CLERIC

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

HIT DIE: 108 At first level, you have 8 hit points, plus your Constitution modifier.

Armor

Weapons

Tools



Proficiencies

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.

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.

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.

SavingAdd your proficiency bonus when making a Wisdom orThrowsCharisma saving throw.



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.



Ability	Wisdom should be your highest ability score,
Scores	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 Equipmen	 Consider starting with the following, in addition at 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.

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 1stlevel 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.

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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
(<i>PHB</i> 58,	• Arcane Abjuration. Make celestials, fey, or
SCAG 125)	fiends run in fear too.

Spells

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

4TH LEVEL



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

Ability Score (PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. *Increase* 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.

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 Equipmen	Consider starting with the following, in addition at 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.
<i>Spells</i> (<i>PHB</i> 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 <i>chill touch</i> , <i>guidance</i> , <i>sacred flame</i> , <i>spare the dying</i> , <i>toll the</i> <i>dead</i> , or <i>thaumaturgy</i> . For your 1st-level spells, consider preparing <i>bane</i> , <i>command</i> , <i>inflict</i> <i>wounds</i> , and <i>protection from evil and good</i> . You always have <i>false life</i> and <i>ray of sickness</i> prepared and they don't count against your number of prepared spells.

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 1stlevel 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.

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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
(<i>PHB</i> 58,	• Touch of Death. With a melee attack, make
DMG 97)	enemies taste death.

Spells

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

4TH LEVEL



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

Ability Score (PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. *Increase* 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

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 Equipmen	 Consider starting with the following, in addition at 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.
<i>Spells</i> (<i>PHB</i> 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.

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 1stlevel spell slot. You always have *heat metal* and magic weapon prepared. Consider preparing 2ndlevel spells like continual flame, locate object, or spiritual weapon. You can prepare a number of spells equal to 3 + your Wisdom modifier.

2ND LEVEL



4TH LEVEL



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

Ability Score (PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. *Increase* 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

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 Equipmen	Consider starting with the following, in addition t 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 <i>spare the dying</i> at range.
Eyes of the Grave	Supernaturally, you can detect the presence of undead in your vicinity.
<i>Spells</i> (<i>PHB</i> 58)	You can cast spells from the cleric spell list. You know <i>spare the dying</i> and three other cantrips and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your other cantrips, consider <i>guidance</i> , <i>sacred flame</i> , <i>thaumaturgy</i> , <i>toll the dead</i> , or <i>word of radiance</i> . For your 1st-level spells, consider preparing <i>bless</i> , <i>ceremony</i> , <i>healing word</i> , and <i>inflict</i> <i>wounds</i> . You always have <i>bane</i> and <i>false life</i> prepared and they don't count against your number of prepared spells.

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 1stlevel 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.

2ND LEVEL



R.I.P.

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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
(<i>PHB</i> 58,	• Path to the Grave. Put a death curse on your
XGtE 19)	enemy.

Spells

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

4TH LEVEL



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

Ability Score (PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. *Increase* 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.



R.I.P.

IST 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 Equipmen	 Consider starting with the following, in addition at 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 Know- ledge	You know two extra languages. Also, double your proficiency bonus for two Intelligence-based skills in which you are proficient.
<i>Spells</i> (<i>PHB</i> 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 <i>guidance</i> , <i>light, sacred flame, thaumaturgy,</i> or <i>word of</i> <i>radiance</i> . For your 1st-level spells, consider preparing bless, cure wounds, detect magic, and <i>guiding bolt.</i> You always have <i>command</i> and <i>identify</i> prepared and they don't count against your number of prepared spells.

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 1stlevel spell slot. You always have *augury* and suggestion prepared. Consider preparing 2ndlevel spells like find traps, locate object, or zone of *truth.* You can prepare a number of spells equal to 3 + your Wisdom modifier.

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 Channel the divine in one of two ways: Divinity • Turn Undead. Make the undead run in fear. (PHB 58-9) • *Knowlege 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.

4TH LEVEL



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

Ability Score (PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. *Increase* 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

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 Equipmen	Consider starting with the following, in addition at 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.
<i>Spells</i> (<i>PHB</i> 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.

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 1stlevel 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.

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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
(PHB 58,	• Preserve Life. Heal several allies from up to 30
60)	feet away.
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Spells

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

#### 4TH LEVEL



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

Ability Score (PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. *Increase* 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.

Ability Scores	<b>Wisdom</b> should be your highest ability score, followed by <b>Constitution</b> and then <b>Dexterity</b> .
Skills	You have special training or a certain knack in two skills of your choice. Consider choosing two from <b>Insight</b> , <b>Medicine</b> , and <b>Persuasion</b> . When you make a skill check using either of these skills you add your proficiency bonus.
Starting Equipmen	Consider starting with the following, in addition at 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.
<i>Spells</i> ( <i>PHB</i> 58)	You can cast spells from the cleric spell list. You know the <i>light</i> cantrip and three others and can prepare a number of 1st-level spells equal to 1 + your Wisdom modifier. For your cantrips, consider <i>guidance</i> , <i>resistance</i> , <i>sacred flame</i> , or <i>word of radiance</i> . For your 1st-level spells, consider preparing bless, <i>guiding bolt</i> , <i>healing</i> <i>word</i> , or <i>sanctuary</i> . You always have <i>burning</i> <i>hands</i> and <i>faerie fire</i> prepared and they don't count against your number of prepared spells.

#### **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 1stlevel 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.

#### 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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
( <i>PHB</i> 58,	• Radiance of the Dawn. Seering light wounds
61)	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.

#### 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

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Ability Scores	<b>Wisdom</b> should be your highest ability score, followed by <b>Constitution</b> and then <b>Dexterity</b> .
Skills	You have special training or a certain knack in three skills of your choice. Consider choosing <b>Insight, Medicine</b> , and <b>Nature</b> . Feel free to swap out Nature with <b>Animal Handling</b> or <b>Survival</b> . When you make a skill check using any of these skills, you add your proficiency bonus.
Starting Equipmen	Consider starting with the following, in addition at 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
<i>Spells</i> ( <i>PHB</i> 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.

#### **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 1stlevel 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.

#### 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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
( <i>PHB</i> 58,	• Charm Animals and Plants. Make beasts and
62)	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.

