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The gods of light, including Helm, Lathander, Pholtus, Branshala, Silver Flame, Bellenus, Apollo, and Darcy Horakki, often use the symbol of the sun to promote the ideals of rebirth, renewal, truth, boundary, and beauty. Some of these gods are depicted as tanks that guide the sun itself or across the sky. Others are tireless sentinels, eyes penetrate all shadows and can be seen through all deceptions. Some are the gods of beauty and artistry who teach that art is a means for the development of the soul. The clergy of the God of Light are enlightened souls infused with the brilliance and power of the discerning vision of the gods accused of chasing lies and burning darkness. Source: If you choose this domain in the player's handbook bonus cantrip 1st class, you can earn LightTrip if you don't already know. Wadding flares can also insert divine light between you and your aggressiveness in Class 1. When you are attacked by a creature within 30 feet you can see, you can use the reaction to impose a penalty on the attack roll, causing it to flare up in front of the attacker before it hits or misses. Attackers who cannot be blinded are immune to this function. This feature can be used the same number of times as the Wise Modifier (at least once). You regain all the exhausting use when you complete a long break. Channel Divinity: Start in level 2 and the brilliance of dawn, you can use Channel Divinity to take advantage of the sunshine, banish darkness and deal with glowing damage to the enemy. By action, you will present your holy symbol, and within your 30 feet the magic darkness will be invalidated. In addition, each hostile creature within 30 feet must be thrown to save the Constitution. The creature takes the same glowing damage as your priest level in 2d10+ failed save throws, half as much damage to a successful one. Creatures with gun covers from you are not affected. Enhanced Flare, starting from the 6th floor, can also be used for wadding flare features when creatures that can be seen within 30 feet attack creatures other than you. Starting with powerful spelling 8 levels, you add a wisdom modifier to the damage you deal with any clergy cantrip. In the Light Corona, starting at level 17, you can use the action to activate the aura of sunlight for one minute or until you release it with another action. You emit bright light in a 60-foot radius and that emits a faint light more than 30 feet. Bright Light Enemies have drawbacks in saving throws for spells dealing fire or glowing damage. Class Guide | Lessons | The player, published on May 7, 2020, and last revised on July 26, 2020, will review the clergy's class features and how they can optimize clergy by selecting classes and race, ability scores, spells, and feats. This article focuses primarily on this article. Explore some of Zananatar's guides on everything from dungeon master guides and player handbooks, as well as cal coast adventurer's guides. This guide means a deep dive into the DnD 5e clergy. For a brief overview of clergy classes, see the analysis example of the DnD 5e class. You can see the clergy class features here. The color code below is implemented to give you a quick overview of how good the option is for clergy. This color coding is not a difficult and fast rule. There are a lot of sub-optimized options out there that will be viable and fun to play in the party. Red will not contribute to the effect of building a character in all orangeok option green is a good option blue is a good option, you should strongly consider this option for character Sky Blue Sky Blue is an amazing option. If you don't select this option, your character won't be optimized, so don't forget to pray to the chosen god and heal your teammates when you're ready! Check out the DnD race guide for non-standard races before you start the race. Most races and races are limited by the settings and source materials selected by The DM. The clergy is a spell-training class that uses WIS, so prioritize it. CON is important because you can not heal the party if you are dead, can you? STR and DEX are useful depending on the build, because clergy can be effective in serving as tanks. Dragonborn: The STR bonus is fine, but the lack of WIS and CON makes it an unoptimal choice. Dwarf: Dwarf is your stereotyped clergy race. They get a CON bonus so you can live long enough to heal your teammates. Hill: Adding an increase to WIS will make Hill Dwarf the perfect choice for clergy. Mountain: STR is good if you want to wear heavy armor. It also helps damage to the heavy machine. Elf: DEX is suitable for initiatives and light armor functions, and perception can go well with the clergy's high WIS score. Wis bonuses here are no real drawbacks. Save throwing for attraction and immunity from sleeping to heal and buff parties in dangerous situations. Drow Elf: CHA doesn't have a lot of priests and sunlight sensitivity is annoying. High Elf: INT is useless to clergy. Wooden Elf: Small WIS bonus and increased walking speed is good. GNOME: INT is useless to clergy. Forest: Dex bonuses may be fine depending on the build. Minor fantasies are useful if no one at your party has it, but it is very likely. Rock: The only thing worth mentioning is the CON boost that helps the clergy survive. Half Elf: Cha bonus is largely counterproductive for the clergy, but you can increase your score by two abilities by 1. WIS and CON/STR/DEX create a somewhat versatile character. Save throwing for attraction and immunity from sleeping to heal and buff parties in dangerous situations. Half Oak: STR is good for build and CON is always welcome. Relentless endurance keeps you in the fight to save your friends. But the lack of WIS hurts. Halfling: DEX is good for light armor priests and Lucky is always good. Lightfoot: CHA is mostly wasted by clergy and generally has no reason to hide behind allies. Stout: More CON never hurts, but nothing else is relevant here. Human: Human beings are always decent people. Vanilla: In the middle of road selection because it increases all ability scores to 1. Variant: Increased WIS and featat at level 1. Transforming humans is simply a solid choice for most classes. Tiefling: Tieflings don't have the ability to make priests attractive. Ability scores increase (ASI) at levels 4, 8, 12, 16, and 19. The priority of WIS is over everything else. Determine whether you have a solid amount of CON, and then determine between STR and DEX based on your armor and weapon selection. STR: Good for light armor priests, bad for heavy armor priests. Dex: Good for light armor priests, bad for heavy armor priests. CON: To heal our members, we need to be alive and con helps us achieve that goal. INT: INT. WIS: Pump as high as possible as clergy throw orders to WIS. CHA: Clergy should not focus on social skills other than WIS-based social skills. If you have to, the overall effect of the character will suffer. Clergy Class Progress 1 Level Hit Point: The Clergy has the middle of the road d8 hit index. Wizards are better than wizards and wizards, but the problem is that clergy tend to be in the middle of a fight instead of in distant positions. A decent AC paired with their powerful healing spells alleviates some of these risks. Storage: WIS and CHA saves are very useful, especially at high levels. Weapon/Armor Ability: Light armor, medium armor, shields, and simple weapons are enough to survive early. Specializing in certain armor and weapon types is necessary to obtain full mileage in this class. You can choose only two of the following five skills: History (INT): Good for learning about campaign settings, but int is fairly low. INSIGHT (WIS): Insight is the best here. It is being used a lot and wis-based so you will have a solid bonus. Medicine (WIS): A little redundant for stabilizing unconscious creatures because you are the best healing class in the game. That is a pretty tasty technique to bring to the clergy and can be used for other purposes (identifying poisons, determining the cause of death, Persuasion (CHA): Most clergy don't have a good CHA, but persuasion is good to have if someone else doesn't. Religion (INT): Good taste, but int is quite low. Spelling transfer: The clergy threw orders at WIS. Despite the tank capability, they are considered the entire caster class. 5e clergy know, and therefore can prepare, they order all clergy to be of sufficient level to cast. If that is not enough, the order of the sacred realm of choice is always free to prepare. With many spells and powerful orders access, from those powerful ones, the clergyman can provide a running list of various spells for his money. Holy Domain First Clergy choose divine domains. The sacred domain of the clergyfully defines how the build plays, so choose what you like and don't look back! Knowledge Domain Knowledge Domain Order: The effectiveness of your order depends on your campaign. If you are running a combat scenario, the order list is at best mediocre. It's great if you're working as a detective. Step 1 Command: Smart command words can disarm dangerous enemies. Identify: If you need to immediately identify an item or order, this spell can save lives. In most cases, it is not sensitive to time, in this case you can do it during the break. Level 3 Augury: Augury is a fun order. It's probably not as good as we thought but it's about some funny situations and keeping the game moving together if your party tends to be indecisive. Suggestion: Reduce headaches or disarm enemies with uncooperative NPCs to unlock new possibilities for adventure. Step 5 Non-detection: Your campaign will actually satisfy this order so that you can use any kind of application. We often never cast this cast for the entire campaign. Talk to the Dead: It is better than non-detection because you are more likely to meet the body at some point. Get interesting stories, solve riddles, and get advice on how to proceed in dungeons. Level 7 Vision Eye: A good Scout tool because it can move. Confusion: It's not the best crowd control order because the results are random. Even if creatures fail to save, they