

I'm not robot!



Gertruda L'ie

Medium humanoid (Human)

Armor Class: 15 (Chain Shirt)

Hit Points: 27 (5d8+5)

Speed: 30 feet

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|--------|--------|--------|--------|
| 12(+1) | 14(+2) | 13(+1) | 13(+1) | 16(+3) | 13(+1) |

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Celestial

Challenge 2 (4500 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): fight, sacred flame, thaumaturgy
 1st level (4 slots): cure wounds, guiding bolt, sanctuary
 2nd level (3 slots): lesser restoration, spiritual weapon
 3rd level (2 slots): dispel magic, spirit guardians

ACTIONS

Mace. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

BLACKWOOD'S TOME OF HEROES

WAR JESTER

Most rogues prefer the shadows to hide themselves. But a strange few known as war jesters thrive on attention and the distraction they can bring. They use a wide variety of strange and often theatrical tricks and elements to confuse an enemy, and leave openings for their allies to strike where the defenses have been distracted.

JESTER FIRST

At 3rd level, you know how to put on a brilliant performance that will keep all eyes on you. You gain proficiency in performance if you do not have it already.

Additionally, whenever you are performing, any creature that is watching you has a penalty to Wisdom (perception) checks equal to your charisma modifier.

LAUGHING BLADE

At 3rd level, you know how to royally piss things off. Whenever you deal sneak attack damage to a creature with a melee weapon, you may have it make a wisdom saving throw with a DC of 8+ your proficiency modifier + your charisma. If they fail, then they have disadvantage on the next two attacks that are not made against you.

Additionally, you may choose an ally you can see, and give them advantage on the first attack they make against the same creature, even if they succeed on the save.

POWDER BAG

At 9th level, you learned sometimes angering everything you see is not the safest act. So you now keep a bag of magical powder to help you escape those nasty situations. Whenever you use a bonus actions granted by your cunning action you may choose to give it an additional effects by throwing a pinch of powder on the ground. This pouch contains enough powder to be used five times, and you can refill it when you finish a long rest.

- **Dash:** You immediately go invisible until the start of your next turn.
- **Disengage:** You create a 5ft radius of smoke that obscures vision and lasts until the start of your next turn.
- **Hide:** You gain advantage on the stealth roll.

DANCE OF DAGGERS

At 13th level, you are good at taking advantage of the distractions that your allies make because of your distractions. You gain a special reaction that you can take on every creatures turn, except your turn. Whenever an ally attacks a creature with advantage and you can see the target creature, then you may make a melee weapon attack. You must use a weapon with the light property in order to use this special action. These attacks do not get sneak attack, even if you have advantage.

DEADLY DISTRACTION

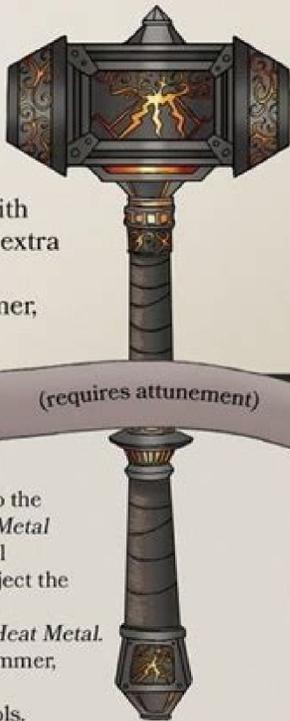
At 17th level, you really know how to make a good opening. The first time you successfully use your Laughing Blade feature against a creature, the first successful attack against that creature not made by you is a critical hit. You may use this feature on the same creature again only after you finish a long rest.



ARTIST CREDIT: JASON NGUYEN

Forgemaster's Hammer

Crafted by legendary blacksmiths of old and infused with the essence of metal and fire, this indestructible hammer has seen the creation of countless weapons and suits of armor. You gain a +3 bonus to attack and damage rolls made with this hammer. When you hit a construct with this hammer, that construct takes an extra 2d6 bludgeoning damage. In addition, while you hold this hammer, you have resistance to fire damage.