#### 4TH LEVEL



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

Ability Score (PHB 59)

Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. *Increase* 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).



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Ability Scores	<b>Wisdom</b> should be your highest ability score, followed by <b>Strength</b> and then <b>Constitution</b> .
Skills	You have special training or a certain knack in two skills of your choice. Consider choosing two from <b>Insight</b> , <b>Persuasion</b> , and <b>Religion</b> . When you make a skill check using either of these skills, you add your proficiency bonus.
Starting Equipmen	<ul> <li>Consider starting with the following, in addition <i>t</i> to the equipment granted by your background.</li> <li>(<i>a</i>) a spear or (<i>b</i>) any simple weapon</li> <li>(<i>a</i>) a priest's pack or (<i>b</i>) an explorer's pack</li> <li>chain mail, a warhammer, a shield, &amp; a holy symbol</li> </ul>
Wrath of the Storm	The elements punish creatures that hit you with an attack.
<i>Spells</i> ( <i>PHB</i> 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.

#### **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 1stlevel 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.

#### 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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
( <i>PHB</i> 58,	• Destructive Wrath. Deal maximum damage
62)	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.

#### 4TH LEVEL



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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

Ability Scores	<b>Wisdom</b> should be your highest ability score, followed by <b>Dexterity</b> and then <b>Constitution</b> .
Skills	You have special training or a certain knack in two skills of your choice. Consider choosing two from <b>Insight</b> , <b>Persuasion</b> , and <b>Religion</b> .
Starting Equipmen	Consider starting with the following, in addition at 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.
<i>Spells</i> ( <i>PHB</i> 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.

#### **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 1stlevel 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.

#### **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	Channel the divine in one of two ways:
Divinity	• Turn Undead. Make the undead run in fear.
( <i>PHB</i> 58,	• Invoke Duplicity. Make a perfect duplicate of
63)	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.

#### 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.

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Ability Scores	<b>Wisdom</b> should be your highest ability score, followed by <b>Strength</b> and then <b>Constitution</b> .
Skills	You have special training or a certain knack in two skills of your choice. Consider choosing two from <b>Insight</b> , <b>Medicine</b> , and <b>Persuasion</b> .
Starting Equipmen	<ul> <li>Consider starting with the following, in addition at to the equipment granted by your background.</li> <li>(a) a light crossbow with 20 bolts or (b) any simple weapon</li> <li>(a) a priest's pack or (b) an explorer's pack</li> <li>chain mail, a warhammer, a shield, &amp; a holy symbol</li> </ul>
<b>War Pries</b> (PHB 63)	<i>t</i> When your god inspires you, you get an extra weapon attack.
<b>Spells</b> (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.

#### **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 1stlevel 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.



Wisdom modifier.



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.

		6TH L	EVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).
+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.	Channel Divinity	You can now use your Channel Divinity feature twice between rests.
Destroy Undead	Outright obliterate skeletons and zombies with the Turn Undead feature. Also, banish blink dogs,	Spell Breaker (SCAG 126)	When you heal an ally, you can also break a spell that's affecting them.
(PHB 59) Spells	dretches, lemures, magmins, manes, mephits, pixies, satyrs, and sprites for 1 minute. You gain two 3rd-level spell slots. You always have	Spells	You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.
	<i>dispel magic</i> and <i>magic circle</i> prepared. Consider preparing the 3rd-level spells <i>bestow curse</i> and <i>glyph of warding</i> . You can prepare a number of spells equal to 5 + your Wisdom modifier.		
7TH LE	Im		Inc
	VEL	8TH L	evel
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).	8TH LI	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
Spells	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	8TH LI Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
Spells	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).</li> <li>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 +</li> </ul>	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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
Spells	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).</li> <li>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 +</li> </ul>	Ability Score Increase Potent Spell- casting (SCAG	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Add your Wisdom modifier to the damage you deal with any cleric cantrip.
Spells	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).</li> <li>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 +</li> </ul>	Ability Score Increase Potent Spell- casting (SCAG 125) Destroy Undead	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Add your Wisdom modifier to the damage you deal with any cleric cantrip.

hit points increase by 1d8 + your titution modifier. You gain another Hit Die of 5d8). asse your proficiency bonus from +2 to +3. improves attack rolls, skill checks, saving ws, and other rolls using attributes or oment with which you are proficient. agin tobliterate skeletons and zombies with urn Undead feature. gain two 3rd-level spell slots. You always have the dead and vampiric touch prepared. Sider preparing the 3rd-level spells <i>bestow</i> e and <i>feign death</i> . You can prepare a number ells equal to 5 + your Wisdom modifier.	STH L Ability	You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.
improves attack rolls, skill checks, saving ws, and other rolls using attributes or oment with which you are proficient. The obliterate skeletons and zombies with urn Undead feature. The	Divinity Inescap- able Des ruction (DMG 97) Spells Spells 8TH L Ability	twice between rests. Your spells ignore resistance to necrotic damage. You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier. Wisdom modifier. Your bit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
ight obliterate skeletons and zombies with furn Undead feature. gain two 3rd-level spell slots. You always have late dead and vampiric touch prepared sider preparing the 3rd-level spells bestow e and feign death. You can prepare a number ells equal to 5 + your Wisdom modifier.	able Des ruction (DMG 97) Spells Spells 8TH L Ability	You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.           Wisdom modifier.   EVEL EVEL EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
hit points increase by 1d8 + your titution modifier. You gain another Hit Die	B B B TH L Ability	can prepare a number of spells equal to 6 + your Wisdom modifier.
titution modifier. You gain another Hit Die	Ability	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
titution modifier. You gain another Hit Die	Ability	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
ain one 4th-level spell slot. You always have t and <i>death ward</i> prepared. Consider uring one of the following 4th-level spells: <i>hment, guardian of faith</i> , or <i>stone shape</i> . You repare a number of spells equal to 7 + your om modifier.		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 <b>Wisdom</b> . 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.
		Strike (DMG 97) Destroy Undead (PHB 59)