can still act normally or attack allies randomly. Step 9: Legendary Legends: Get knowledge about things of legendary importance. It's cool, but it doesn't last most of the time. Cry: It's like a legendary legend, but let's see what people are doing. Blessing of Knowledge: Knowing more languages is always helpful. You can also increase your proficiency in both skills, making them more useful for your party. Channel Divinity: Knowledge of the Times: More ways to be more useful to a party. Channel Divinity: Read Thoughts: Having more information about a given NPC can help you approach it in the best way possible. It can also be synergistic with suggestions. Buy creatures without consuming slots. Strong spelling prelude: If you increase your WIS with ASI, you cantrip with strong spelling casting to increase the damage. Vision of the past: Perhaps the best way to solve mysteries or prepare traps in dungeons. All you need now is a mystery machine! Life Domain Life Domain Orders: The list of life domain orders starts significantly, but is petersout at a higher level. Nevertheless, Life Domain 5e. In Step 1 Blessing, healing is the epitome: Using this good buff in Level 1 can help you cheat through low-level encounters. Wound Healing: Healing spells are required for parties, especially at a lower level where a single attack can kill a character. Step 3 Less Restoration: Diseases and conditions can come from time to time, so you will be happy when they do. Spiritual Weapons: Some enemies must be taken down by magic means. Spiritual weapons are a good early-level solution to the problem. It also improves the ability to cook clergy damage. Stage 5 Lighthouse of Hope: The Lantern of Hope seems to be best used in moments of despair when many party members are badly injured. Unfortunately, this spell uses actions to prevent it from healing until the next round. Resurrection: Almost all clergy want to be resurrected, even if they are not in the domain of life. The essence of D&D is that PC death happens fairly easily, so your friends will be looking for you to save them from that fate. Grade 7 Death Ward: Resurrected and partially redundant, but instead preemptive. Sometimes i feel bad about wasting order slots if the encounter isn't as fatal as you might think. Guardians of faith: If you know that a fight is going to take place in a certain place, it's a good way to get some extra damage. Guardians of faith can be used as a kind of alarm when taking long breaks in dangerous places. Step 9: Mass Treatment Wounds: This order feels unnecessary because you have preserved your life. However, because conservation life can only be used once per short break, you may find it especially used for mass healing wounds on meeting heavy days. Raise the Dead: Dead Raise is different from the resurrection in that it takes a long time to cast, but it also works for longer dead creatures, so it is used outside the battle. Naturally, it is used much less often. It also kind of takes away the narrative gravity of a better or worse, dying PC. If the creature you heal can lose your head, the spell still fails. Bonus abilities: Heavy armor is great not only when tanking, but also when you rely on healing and strengthening your party. Discipleof Life: More healing, of course, always better, but the amount of additional healing is not so important at a higher level. Channel Divinity: Conserve Lives: Scales well, do not use spells it can be used on multiple targets at once. This is an effective feature regardless of the level. Blessed Healer: It's a good feeling not to worry about having to heal yourself, and it also allows you to do other things in the turn instead of healing yourself. Holy Strike: Holy Strike helps ensure that melee damage output falls too far than other classes. Best Healing: It's all about healing that you can trust at those critical moments. Supreme Healing away from many moments when it feels bad to heal only with an amount of money so that you can immediately take down the party members again. Light Domain Lite Domain Order: The Light Domain Order List replaces clergy's ordering', a powerhouse of damage dlline. Step 1 Burning Hands: In the initial game, Burning Hands provides an effective way to inflict damage on multiple enemies at once. Faerie Fire: It's great to give your allies an advantage, especially if you have a rogue in your party. Invisible creatures are also annoying, so having a way to handle them right from the bat is sweet. Step 3 Burning Sphere: Save with mediocre damage. Burning Rays: Damage to good ranged spells, you can hit multiple targets if you want them. Level 5 Daylight: Light can travel on steroids. Getting rid of darkness can be useful in situations. Fireball: Everyone loves fireballs! This iconic order punches above the weight to get it at such an early level. Level 7 Guardians of Faith: If you know you're going to fight in a certain place, it's a good way to deal some extra damage. Guardians of faith can be used as a kind of alarm when taking long breaks in dangerous places. Walls of