Weapon (Warhammer), Legendary

(requires attunement)

Master of Metal and Fire. While attuned to the Forgemaster's Hammer, you can cast *Heat Metal* at 2nd level at will and requiring no material components on any manufactured metal object the hammer has struck since your last turn. The Forgemaster's Hammer is immune to *Heat Metal*.

Forgemaster's Insight. When using the hammer, your proficiency bonus is doubled for any ability check you make that uses Smith's tools.

Timeless Creation. Any item created with the Forgemaster's Hammer has the *Unbreakable* minor property. The Forgemaster's Hammer can be used to destroy items that have the *Unbreakable* minor property.

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Trickery cleric 5e guide. Best trickery cleric build. Best race for trickery cleric. How to play a trickery cleric. Cleric spell list guide.

Published on February 2, 2022. Last modified on July 8th, 2022. In this post, we will be examining the cleric's class features and how you can optimize your cleric through choosing your race, background, ability scores, subclasses, feats, and spells. Arcane Eye may earn a small commission from affiliate links in this article. Learn more. This guide is meant as a deep dive into the DnD 5e cleric. For a quick overview of other 5e classes, check out our Guide to DnD 5e Classes. The color code below has been implemented to help you identify, at a glance, how good that option will be for your cleric. This color coding isn't a hard and fast rule; there are plenty of sub-optimized options out there that will be viable to your party and will be fun to play. Red isn't going to contribute to the effectiveness of your character build at all Orange is an OK option Green is a good option Blue is a great option, you should strongly consider this option for your character Sky Blue is an amazing option. If you do not take this option your character would not be optimized. So if you're ready, pray to the deity of your choice, and don't forget to heal your teammates! Playstyle When most people think about the cleric class, they think of the quiet party member who heals those in need and throws some ranged spells around when no one's hurt. While 5e's cleric can be like that, they can also be heavy armor wearing, mace wielding, summoning-lighting-bolts-with-one-hand-while-mass-party-healing-with-the-other...ers. Like druids and bards, clerics are spellcasters that have a ton of versatility and a long list of roles they can fill. Strengths The cleric's spell list has a definitive focus on healing and buffing your party members. Keeping everyone in the fight by healing or making them harder to kill is extremely valuable to any party. After spellcasting, Domains are the cleric's biggest class feature. A cleric's Domain is a defining aspect of your character as they represent what your cleric worships. Each Domain gives you bonus Domain Spells, unique abilities, and a bonus to damage with either spells or weapons. Like warlocks, clerics get their domains at 1st-level which can inject some potent class features in the early game. Weaknesses Having a solid healer/buffer in your party is indispensable, although some might call it the "boring" job. While 5e cleric builds can be varied and don't have to necessarily focus on healing, your party may rely on you for support when situations get rough. Announcing you are playing a cleric is kind of like announcing you will be the designated driver, your friends are likely to get themselves into a bit more trouble knowing they have someone to bail them out. Apart from that, the biggest issue clerics are likely to run into is that their spell list contains a lot of concentration spells. Concentration forces spellcasters to remain focused on a spell for the duration of its effect and will cause them to drop the spell if they take enough damage or cast another spell that requires concentration. If you're not careful, you can end up wasting a spell slot or dropping a spell at an inopportune moment because of poor concentration management. Dragonborn: Standard: The STR bonus is okay but the lack of WIS and CON makes this a suboptimal choice. Dwarf: Dwarves are your stereotypical cleric race. They get a CON bonus ensuring you will live long enough to heal your teammates. Their speed isn't reduced by heavy armor which allows you to ignore the STR component when choosing a subclass with heavy armor proficiencies. Hill: Adding an increase to WIS makes the Hill Dwarf the perfect choice when it comes to Clerics. Mountain: You won't need STR if you're going to be using heavy armor because of the