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5TH LE		6TH LE	
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).
+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.	Channel Divinity Soul of	You can now use your Channel Divinity feature twice between rests.
Destroy Undead	Outright obliterate skeletons and zombies with the Turn Undead feature.		You are resistant to flames and, with heavy armor, enjoy enhanced protection.
(PHB 59)	You gain two 3rd-level spell slots. You always have	Spells	You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.
Opens	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.		
		Л	
7TH LE		8TH LI	
7TH LE	VEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).	8TH LE	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
7TH LE	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	8TH LE	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8). You gain one 4th-level spell slot. You always have <i>fabicate</i> and <i>wall of fire</i> prepared. Consider preparing one of the following 4th-level spells: <i>death ward, freedom of movement,</i> or <i>stone</i> <i>shape.</i> You can prepare a number of spells equal	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Your weapon attacks deal fire damage.
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8). You gain one 4th-level spell slot. You always have <i>fabicate</i> and <i>wall of fire</i> prepared. Consider preparing one of the following 4th-level spells: <i>death ward, freedom of movement,</i> or <i>stone</i> <i>shape.</i> You can prepare a number of spells equal	Ability Score Increase Divine Strike	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Your weapon attacks deal fire damage.
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8). You gain one 4th-level spell slot. You always have <i>fabicate</i> and <i>wall of fire</i> prepared. Consider preparing one of the following 4th-level spells: <i>death ward, freedom of movement,</i> or <i>stone</i> <i>shape.</i> You can prepare a number of spells equal	Ability Score Increase Divine Strike (XGtE 19) Destroy Undead	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Your weapon attacks deal fire damage.

		RIP.	_	RIP.
5TH LE	VEL	I IIII	6TH LE	VEL
$\bigcirc$	Your hit points increase by 1d8 + you Constitution modifier. You gain and (total of 5d8).		$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).
+3	Increase your proficiency bonus fro This improves attack rolls, skill che throws, and other rolls using attrib	ecks, saving outes or	Channel Divinity	You can now use your Channel Divinity feature twice between rests.
Destroy	equipment with which you are prof Outright obliterate skeletons and ze		at Death's Door	Annul critical hits dealt to you and your allies.
<b>Jndead</b> PHB 59)	the Turn Undead feature.		(XGtE 21) Spells	You gain one additional 3rd-level spell slot. You
Spells	You gain two 3rd-level spell slots. Y revivify and vampiric touch prepare preparing the 3rd-level spells feign transference. You can prepare a nu equal to 5 + your Wisdom modifier	ed. Consider a <i>death</i> and <i>life</i> umber of spells		can prepare a number of spells equal to 6 + you: Wisdom modifier.
TH LE	VEL	RLP.	8TH LE	VEL
TH LE	<b>VEL</b> Your hit points increase by 1d8 + yo Constitution modifier. You gain ano (total of 7d8).	our		<b>VEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
$\widehat{\mathbf{A}}$	Your hit points increase by 1d8 + yo Constitution modifier. You gain ano	bur other Hit Die u always have onsider level spells: ocate creature.	Ability Score Increase	VEL Vour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score
$\widehat{\mathbf{A}}$	Your hit points increase by 1d8 + yo Constitution modifier. You gain ano (total of 7d8). You gain one 4th-level spell slot. You <i>blight</i> and <i>death ward</i> prepared. Co preparing one of the following 4th-1 <i>banishment, guardian of faith</i> , or <i>lo</i> You can prepare a number of spells	bur other Hit Die u always have onsider level spells: ocate creature.	Ability Score Increase	YeL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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
TH LE	Your hit points increase by 1d8 + yo Constitution modifier. You gain ano (total of 7d8). You gain one 4th-level spell slot. You <i>blight</i> and <i>death ward</i> prepared. Co preparing one of the following 4th-1 <i>banishment, guardian of faith</i> , or <i>lo</i> You can prepare a number of spells	bur other Hit Die u always have onsider level spells: ocate creature.	Ability Score Increase	VEL Vour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Add your Wisdom modifier to the damage you

•	IVEL	6TH LI	IVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit (total of 5d8).	Die	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).
+3	Increase your proficiency bonus from +2 to This improves attack rolls, skill checks, say throws, and other rolls using attributes or	ing <b>Divinity</b>	You can now use your Channel Divinity feature twice between rests.
Destroy Undead	equipment with which you are proficient. Outright obliterate skeletons and zombies v the Turn Undead feature.	with (PHB 59)	Read a creature's thoughts and then use that mental link to influence it.
(PHB 59) Spells	You gain two 3rd-level spell slots. You alway 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 + you Wisdom modifier.	1	You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your Wisdom modifier.
7TH LE	Your hit points increase by 1d8 + your		EVEL
	Constitution modifier. You gain another Hit (total of 7d8)	Die	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8)
Spells	Constitution modifier. You gain another Hit (total of 7d8). You gain one 4th-level spell slot. You always arcane eye and confusion prepared. Conside preparing one of the following 4th-level spel banishment, control water, or stone shape. Y can prepare a number of spells equal to 7 + Wisdom modifier.	have Ability sr Score ls: Increase	
Spells	(total of 7d8). You gain one 4th-level spell slot. You always <i>arcane eye</i> and <i>confusion</i> prepared. Consider preparing one of the following 4th-level spell <i>banishment, control water,</i> or <i>stone shape.</i> can prepare a number of spells equal to 7 +	have Ability sr Score ls: Increase	Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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
Spells	(total of 7d8). You gain one 4th-level spell slot. You always <i>arcane eye</i> and <i>confusion</i> prepared. Consider preparing one of the following 4th-level spell <i>banishment, control water,</i> or <i>stone shape.</i> can prepare a number of spells equal to 7 +	have Ability score Increase You your Potent Spell- casting	Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Add your Wisdom modifier to the damage you

~	Your hit points increase by 1d8 + your		Your hit points increase by 1d8 + your
	Constitution modifier. You gain another Hit Die (total of 5d8).		Constitution modifier. You gain another Hit Die (total of 6d8).
+3	Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Channel Divinity	You can now use your Channel Divinity feature twice between rests.
	equipment with which you are proficient.	Blessed Healer	Healing spells you cast on others heal you a little as well.
estroy adead HB 59)	Outright obliterate skeletons and zombies with the Turn Undead feature.	(PHB 60) Spells	You gain one additional 3rd-level spell slot. You
pells	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.	Opens	can prepare a number of spells equal to 6 + your Wisdom modifier.
TH LI	EVEL	8TH LE	.VEL
TH LI	EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).	8TH LE	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
TH LI	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die