Fire: The walls are always sweet. Divide the battlefield for your liking and punish enemies too close. Step 9: Flame Strike: Light Domain Clergy already have a fireball with a huge AoE spell. It's good if you want shiny damage. Cry: Generally not too impressive, but it can be useful in certain situations. Bonus Cantrip: Light is a decent cantrip, but at least it's not exciting. Wadding Flare: Impose a penalty on enemy attacks against you and keep you in the fray. Channel Divinity: Dawn's Brilliance: Overwhelming damage as you begin to take on more deadly enemies. However, you can do what daylight does without consuming the order slot. Improved Flare: Protecting your most vulnerable teammates is what makes the wadding flare really shiny (you've had to make at least one light pun). Strong spelling prelude: If you increase your WIS with ASI, you cantrip with strong spelling casting to increase the damage. The Corona of Light: Very well combo with any fire and shining damage you can throw at your enemies. Natural Domain Natural Domain Order: Many of the natural domain orders happen in the list of orders With the druids. Most of the time the druid class can do this better. Step 1 Animal Friendship: Useful to avoid situations. Talking with animals: It's contextually useful to learn more about places or to finish something. Level 3 Shell: This is because you need concentration, like worse marzipan armor. Spike Growth: Moderately good crowd control or camouflage because you can use it to stage ambushes. Step 5 Plant Growth: Slowdown pesky enemies to move a lot or try to escape, but it's not particularly good. In addition, the story is created in a wonderful way to restore the war-torn nature. Wind Wall: Out there are all wall-based orders, wind walls rank among the worst. Level 7 Master Beast: Another spell uses only for beasts. If a natural domain priest doesn't meet many beasts, they will have a bad time. Grab the vine: It really works if you can pull the creature into something that will actually hurt it. Step 9: Insect Epidemic: Finally a decent AoE damage and crowd control option. Tree Stride: Order fun with a bunch of uses if you can get a little creative. If there are no trees nearby, you will not go anywhere. Nature's Apocalypse: Free Technology and Druid Cantrip, some of which are really good. Bonus abilities: Heavy armor is great not only when tanking, but also when you rely on healing and strengthening your party. Channel Divinity: Attraction animals and plants: yes, it is a natural domain priest... However, all these spells and functions that affect beasts and plants only build a very single dimension of the character. Weakening factors: resistance to elemental damage as a reaction is amazing. Being available in allies makes the curse element much more useful. Holy Strike: A better version of The Divine Strike. It's fantastic to be able to choose the type of attack you've identified. Nature's Master: Plants and animals are enough. At 17 levels you're much more likely to fight some kind of giant monster than plants. Storm Domain Storm Domain Order: Many orders are very repetitive and not much of a single, high-damage target approach. Despite these shortcomings, the Storm domain order list performs the tasks set up like Tor. Step 1 Fog Cloud: Covering the area may be better than sound. It can help you get your enemies to hide and sneak attack locations, or lure enemies into traps. Thunderwaves: Attack multiple enemies, deal damage and push them to a failed save. There's not much more you can ask for in class 1. Wind Level 3 Blast: Annoy your enemies with the wind. Shattered: Ordinary damage. Level 5 Call Lightning: A topically cool order angle where you can reuse it for free for free. Damage also increases well at a high level. Sleet storm: You can use your enemy's concentration to extinguish flames and knock them out. Level 7 Controls: If you find a lot near the water, the controls are very powerful. Otherwise, not so much. Ice Storm: The damage from AoE spells is not too shabby. Step 9: Destructive Waves: Really good damage, and the enemy prone to knock is great. Insect Plague: Finally a decent AoE damage and crowd control option. Bonus Proficiency: Bonus proficiency for storm domains includes martial arts weapons in addition to heavy armor. Both tanking and new weapon options in one. Storm Fury: A powerful way to use your reaction. 