation +8, Medicine +11, Perception +11, Persuasion +8, Religion +5

Tools dice set, vehicles (land)

Weapons simple weapons

Senses darkvision, passive Perception 21

Languages Common, Dwarvish, Elvish

ACTIONS

Attack. You can attack when you take this action, using the following attacks (see Divine Strike):

+1 Spear. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 5 piercing damage, or 1d8 + 5 piercing damage if used with two hands to make a melee attack.

Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 1d6 + 4 bludgeoning damage.

Divine Intervention. Cleric feature

Preserve Life. Cleric Channel Divinity feature

Turn Undead. Cleric Channel Divinity feature

OPTIONS

Spellcasting. You are a spellcaster (cleric feature) who uses Wisdom as your spellcasting ability (spell save DC 19; +11 to hit with spell attacks). You have the following spells prepared:

Cantrips (at will): *guidance, mending, spare the dying, word of radiance*

1st level (4 slots): *bless* *, *ceremony, cure wounds* *, *guiding bolt, healing word, protection from good and evil, sanctuary*

2nd level (3 slots): *aid, gentle repose, lesser restoration* *, *prayer of healing, spiritual weapon* *

3rd level (3 slots): *beacon of hope* *, *life transference, mass healing word, revivify* *

4th level (3 slots): *banishment, death ward* *, *freedom of movement, guardian of faith* *, *stone shape*

5th level (2 slots): *greater restoration, hallow, mass cure wounds* *, *raise dead* *

6th level (1 slot): *heal, heroes' feast*

7th level (1 slot): *regenerate, resurrection*

8th level (1 slot): *antimagic field, holy aura*

9th level (1 slot): *mass heal*

* domain spell (Life domain)

Turn Undead. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must succeed on a DC 19 Wisdom saving throw or become turned for 1 minute or until it takes any damage. If the creature has a challenge rating of 4 or lower, it is destroyed instead.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Divine Intervention. As your action, you pray, describing the assistance you seek, and roll percentile dice. If you roll 10 or lower, your deity intervenes. The DM chooses the nature of the intervention. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

Life Domain. The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. You gain a number of domain spells, which are always considered to be prepared, as a result of this domain. In addition, you have access to the following features:

Blessed Healer. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Disciple of Life. When you cast a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Divine Strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 2d8 radiant damage to the target.

Supreme Healing. When you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die.

Spellcasting. Drawing on the divine essence of nature, you can cast spells to shape that essence to your will.

Cantrips. You know three cantrips, which you can cast at will.

Preparing and Casting Spells. To cast one of your cleric spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose up to four cleric spells. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. When you prepare new spells, you must pray for 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since your magic draws upon your devotion to Helm. You use your Wisdom whenever a spell refers to your spellcasting ability.

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol, such as the emblem on your shield, as a spellcasting focus for your cleric spells.

EQUIPMENT

Amulet of health, backpack, bedroll, belt pouch, broken blade (taken from a fallen enemy), common clothing, healer's kit, hempen rope (50 feet), holy water (3), insignia of rank, mace, mess kit, *periapt of wound closure*, plate armor, *potions of healing* (3), rations (10 days), set of bone dice, shield with emblem of Helm (set with a 300 gp worth of diamonds for *revivify*), *+1 spear*, tinderbox, torches (10), waterskin, 20 gp, 3 pp.

AMULET OF HEALTH

Wondrous Item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher without it.

PERIAPT OF WOUND CLOSURE

Wondrous Item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.