(PHB 59)

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

$\wedge$	Your hit points increase by 1d8 + your		Your hit points increase by 1d8 + your
	Constitution modifier. You gain another Hit Die (total of 5d8).		Constitution modifier. You gain another Hit Die (total of 6d8).
+3	Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Channel Divinity	You can now use your Channel Divinity feature twice between rests.
estroy	equipment with which you are proficient. Outright obliterate skeletons and zombies with	Improved Flare (PHB 61)	Use your Warding Flare feature to protect allies too.
ndead HB 59)	the Turn Undead feature.	Spells	You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your
pells	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.		Wisdom modifier.
TH LE	EVEL	8TH LE	WEL
TH LE	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).	8TH LE	<b>VEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
TH LE	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
$\widehat{\bigtriangledown}$	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).</li> <li>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</li> </ul>	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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
$\widehat{\bigtriangledown}$	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).</li> <li>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</li> </ul>	Ability Score Increase Potent Spell- casting	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Add your Wisdom modifier to the damage you

**Us** 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**Outright obliterate skeletons and zombies with**Undead**the Turn Undead feature.(PHB 59)

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

**Dampen** Briefly shield yourself or a nearby ally from **Elements** elemental damage. (PHB 62)

*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.

DivineYour weapon attacks deal cold, fire, or lightningStrikedamage.(PHB 62)

DestroyOutright obliterate ghouls and specters with theUndeadTurn Undead feature.(PHB 59)

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



TH LE	VEL VEL	6TH LE	IVEL
$\widehat{\mathbf{A}}$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).	$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).
+3	Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Channel Divinity	You can now use your Channel Divinity feature twice between rests.
Destroy	equipment with which you are proficient. Outright obliterate skeletons and zombies with		Push your enemies away from you whenever you e shock them.
<b>Indead</b> PHB 59)	the Turn Undead feature.	Spells	You gain one additional 3rd-level spell slot. You can prepare a number of spells equal to 6 + your
Spells	You gain two 3rd-level spell slots. You always have <i>call lightning</i> and <i>sleet storm</i> prepared. Consider preparing the 3rd-level spells <i>protection from energy</i> and <i>water walk</i> . You can prepare a number of spells equal to 5 + your Wisdom modifier.		Wisdom modifier.
TH LE	WEL	8TH LE	EVEL
TH LE	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).	8TH LE	EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . You cannot increase an ability score above 20 using this feature. You can forgo taking the Ability Score
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8). You gain one 4th-level spell slot. You always have <i>control water</i> and <i>ice storm</i> prepared. Consider preparing one of the following 4th-level spells: <i>banishment, freedom of movement,</i> or <i>stone</i> <i>shape.</i> You can prepare a number of spells equal	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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
TH LE	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8). You gain one 4th-level spell slot. You always have <i>control water</i> and <i>ice storm</i> prepared. Consider preparing one of the following 4th-level spells: <i>banishment, freedom of movement,</i> or <i>stone</i> <i>shape.</i> You can prepare a number of spells equal	Ability Score Increase Divine Strike	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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.

5TH LE	EVEL 🗸	6TH LE	
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).
+3	Increase your proficiency bonus from +2 to +3. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Channel Divinity	You can now use your Channel Divinity feature twice between rests.
Destroy	equipment with which you are proficient. Outright obliterate skeletons and zombies with	Cloak of Shadows (PHB 63)	As a Channel Divinity option, become invisible until the end of your next turn.
Undead (PHB 59)	the Turn Undead feature.	(I IID 03)	You gain one additional 3rd-level spell slot. You
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.		can prepare a number of spells equal to 6 + your Wisdom modifier.
7TH LE	EVEL	8TH LE	.VEL
7TH LE	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).	8TH LE	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
7TH LE	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	8TH LE Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8). You gain one 4th-level spell slot. You always have <i>dimension door</i> and <i>polymorph</i> prepared. Consider preparing one of the following 4th-level spells: <i>death ward, freedom of movement,</i> or <i>stone shape</i> . You can prepare a number of spells	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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

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

5TH LE		) 6TH L	EVEI
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 5d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 6d8).
+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.	Channel Divinity Was Goo	You can now use your Channel Divinity feature twice between rests. I's As a Channel Divinity option, when your allies
Destroy Undead (PHB 59)	Outright obliterate skeletons and zombies with the Turn Undead feature.	- Blessing (PHB 63 Spells	miss, strengthen their swing or correct their aim.
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.	re	can prepare a number of spells equal to 6 + your Wisdom modifier.
7TH LE	EVEL		EVEL
7TH LE	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).		EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).
7TH LE	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
$\bigcirc$	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).</li> <li>You gain one 4th-level spell slot. You always have freedom of movement and stoneskin prepared. Consider preparing one of the following 4th-leve spells: banishment, death ward, or guardian of faith. You can prepare a number of spells equal t</li> </ul>	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8). 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 <b>Wisdom</b> . 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. Your weapon attacks deal extra damage.
$\bigcirc$	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 7d8).</li> <li>You gain one 4th-level spell slot. You always have freedom of movement and stoneskin prepared. Consider preparing one of the following 4th-leve spells: banishment, death ward, or guardian of faith. You can prepare a number of spells equal t</li> </ul>	Ability Score Increase Divine Strike	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 8d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>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.</li> <li>Your weapon attacks deal extra damage.</li> <li>Outright obliterate ghouls and specters with the Turn Undead feature.</li> </ul>