2d8 damage is on the first floor. Channel Divinity: Destructive Rage: Perfect for this build. Every time you connect with lightning or thunder attacks, you'll get hurt really quickly if you guarantee maximum damage. Thunderbolt Strike: The option to push a creature from you into a lightning strike is quite a bit of a utility. Divine Strike: This time it's just a lightning strike that's not equivalent to the divine strike of the Natural Priest. Stormbourne: True Superhero Abilities. Fly whenever you want, just feel cool. Sadly it can only be done outdoors. Cheat Domain Deception Domain Order: Cheat Domain Clergy has some of the best orders available in the subclass. Step 1 Charm People: One of the better options for handling NPCs other than combat. Disguise Self: Helps charmer infiltrate out-of-limits areas. Step 3 Mirror Image: One of the best ways to prevent damage. Pass Without Track: Turn your entire party into a team of assassins. Step 5 Flicker: Another great way to avoid damage, but if you need to tank for your squishy friends you probably shouldn't cast this. Relieve Magic: The need for this spell comes much more often than most other situational type abilities. Step 7 Portal: Teleporting is important for some parties. Polymorphism: It's always a good time. Set your allies as giant beasts or rats while you obliterate his friends. Or turn into a flying creature to reach people who are hard to reach. Step 9: Master the Man: Enemies can battle for you or get you into a restricted place. Memory Modification: Another solid tool for penetration missions. The Blessing of The Trickster: Heavy Armor users get a downside to stealth checks, so use this feature to clear those penalties. Channel Divinity: Brings About Duality: A great way to confuse enemies and deliver spells on your behalf. Be creative about how to use them outside of combat. Channel Divinity: Cloak of Shadows: It is neat to become invisible without consuming the spell slots. Unfortunately, this feature is only pointless until the next turn. Divine Strike: Perhaps the Worst Case Because of the divine strike, the poison is the common resistance it has. Enhanced duality: Four clones open up many options during combat. Your enemies will probably waste an attack on your fantasies. War Domain War Domain Spells: This list of spells is well versatile for many combat situations. Step 1 Divine Courtesy: Clear those early game monsters that can deal more damage with bonus action. Faith Shield: Additional AC is very good, sadly it uses concentration. Level 3 Magic Weapon: Creating magic your weapons is necessary for some enemy types. But concentration hurts. Spiritual Weapons: Another way to hurt those magically resistant creatures. It uses bonus action and doesn't require concentration. 5th Class Crusader's Mantle: If you have a lot of martial arts characters with you, poor at caster's party. Once again concentration. Spirit Protector: Acts as a deterrent against melee attackers or makes it difficult to move away. It is also very tasty. Level 7 Freedom of Movement: DM is great when you decide to throw crowd control effects your way or travel underwater. Stoneskin: Similar to Battle Avatar. It can be used for other creatures, but requires concentration. Not a bad placeholder. Step 9: Flame Strike: Flame Strike is much better than the light domain because there are no fireballs. Hold Monsters: A great way to swing odds in your favor by taking threats from action. Bonus abilities: Bonus for war domains includes martial arts weapons in addition to skilled heavy armor. Both tanking and new weapon options in one. War Priest: It is rare to use bonus actions in an attack, and is limited to WIS modifiers. Channel Divinity: Guide Strike: It's not bad to have it in the back pocket for when you really need it. +10 on the attack roll you can hit everything on average roll. Channel Divinity: The Blessings of God in War: Being able to give +10 to an attack roll instead of on your allies is pretty much better than using it on your own. Other martial arts classes can probably deal far more damage than the clergy in one attack. Holy Strike: If a person of different types of damage has multiple weapons, you can change the damage type as easily as a natural domain clergyman. Battle Avatar: Non-magical weapons will no longer scare you. Good. Step 2 Channel Divinity: The Priest is a good anti-undead character with this feature. Channel Divinity also comes with some great additional uses depending on the sacred domain you choose. Step 5 Destruction Undead: No undead hatred, but that weaker one. There are a bunch of other ways to kill undead enemies, so you will probably want to use your actions instead to do so. Undead CR you can kill this Low, even as it expands at a higher level. 10 Steps Divine Intervention: An interesting class feature. If your creativity does not know the boundaries, divine

intervention can be very cool. This effect is intentionally ambiguous in the player's handbook, so the true potential remains at the discretion of the DM. When you reach level 20, this becomes the clergyman's capstone ability. You don't have to make a roll, so expect DM to reign in the craziest idea. Still, it is very tasty and you can bend your rpg. Many achievements are not suitable for the clergy ranks, but we will go through things you can consider. Since the clergy is the entire caster class, maximizing their WIS to get the most out of the order should be a priority. This means that taking too many achievements is usually a bad idea. Warning: Higher rankings in the initiative order can be very useful for all classes. The clergy will be able to strengthen their allies right at the beginning of the fight, but this feat probably won't be worth