caveat under the dwarf's Speed trait. The extra STR can be useful if you're going to be a melee-focused cleric like the Forge Domain. Elf: DEX is good for initiative and light armor capabilities and Perception pairs well with the Cleric's presumably high WIS score. Advantage on saving throws against being charmed and immunity to being put to sleep keeps you healing and buffing your party in dangerous situations. Aereni Wood: DEX is good for initiative and light armor capabilities and Perception pairs well with the cleric's presumably high WIS score. Advantage on saving throws against being charmed and immunity to being put to sleep keeps you healing and buffing your party in dangerous situations. Clerics will more often than not prefer the Aereni's skill expertise over the weapon proficiencies granted by the PHB race. Mark of Shadow: Even though the ASIs don't align with the cleric's priorities, the spells learned are too good to ignore. If you want some stealth options as a cleric, the Mark of the Shadow is one of the best ways to get it. This can even be beneficial to heavy armor builds because it allows for a d4 bonus to your disadvantaged Stealth checks and allows you to cast pass without trace to help offset your negative bonus. Gnome: Clerics need WIS to be effective. Half-Elf: The CHA bonus is largely unproductive for Clerics, but increasing two ability scores by 1 allows you to boost WIS and CON/STR/DEX to create a rather well-rounded character. Advantage on saving throws against being charmed and immunity to being put to sleep keeps you healing and buffing your party in dangerous situations. The +2 WIS bonus offered by the Mark of the Detection subrace is very tempting for Clerics as it is not offered by many other races. The spells and racial traits are an added bonus. Half-Orc: No WIS for clerics is tough, but some melee clerics will make great use out of the STR and CON bonuses. Halfling: +2 DEX and +1 WIS is a solid start for light armor Clerics. Human: Mark of Finding: Provides WIS and some decent spells. Mark of Handling: Provides more flexibility with some nature-based spells and access to extremely powerful spells that aren't typically on the cleric's spell list. Mark of Sentinel: Will make an extremely tanky cleric but has a lot of overlapping spells. Standard: A middle of the road pick because they increase all their ability scores by 1. Variant: Variant human clerics will be able to take WIS and either STR, DEX, or CON, while having access to useful feats like War Caster or Healer. Tiefling: Only one subrace comes with a WIS bonus. Bloodline of Fierna: Fierna tieflings do get WIS, but clerics typically don't want to waste precious ASI on CHA. It's passable and will make for an interesting character, but won't be particularly optimized. Aarakocra: Good racial bonuses and flight is powerful, especially for DEX-based builds. Updated: 1st level, concentration-less flight, an extra spell, and a beneficial ASI array make this an extremely attractive option for ranged clerics. Melee clerics will likely be wearing heavy armor, which will restrict the Aarakocra's flight. Aasimar: Protector aasimar would work fairly well because of the +1 to WIS. Radiant Soul isn't negated by heavy armor like the aarakocra so it could be a great choice if you want to fly and wear heavy armor. Bugbear: STR and DEX are good, but mostly wasted together. The racial traits don't work well for a class that wants to cast a lot of spells, but can work if you are more focused on weapon damage. Updated: Not much has changed for cleric bugbears as they do not have Extra Attacks. Goliath: STR builds are quite good for this class, and the Goliath will make for one tanky cleric. The main issue here is that cleric is a full caster class, so without WIS you are at quite a handicap until you can boost it to a comfortable level with ASIs. Updated: An excellent choice for any tanking cleric. Stone's Endurance will keep you on your feet much longer, allowing you to heal and assist your allies as they deal big damage. Harengon: The free proficiency in Perception will go well with your WIS modifier and the Rabbit Hop ability will provide a decent evasion opportunity for when you're caught in the thick of it. Hobgoblin: Clerics need some STR, DEX, or WIS to be effective. Updated: Fey Gift provides an additional support ability to the cleric, who is often considered a supporting character in a party. Temporary hit points from Fey Gift aid in tanking for your party. Kalashtar: The huge WIS boost and increased survivability due to the racial traits are ideal for clerics. A kalashtar cleric