Your hit points increase by 1d8 + your   Constitution modifier. You gain another Hit Die   (iotal of 9d8).   Image: State of the state	r Hit Die +3 to +4. s, saving s or ent. tother 4th- binding sider el spells: mber of fier. r Hit Die teists with azers, fd devils for l spells: prepare a isdom <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>17</b> <b>10</b> <b>10</b> <b>10</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b>	y EL pur hit points increase by 1d8 + your onstitution modifier. You gain another Hit Die otal of 10d8). nce a week, call on your deity to intervene on pur behalf when your need is great. ou gain another cantrip and another 5th-level pell slot. You can prepare a number of spells qual to 10 + your Wisdom modifier.
Constitution modifier. You gain another Hit Die (total of 9d8).	r Hit Die +3 to +4. s, saving s or ent. tother 4th- binding sider el spells: mber of fier. r Hit Die teists with azers, fd devils for l spells: prepare a isdom <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>12TH LE</b> <b>17</b> <b>10</b> <b>10</b> <b>10</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b> <b>11</b>	onstitution modifier. You gain another Hit Die otal of 10d8). nce a week, call on your deity to intervene on our behalf when your need is great. ou gain another cantrip and another 5th-level pell slot. You can prepare a number of spells
<ul> <li>This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.</li> <li>Spells Vou 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 scrying. You can prepare a number of spells equal to 9 + your Wisdom modifier.</li> <li>ITH LEVEL Vou This points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Pestroy Outright obliterate ghasts and poltergeists with the Turn Undead feature. Also, banish azers, gargoyles, pegasi, sea hags, and spined devils for 1 minute.</li> </ul>	s, saving s or ent. hother 4th- binding sider el spells: nber of fier.	our behalf when your need is great. ou gain another cantrip and another 5th-level pell slot. You can prepare a number of spells
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Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Destroy Undead PHB 59) Outright obliterate ghasts and poltergeists with the Turn Undead feature. Also, banish azers, gargoyles, pegasi, sea hags, and spined devils for 1 minute.	r Hit Die tists with azers, d devils for ler l spells: prepare a isdom r Hit Die Ability Increase Increase Spells Spells Ye	
Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with the Turn Undead feature. Also, banish azers, gargoyles, pegasi, sea hags, and spined devils for 1 minute.	r Hit Die tists with azers, d devils for ler l spells: prepare a isdom r Hit Die Ability Increase Increase Spells Spells Ye	
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Constitution modifier. You gain another Hit Die (total of 11d8). Destroy Undead PHB 59) Outright obliterate ghasts and poltergeists with the Turn Undead feature. Also, banish azers, gargoyles, pegasi, sea hags, and spined devils for 1 minute.	r Hit Die eists with azers, d devils for ler l spells: prepare a isdom	/EL
<b>Undead</b> the Turn Undead feature. Also, banish azers, gargoyles, pegasi, sea hags, and spined devils for 1 minute.Sco Inc.	azers, Score in d devils for Increase If 24 D der I spells: in prepare a isdom Spells Ye	our hit points increase by 1d8 + your onstitution modifier. You gain another Hit Die otal of 12d8).
Soelle Vou gain one 6th level spell slot Consider	ler Ir l spells: in prepare a sdom Spells Yo	crease one ability score of your choice by 2, o crease two ability scores of your choice by 1. you've already maxed out your Wisdom score 0, consider increasing your <b>Constitution</b> or <b>exterity</b> . You can forgo taking the Ability Score
preparing one of the following 6th-level spells: <i>create undead</i> or <i>true seeing</i> . You can prepare a	sdom <b>Spells</b> Yo	nprovement feature to take a feat of your choisstead.
· · · ·		ou can prepare a number of spells equal to 12 our Wisdom modifier.

TH LE		10TH L	
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).
+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.	Divine Inter- vention (PHB 59)	Once a week, call on your deity to intervene on your behalf when your need is great.
pells	You gain one 5th-level spell slot and another 4th- level spell slot. You always have <i>antilife shell</i> and <i>cloudkill</i> prepared. Consider preparing one of the following 5th-level spells: <i>contagion</i> or <i>hallow</i> . You can prepare a number of spells equal to 9 + your Wisdom modifier.	Spells	You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.
ITH L	EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die		Your hit points increase by 1d8 + your
estroy	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with	Ability	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, o
estroy indead PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with the Turn Undead feature. You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: <i>create undead</i> or <i>harm</i> . You can prepare a		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
estroy Indead PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with the Turn Undead feature. You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells:	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, of increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Dexterity</b> or <b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you
1TH L estroy indead PHB 59) pells	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with the Turn Undead feature. You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: <i>create undead</i> or <i>harm</i> . You can prepare a number of spells equal to 11 + your Wisdom	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, of increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Dexterity</b> or <b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead. You can prepare a number of spells equal to 12
estroy indead PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with the Turn Undead feature. You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: <i>create undead</i> or <i>harm</i> . You can prepare a number of spells equal to 11 + your Wisdom	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, of increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Dexterity</b> or <b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead. You can prepare a number of spells equal to 12

Constraints of the second seco	bur hit points increase by 1d8 + your onstitution modifier. You gain another Hit Die otal of 9d8). Therease your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving prows, and other rolls using attributes or quipment with which you are proficient. The gain one 5th-level spell slot and another 4th- the spell slot. You always have <i>animate objects</i> and <i>creation</i> prepared. Consider preparing one of the following 5th-level spells: <i>flame strike</i> or <i>holy</i> <i>reapon</i> . You can prepare a number of spells qual to 9 + your Wisdom modifier.	Divine Inter- vention (PHB 59) Spells	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8). Once a week, call on your deity to intervene on your behalf when your need is great. You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.
ells You have been set of the set	his improves attack rolls, skill checks, saving prows, and other rolls using attributes or quipment with which you are proficient. bu gain one 5th-level spell slot and another 4th- evel spell slot. You always have <i>animate objects</i> and <i>creation</i> prepared. Consider preparing one of the following 5th-level spells: <i>flame strike</i> or <i>holy</i> <i>reapon</i> . You can prepare a number of spells	Inter- vention (PHB 59) Spells	your behalf when your need is great. You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells
le ar th w	evel spell slot. You always have <i>animate objects</i> and <i>creation</i> prepared. Consider preparing one of the following 5th-level spells: <i>flame strike</i> or <i>holy</i> <i>reapon</i> . You can prepare a number of spells		spell slot. You can prepare a number of spells
	<b>VEL</b>		<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Did (total of 12d8).
dead th HB 59)	utright obliterate ghasts and poltergeists with the Turn Undead feature.	Ability Score Increase	Increase one ability score of your choice by 2, of increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Strength</b> or
pr bla	u gain one 6th-level spell slot. Consider eparing one of the following 6th-level spells: <i>ade barrier</i> or <i>heal</i> . You can prepare a number spells equal to 11 + your Wisdom modifier.		<b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of yo choice instead.
51	,	Spells	You can prepare a number of spells equal to 12 your Wisdom modifier.