that option. Lucky: Lucky is a great feat for every character. Magic Master: It's a good idea to choose a wizard as a class to enchant. The Find Familiar, tested and tested to familiarize you with first-class orders, allows you to deliver touch orders and provide help to players. Blades and minor illusions for cantrips meet other needs. Resilience: The better thing to save is good for the clergy because they need to keep their concentration a lot of time. War Caster: Benefits of CON save and casting spells because opportunity attacks are a beneficial component of this achievement. Also, you don't need a cast free hand, meaning you can hold your shield or weapon in both hands. Overall it's a really solid choice because clergy are often in the proximity range. Clergy order clergy have access to a lot of orders. Therefore, we believe that it would be most beneficial to talk only about our favorite orders at each level, and we will not know which orders to avoid. Remember that things we don't mention don't necessarily mean that there is no bad or purposelessness. Click here for a full list of clergy orders. Cantrips Instructions: In addition to combat, you can literally use it whenever a party member checks their abilities. Light: Useful, but you can probably go without it. Repair: Situation. Divine Flame: Good street damage option early on. Scales as well as also as a source of glowing damage. Thaumaturgy: Much worse than trivial fantasies or prestige. Step 1 Spell Blessing: Like instructions but an attack roll. Command: It's not good if you don't get it for free from your domain. There are better options for phase 1 orders. Wound Healing: Healing is important, so choose healing if you think you need it. Magic Detection: All Parties With one or more characters in access to Magic Detection, Roll. Guiding Bolt: You've done some fantastic damage early on, and you'll have the advantage of doing tricks if the creature doesn't attack the next one. Healing Word: Healing potential is far from other healing spells, but Healing Word is a bonus action and can be triggered from a distance of 60 feet. You can heal seriously injured allies and still free up your turn to do whatever you want. Sanctuary: Take advantage of bonus actions to protect weak allies. Shield of Faith: A good use of bonus action and concentration. Step 2 Spell Aid: 5 heat points can make a big difference in keeping your party alive, and you can't do anything if you hit with a big attack. Can be cast at a higher level. Augury: Augury is a fun spell. It's probably not as good as we thought but it's about some funny situations and keeping the game moving together if your party tends to be indecisive. Boost ed: This spell does everything. The instructions don't do quite a trick when using it. Find traps: Reveals the existence of traps, but it's not exactly where they are. Clergy can find much better uses in order slots. Small recovery: Diseases and conditions can come from time to time, so you will be happy when they do. Silence: Many spellcasters will be frustrated by the silence. The effect of this spell increases at a higher level when faced with more deadly spellcasting enemies. Spiritual Weapons: Some enemies need to be shot down by magic means. Spiritual weapons are a good early-level solution to the problem. It also improves the ability to cook clergy damage. Realm of Truth: Good when you need to earn the trust of some NPCs, or when you don't trust them yourself. Step 3 Order Animator Dead: Many clergy go about what it means, but more creatures on your side mean to improve the economy to act in your favor. Beacon of Hope: It's not a good spell because you have to use the turn to set up by casting it, turn to use the main benefits on the next turn. Granted Curse: With four curses to choose from, Bestow Curse has the potential to neutralize your enemies in a way that will help your party the most. Eliminate magic: Like Magic Sense, all parties must have a character at their disposal. Mass Healing Words: Used as this bonus action like a regular healing word. This means that the lower the healing potential, the more likely it is to revive a teammate, but it is very rare to have multiple downed teammates at once. If you are in that situation, you often finish the fight as soon as possible and use Revivify as needed to get better. Resurrection: It is almost essential for clergy. People will expect to be prepared for this every time you go on an adventure. Bringing allies back from the dead Very valuable. Spirit Protector: Acts as a deterrent against melee attackers or makes it difficult to move away. It is also very tasty. Step 4 Order Banish: Remove creatures from different planes or take out a big threat for most of the battle. They have to do a save throw, but CHA is often not a high statistic for those enemies. Controlled Water: If you find a lot near the water, the control water is very powerful. Otherwise, not so much. Ward of Death: Resurrected and some redundant, but instead preemptive. Sometimes i feel bad about wasting order slots if the