will have a very easy time with WIS saving throws, ensuring that they can stay in battle to support their teammates with healing and buffs. Kenku: DEX based clerics can be quite strong, and the WIS bonus here is perfect for spellcasting. To get those most out of a kenku cleric, choose one of the Domains that doesn't care about heavy armor, such as the Trickery Domain or the Light Domain. Kobold: Clerics need WIS to be at their best, but a DEX-based Cleric can be viable. Pack Tactics is less enticing without Extra Attacks. Leonin: Nothing here for a caster cleric. Melee clerics can make use of the Daunting Roar if they get their CON high enough. Lineage: Hexblood: While the extra spells from Hex Magic and utility offered by Eerie Token are great, clerics can't make great use of the hexblood's biggest asset, hex. Cleric's are typically a lot more concerned with keeping spiritual guardians or a party buff up than the bit of extra damage that hex provides. Lizardfolk: CON and WIS is a great combination to start off with for a cleric. A DEX-based cleric would pair very nicely with Natural Armor. Loxodon: Loxodon come with great stat distribution for a cleric. They will likely favor Natural Armor because most builds come with heavy armor proficiency. Loxodon Serenity makes clerics even tankier and is useful to stay ready when allies need healing. Minotaur: Clerics aren't a bad choice for minotaurs because the stat bonuses do line up. However, clerics do best with some kind of WIS boost. Also consider that the minotaur's traits eat up bonus actions when you would potentially want to use them for spells like healing word, sanctuary, or shield of faith. Orc: Heavy armor clerics with STR weapons are pretty decent as orcs, but the lack of WIS is not ideal when it comes to spellcasting. Interestingly, Primal Intuition offers mainly WIS skill proficiencies which slots in nicely for a cleric. Shifter: Beasthide Shifter: No WIS, but DEX and CON can work for a melee-oriented cleric that tanks for the party. Longtooth Shifter: No WIS, but STR and CON are great for clerics that want to do a lot of close-up fighting. Wildhunt Shifter: Clerics focused on casting can choose the wildhunt shifter for the WIS boost and some nice ranger-like abilities. Simic Hybrid: Clerics are usually pretty MAD (multi-ability dependant). While CON is always worthwhile, many clerics would prefer to +2 WIS. That said, the simic hybrid's ability score is still solid and their features are stellar. Keep in mind that Carapace won't work with heavy armor and, if you're going for a heavy armor build you will likely be in melee more often, so pick up Grappling Appendages instead. Tabaxi: Being a full caster class, clerics really need a WIS bonus to be at their best. There are clerics that build around DEX, but the lack of WIS is simply too much of a handicap. Tortle: This is a class that just feels bad choosing a tortle. The ability score bonuses are perfect for clerics, but most STR clerics want to use heavy armor, completely negating the intended use for Natural Armor. The build will work, it just won't be using the tortle's traits to their full potential. Triton: Clerics would really like to see WIS on their race's ASI, but STR and CON work well if you plan to use heavy armor. Vedalken: WIS helps with the cleric's spellcasting. Vedalken Dispassion helps with avoiding nasty effects, and the rest of the racial features complement any build nicely. Warforged: A warforged cleric focused on WIS will have an incredible AC score, and a sizeable chunk of hit points to boot. Acolyte: This background makes sense for most clerics likewise, and also offers Insight and some bonus languages. Shelter of the Faithful can have valuable contributions to your role-play. City Watch: Again, Insight is a good pickup, bonus languages, and Athletics is nice if going for a STR build. Courtier: Insight, languages, and Persuasion can be helpful if you haven't dumped CHA. Faction Agent: Languages, Insight, and another skill of your choice means you can get Perception. Far Traveler: Free language, Insight, and Perception. Instruments can be fun, but not very useful. Guild Artisan: Insight, Persuasion is good if you haven't dumped CHA, and a language. Hermit: Medicine skill and the herbalism kit can be handy to make potions, especially since everyone will probably be expecting you to be the healer anyway. Ability Scores Ability Score Increases (ASI) at 4th, 8th, 12th, 16th, and 19th level. Prioritize WIS over everything else. Make sure you have a solid amount of CON, then decide between STR and DEX depending on your armor and