<ul> <li>(rotal of 9d8).</li> <li>(rotal of 9d8).</li> <li>Increase your proficiency bonus from +3 to +4. This improves attack rolls, skill checks, saving timer.</li> <li>(rotal of 10d8).</li> <li>Drine cupipment with which you are proficient.</li> <li>Spells</li> <li>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.</li> <li>Spells</li> <li>You gain one 5th-level spells: contagion or mass cure wounds. You can prepare a number of spells equal to 9 + your Wisdom modifier.</li> <li>TITH LEVEL</li> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Your thit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>You thit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>You tright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>You gain one ofth-level spell slot. Consider preparing one of the following 6th-level spells. <i>Papells</i></li> <li>You gain one ofth-level spell slot. Consider preparing one of the following 6th-level spells. <i>Papells</i> on the You or Wisdom modifier.</li> </ul>	Constitution modifier. You gain another Hit Die (total of 9d8). Therease 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. Fields You gain one 5th-level spell slot and another 4th- rise dead prepared. Consider preparing one of the following 5th-level spell slot and another for spells equal to 9 + your Wisdom modifier. THE LEVEL You gain one 5th-level spell solt and another for spells equal to 9 + your Wisdom modifier. THE LEVEL You fit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). The following 5th-level spells contagion or mass cure wounds. You can prepare a number of spells equal to 9 + your Wisdom modifier. THE LEVEL You fit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). The following 5th-level spells solt. You gain another Hit Die (total of 12d8). Nour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Nour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Nour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Nour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Nour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Nourige to blierate ghasts and poltergeists with the Turn Undead feature. THE Spoint Fields You gain one ofth-level spell slot. Consider preparing one of the following 5th-level spells equal to 11 + your Wisdom modifier. Spells You can prepare a number of spells equal to 12 + your another of spells equal to 12 Spells You can prepare a number of spells equal to 14 + your Wisdom modifier.	TH LE	EVEL	10TH I	LEVEL
<ul> <li>This improves attack rolls using attributes or equipment with which you are proficient.</li> <li>Spells Vou 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. contagino nr mass cure wounds. You can prepare a number of spells equal to 9 + your Wisdom modifier.</li> <li>Spells Vou gain one 5th-level spell solt. Consider preparing one of the following 5th-level spells. Consider increase by 1d8 + your Consider increase ing your constitution modifier.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 5th-level spells. Consider increase ing your Constitution or Dexterity. You can prepare a number of spells equal to 11 + your Wisdom modifier.</li> </ul>	<ul> <li>This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.</li> <li>You gain one 5th-level spell stot and another 4th-level spell stot. 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.</li> <li>You gain one 5th-level spell: southagin or mass cure wounds. You can prepare a number of spells equal to 9 + your Wisdom modifier.</li> <li>You thit points increase by 1d8 + your Constitution modifier. You gain another Fit Die (total of 11d8).</li> <li>You rain to points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>You gain one 6th-level spell stot. Consider preparing one of the following 6th-level spells: consider increase in your wisdom score 20, consider increase ing your Constitution on Detterly. You can forgo taking the Ability Score of your choice by 1. Increase in a number of spells equal to 11 + your Wisdom modifier.</li> </ul>		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
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 10 + your Wisdom modifier.       spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.         ITH LEVEL       It       It         Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).       Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).       Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).         Pells       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.         Pells       You can prepare a number of spells equal to 11 + your Wisdom modifier.	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 10 + your Wisdom modifier.       spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.         ITH LEVEL       Image: the two the two	+4	This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Inter- vention	
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<ul> <li>(total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li><i>HB</i> 59)</li> <li>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.</li> <li><i>Spells</i> You can prepare a number of spells equal to 12 to 11 + your Wisdom modifier.</li> </ul>	<ul> <li>(total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li><i>HB</i> 59)</li> <li>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.</li> <li><i>Spells</i> You can prepare a number of spells equal to 12 to 11 + your Wisdom modifier.</li> </ul>	1тн I	Your hit points increase by 1d8 + your		Your hit points increase by 1d8 + your
pellsYou 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.20, consider increasing your Constitution or Dexterity. You can forgo taking the Ability Score Improvement feature to take a feat of your choic instead.SpellsYou can prepare a number of spells equal to 12	pellsYou 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.20, consider increasing your Constitution or Dexterity. You can forgo taking the Ability Score Improvement feature to take a feat of your choic instead.SpellsYou can prepare a number of spells equal to 12	ndead	(total of 11d8). Outright obliterate ghasts and poltergeists with	Score	(total of 12d8). Increase one ability score of your choice by 2, o increase two ability scores of your choice by 1.
Spells You can prepare a number of spells equal to 12	Spells You can prepare a number of spells equal to 12		preparing one of the following 6th-level spells: <i>harm</i> or <i>heal</i> . You can prepare a number of spells	mcrease	20, consider increasing your <b>Constitution</b> or <b>Dexterity</b> . You can forgo taking the Ability Score Improvement feature to take a feat of your choice.
				Spells	