encounter isn't as fatal as you might think. Divinity: in the same vein as The Auguri; It's a great way to keep an indecisive party moving. Besides, putting DM in its place is a load of fun! Guardians of faith: If you know that a fight is going to take place in a certain place, it's a good way to get some extra damage. Guardians of faith can be used as a kind of alarm when taking long breaks in dangerous places. Stone Shape: You can use it to deal damage if you get creative, or bypass annoying parts of caves and dungeons because they are usually made of stone. Step 5 Order Commune: Better than Augury and Nova to get the answer you need because it is a simple yes or no you need to be given the correct answer. Dawn: Another AoE damage order. It can move and cause shiny damage. Fire Strike: This spell is an option for AoE damage because you won't have access to fireballs unless you're a light domain clergyman. Halloween: Long casting time, but it's very valuable if you know what the fight is going to happen and what's going to happen for you. Insect Plague: A decent AoE damage and crowd control options. Legend Legends: Get knowledge of things of legendary importance. It's cool, but it doesn't last most of the time. Greater Recovery: Much better than a small recovery for those who are unable to cure the disease. Dead Giles: Dead Raise is different from the resurrection in that it takes a long time to cast, but it works on dead creatures (up to 10 days), so it is used outside the battle. Naturally, it is used much less often. It also kind of takes away the narrative gravity of a better or worse, dying PC. DM may not work at all because it cannot completely destroy your body to use your order. Create a level 6 spell undead: The undead you create are much better than animators and justifies picking both. Find a path: Lousy effect, especially for 6 levels of spells. Healing: Powerful and reliable healing that doesn't require a roll. It is also available in the range and has some of the built-in small restoration benefits. Festival of Heroes: Expensive casting costs are not taken away from the undeniable powerful buffs that the entire party will receive. True reporting: situations, but if there are too effective Around TomPoli. Recall: If things are heading south, you can skip a long trek home to immediately pull the plug or avoid potential encounters. The challenge is to get everyone within your 5 feet fast enough in defeat battles. The 7-step spell is reminiscent of an astro: your DM depends largely on any celestial play you will have. Sacred Word: The enemy is obviously better for a large group of enemies, to kill them at some point. Casting this on one bad dude can't get you very far. It is also a good idea to return hostile creatures from the origin. Airplane shift: Trying to reach another plane of existence is often a hassle. Avoid it with this one simple trick! It can also be used to permanently remove creatures. Play: Healing over time as well as healing pretty good. The second bit works much better outside of the battle, of course. Resurrection: Return from the Ultimate Dead spell because the creature may have died for up to a century. If you have to wait more than 10 days for any reason, the situation for the story may be good, or it may be better to cast it to a party member. Level 8 Order Anti-Magic Field: Many effects bundled into one; This is the ultimate magic hate spell. Unfortunately, clergy like to cast spells, so they can stop them like everyone else. Weather Control: You probably don't want to bother with this order. Changing the weather is hardly a necessity. Earthquake: Can be destructive to enemies. It is also very unpredictable, especially near buildings or other large debris. Holy Aura: Wow, any buff. What DM can throw at you instantly becomes much less scary to fight. Level 9 Order Astral Projection: If you're thinking of heading to astral planes, this is a great way to do it. It is a dangerous place, and astral projection is a little safe. If a person with a large cord is cut off or is inbade, he or she may die if he or she stumbles upon a helpless body on a material plane. Gate: You can move to another plane of existence or summon a creature from another plane. Beware of any kind of cosmic horror that you can accidentally unleash into your world... Mass Healing: The best healing magic a priest can hope to learn. Divided into 700 hit points is an exhilarating amount as you choose. Also bundled with some small restoration benefits. True Resurrection: Crazy expensive and regular resurrection will often suffice, because the century is no different from the second century in the magnificent plan of things. Providing a new body to the resurrected creature is another major advantage, because you can revive some legendary hero who has lost his body. I hope you like the guide! If you have any questions or feel like we missed something about the 5e clergy, go ahead and post a comment below. If you like us Vision Kids Subscription! Eyes!

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