weapon choices. STR: Bad for light armor clerics, good for heavy armor clerics. Heavy armor clerics will need to get this to 15 in order to make use of plate armor unless they are a dwarf. DEX: Good for light armor clerics, bad for heavy armor clerics. This will be beneficial for AC, DEX saves, and stealth checks which light armor clerics have a better chance of making use of. CON: You need to be alive to heal your party members, and CON helps you achieve that goal. INT: Don't bother with INT. WIS: Clerics cast spells with their WIS, so pump this as high as you can. CHA: Clerics shouldn't try to focus on social skills outside of WIS-based ones. If you want, the overall effectiveness of the character will suffer. Cleric Class Progression 1st Level Hit Points: Clerics have a middle-of-the-road d8 hit dice. Better than the Sorcerer and Wizard, but the problem is that clerics tend to be in the middle of the fray instead of in a ranged position. A decent AC paired with their powerful healing spells should mitigate some of this risk. Saves: WIS and CHA save tend to be pretty useful, especially at higher levels. Weapon/Armour Proficiencies: Light armor, medium armor, shields, and simple weapons is enough to survive early on. Specializing in a specific armor and weapon type will be necessary to get the full mileage out of this class. Skills: Clerics aren't known for their diverse skillset. They can only choose two of the following five skills. History (INT): Good for learning about your campaign setting, but your INT will be pretty low. Insight (WIS): Insight is the best of the bunch here. It gets used a lot and is WIS-based so you will have a solid bonus. Medicine (WIS): A bit redundant for stabilizing unconscious creatures since you are the only healing class in the game. That being said, it's a pretty flavorful skill to have on a cleric and can be used for other purposes (identifying poisons, determining cause of death, etc.) Persuasion (CHA): Most clerics won't have good CHA, but Persuasion is good to have if nobody else does. Religion (INT): Good for flavor, but your INT will be pretty low. Spellcasting: Clerics cast their spells with WIS. Clerics are considered a ritual casting class. 5e clerics know, and can therefore prepare, any cleric spell that they are of a high enough level to cast. If that wasn't good enough, the spells in their Divine Domain of choice are always prepared for free. On top of their ability to prepare a great list of spells depending on what they are expecting that day, clerics get access to ritual casting which is an awesome way to conserve spell slots. Another awesome aspect of the cleric's spellcasting is they are able to wear their spellcasting focus on their shield or clothes, allowing them to cast spells with material components without the need of a free hand. With access to so many spells, and powerful ones at that, clerics can give the Wizard's diverse spell list a run for their money. Divine Domain: At 1st level, clerics get to choose their Divine Domain. A cleric's Divine Domain completely defines how the build plays, so choose your favorite and don't look back! Arcana Domain: Clerics get access to useful spells as well as access to detect magic. Magic Missile: Your standard first-level damage dealer. This spell always hits which is nice. This spell is great if you find yourself in trouble in melee combat. It will also hedge out your allies so doesn't keep that in mind. Cloudkill: Not great in an open field but if you can get the drop on an enemy or contain a group of enemies within the spell it can be very effective because it deals damage turn after turn, as long as the caster keeps concentration. It can also be effective to block off a vantage point used by ranged enemies. Bonus Proficiency: Martial weapons can be slightly better than simple weapons damage-wise, though with a single attack you won't notice much of a difference. This exists mostly for role-playing purposes. Reaper: There are some decent damage dealing cantrips like Chill Touch and you'll get a lot more mileage out of them by being able to hit two targets. 2nd level Channel Divinity: Touch of Death: Extra damage is nice, but with a single attack per turn this won't be that much of a game changer. 6th level Inescapable Destruction: This subclass has lots of ways to do necrotic damage, so ignoring resistance to it is very helpful as you might not have many other damage type options. 8th level Divine Strike: Combined with Touch of Death you are now dealing a significant amount of extra necrotic damage on each

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