TH LE	VEL		10тн L	EVEL
	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 9d8).		$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).
+4	Increase your proficiency bonus from This improves attack rolls, skill check throws, and other rolls using attribut equipment with which you are profice	cks, saving tes or	Divine Inter- vention (PHB 59)	Once a week, call on your deity to intervene on your behalf when your need is great.
pells	You gain one 5th-level spell slot and a level spell slot. You always have <i>leges</i> <i>scrying</i> prepared. Consider preparin the following 5th-level spells: <i>commu</i> <i>binding</i> . You can prepare a number of equal to 9 + your Wisdom modifier.	<i>nd lore</i> and g one of <i>une</i> or <i>planar</i>	Spells	You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.
			_	
1TH L	EVEL		12TH L	EVEL
ITH L	<b>EVEL</b> Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 11d8).		12TH L	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).
estroy Indead PHB 59)	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 11d8). Outright obliterate ghasts and polter the Turn Undead feature.	ner Hit Die rgeists with	12TH L Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Constitution</b> ,
estroy Indead PHB 59)	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 11d8). Outright obliterate ghasts and polter the Turn Undead feature. You gain one 6th-level spell slot. Cons preparing one of the following 6th-level forbiddance or true seeing. You can p	rer Hit Die geists with sider vel spells: prepare a	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Constitution</b> , <b>Dexterity</b> , or <b>Intelligence</b> . You can forgo taking
estroy Indead PHB 59)	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 11d8). Outright obliterate ghasts and polter the Turn Undead feature. You gain one 6th-level spell slot. Cons preparing one of the following 6th-level	rer Hit Die geists with sider vel spells: prepare a	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Constitution</b> , <b>Dexterity</b> , or <b>Intelligence</b> . You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.
estroy Indead PHB 59)	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 11d8). Outright obliterate ghasts and polter the Turn Undead feature. You gain one 6th-level spell slot. Cons preparing one of the following 6th-leve forbiddance or true seeing. You can p number of spells equal to 11 + your V	rer Hit Die geists with sider vel spells: prepare a	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Constitution</b> , <b>Dexterity</b> , or <b>Intelligence</b> . You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 12
estroy Indead PHB 59)	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 11d8). Outright obliterate ghasts and polter the Turn Undead feature. You gain one 6th-level spell slot. Cons preparing one of the following 6th-leve forbiddance or true seeing. You can p number of spells equal to 11 + your V	rer Hit Die geists with sider vel spells: prepare a	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Constitution</b> , <b>Dexterity</b> , or <b>Intelligence</b> . You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 12
1TH L Destroy Indead PHB 59) pells	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 11d8). Outright obliterate ghasts and polter the Turn Undead feature. You gain one 6th-level spell slot. Cons preparing one of the following 6th-leve forbiddance or true seeing. You can p number of spells equal to 11 + your V	rer Hit Die geists with sider vel spells: prepare a	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Constitution</b> , <b>Dexterity</b> , or <b>Intelligence</b> . You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 12

Constitution modifier. You gain another Hit Die (total of 948). 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. pells 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 on hallow. You can prepare a number of spells equal to 9 + your Wisdom modifier. ITH LEVEL Vour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Put the Turn Undead feature. Put Sour Put	rease by 1d8 + your fer. You gain another Hit Di on your deity to intervene or your need is great.
<ul> <li>This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.</li> <li>You gain one 5th-level spell slot and another 4th-level spells of the following 5th-level spells: greater restoration or hallow. You can prepare a number of spells equal to 9 + your Wisdom modifier.</li> <li>TH LEVEL</li> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Your pring oblic rate ghasts and poltergeists with the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider</li> </ul>	
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.       spell slot. You can equal to 10 + your         Image: transmission of the following 5th-level spells: greater restoration or hallow. You can prepare a number of spells equal to 9 + your Wisdom modifier.       Image: transmission of the following 5th-level spells: greater restoration or hallow. You can prepare a number of spells equal to 9 + your Wisdom modifier.         Image: transmission of the following 5th-level spells spells spells is the following 5th-level spell specific transmission of the prepare specific transmission of the prepare specific transmission of the prepare specing transmission of the prepare specific transm	
<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>Wour hit points increase (total of 12d8).</li> <li>Ability Score Increase two abilit increase two abilit increase two abilit increase two abilit increase one abilit increase one abilit increase one abilit increase two abilit increase one abilit increase one abilit increase one ability increase two abilit increase one ability increase one ab</li></ul>	antrip and another 5th-leve prepare a number of spells Wisdom modifier.
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Adeadthe Turn Undead feature.Scoreincrease two abilityHB 59)IncreaseIf you've already mDellsYou gain one 6th-level spell slot. ConsiderConstitution. You	rease by 1d8 + your ier. You gain another Hit Di
preparing one of the following 6th-level spells: Score Improvement heal or heroes' feast. You can prepare a choice instead.	y score of your choice by 2, 4 y scores of your choice by 1. axed out your Wisdom scor using your <b>Strength</b> or can forgo taking the Ability at feature to take a feat of you
number of spells equal to 11 + your Wisdom	number of spells equal to 12 ifier.

<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).</li> <li>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.</li> <li>You gain one 5th-level spell slot and another 4th- level spell slot. You always have flame strike and scrying 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.</li> <li>Your bit points increase by 1d8 + your</li> <li>ITH LEVEL</li> <li>Your hit points increase by 1d8 + your</li> <li>Your hit points increase by 1d8 + your</li> </ul>		$\gamma$	
Constitution modifier. You gain another Hit Die (total of 9d8). Therease 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. Fields You gain one 5th-level spell slot and another 4th following 5th-level spell slot and amother 4th following 5th-level spell slot and amother and scrying prepared. Consider preparing one of the following 5th-level spells det and amother file geula to 9 + your Wisdom modifier. THE LEVEL You gain one 6th-level spell slot. You gain another Hit Die (total of 11d8). There are the following foll-level spells det and another file following 5th-level spells det and another file following 5th-level spells det are trike and scrying prepared. Consider preparing one of the following 5th-level spells det are trike and scrying prepared. Consider preparing one of the following 5th-level spells det are trike and scrying prepared. Consider preparing one of the following 5th-level spells det are trike and scrying prepared. Consider preparing one of the following 5th-level spells det are trike and scrying prepared. Consider prepare a number of spells equal to 9 + your Wisdom modifier. THE LEVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Therease to ability score of your choice by 2.0 increase to ability score of your choice by 1.1 increase to ability score of your choice by 1.0 Spells You can prepare a number of spells equal to 12 Spells You can prepare a number of spells equal to 12 Spells You can prepare a number of spells equal to 12 Spells You	oth Level	10TH	LEVEL
<ul> <li>This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.</li> <li>You gain one 5th-level spell slot and another 4th-level spell slot. You always have flame strike and scrying 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.</li> <li><b>THE LEVEL</b> <ul> <li>You fait points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>You fait points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> </ul> </li> <li><b>Party Print Constitution structure gains and poltergeists with the Turn Undead feature.</b> <ul> <li>You gain one 6th-level spell slot. Consider increase ing your Constitution on differ.</li> <li>You gain one 6th-level spell slot. Consider increase ing your Constitution on differ.</li> <li>You gain one 6th-level spell slot. Consider increase ing your Constitution on differ.</li> <li>You gain one 6th-level spell slot. Consider increase ing your Constitution on differ.</li> <li>You gain one 6th-level spell slot. Consider increase ing your Constitution on differ.</li> <li>You gain one 6th-level spell slot. Consider increase ing your Constitution on differ.</li> <li>You gain one 6th-level spell slot. Consider increase ing your Constitution on differ.</li> <li>You can prepare a number of spells equal to 11 + your Wisdom modifier.</li> </ul> </li> </ul>	Constitution modifier. You gain another Hit Die		Constitution modifier. You gain another Hit Die
level spell slot. You always have flame strike and scrying prepared. Consider preparing one of the following 5th-level spells. dawn or mass cure wounds. You can prepare a number of spells equal to 10 + your Wisdom modifier.       spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.         ITH LEVEL       Image: Constitution modifier.       image: Constitution modifier.         Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).       image: Constitution modifier. You gain another Hit Die (total of 11d8).         Pells       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: heal to 11 + your Wisdom modifier.         Spells       You can prepare a number of spells equal to 12 + your Constitution on fifter.	<b>+4</b> This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Inter- vention	
<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>Wour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).</li> <li>Ability Increase one ability score of your choice by 2, of increase two ability scores of your choice by 1.</li> <li>Increase</li> <li>If you've already maxed out your Wisdom score 20, consider increasing your Constitution or Dexterity. You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead.</li> <li>Spells</li> <li>You can prepare a number of spells equal to 11 + your Wisdom modifier.</li> </ul>	level spell slot. You always have <i>flame strike</i> and <i>scrying</i> prepared. Consider preparing one of the following 5th-level spells: <i>dawn</i> or <i>mass cure wounds</i> . You can prepare a number of spells	Spells	spell slot. You can prepare a number of spells
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<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Dutright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>PHB 59</li> <li>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.</li> <li>You gain one for the following 6th-level spells: heal or true seeing. You can prepare a number of spells equal to 11 + your Wisdom modifier.</li> <li>You can prepare a number of spells equal to 12</li> </ul>			
<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Destroy</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>PHB 59</li> <li>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.</li> <li>You can prepare a number of spells</li> <li>You can prepare a number of spells equal to 12</li> </ul>			
<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Destroy</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>PHB 59</li> <li>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.</li> <li>You can prepare a number of spells</li> <li>You can prepare a number of spells equal to 12</li> </ul>			
<ul> <li>Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>Wadead</li> <li>Ware and the Turn Undead feature.</li> <li>Wou 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.</li> <li>Spells</li> <li>You can prepare a number of spells equal to 12 + your Wisdom modifier.</li> </ul>	11TH LEVEL	12TH I	LEVEL
Indead PHB 59)the Turn Undead feature.Score increase two ability scores of your choice by 1.PHB 59)IncreaseIf you've already maxed out your Wisdom score 20, consider increasing your Constitution or Dexterity. You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead.SpellsYou 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.SpellsYou can prepare a number of spells	Constitution modifier. You gain another Hit Die		Constitution modifier. You gain another Hit Die
pellsYou 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.Dexterity. You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead.SpellsYou can prepare a number of spells equal to 12	Indead the Turn Undead feature.	Score	increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score
Spells You can prepare a number of spells equal to 12	preparing one of the following 6th-level spells: <i>heal</i> or <i>true seeing</i> . You can prepare a number of		<b>Dexterity</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you
		Spells	

9TH LE		10TH L	
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).
+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.	Divine Inter- vention (PHB 59)	Once a week, call on your deity to intervene on your behalf when your need is great.
Spells	You gain one 5th-level spell slot and another 4th- level spell slot. You always have <i>insect plague</i> and <i>tree stride</i> prepared. Consider preparing one of the following 5th-level spells: <i>contagion</i> or <i>legend</i> <i>lore</i> . You can prepare a number of spells equal to 9 + your Wisdom modifier.	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 L Destroy Undead (PHB 59) Spells	<section-header><section-header><text><text><text><text></text></text></text></text></section-header></section-header>	12TH I Ability Score Increase Spells	<section-header><section-header><text><text><text><text></text></text></text></text></section-header></section-header>

<ul> <li>(total of 9d8).</li> <li>(total of 9d8).</li> <li>(total of 9d8).</li> <li>(total of 10d8).</li> <li>Dirine This improves attack rolls, skill checks, saving three rolls using attributes or equipment with which you are proficient.</li> <li>(pells) 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.</li> <li>(TH LEVEL You Constitution modifier. You gain another 1hit Die (total of 11d8).</li> <li>(TH LEVEL You Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>(You gain one 6th-level spells slot. You can prepare a number of spells equal to 9 + your Wisdom modifier.</li> <li>(You pain the points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>(You thit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>(You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells with the Turn Undead feature.</li> <li>(You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells with the Turn Undead feature.</li> <li>(You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells with the Turn Undead feature.</li> <li>(You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells with the Turn Undead feature.</li> <li>(You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells with the Turn Undead feature.</li> <li>(You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells with the Turn Undead feature.</li> <li>(You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells with the Turn</li></ul>	этн Ці	IVEL	10TH ]	LEVEL
<ul> <li>This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.</li> <li>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.</li> <li>You fait points increase by 1d8 + your Constitution modifier. You rait points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>You fait points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells. Consider increase to ability scores of your choice by 1. Increase one ability scores of your Constitution or Differ. You gain another Hit Die (total of 11d8).</li> <li>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. harm or true seeing. You can prepare a number of spells. harm or true seeing. You can prepare a number of spells. harm or true seeing. You can prepare a number of spells. You can prepare a number of spells equal to 11 + your Wisdom modifier.</li> </ul>		Constitution modifier. You gain another Hit I	Die	Constitution modifier. You gain another Hit Die
level spell slot. You can prepare a number of spells         one of the following 5th-level spells: flame strike         or holy weapon. You can prepare a number of         spell slot. You can prepare a number of         spells         You rain to points increase by 1d8 + your         Constitution modifier. You gain another Hit Die         (total of 11d8).         You rain to point increase ghasts and poltergeists with         the Turn Undead feature.         HB 59)         You gain one 6th-level spell slot. Consider         preparing one of the following 6th-level spells: <td>+4</td> <td>This improves attack rolls, skill checks, saving throws, and other rolls using attributes or</td> <td>ng Inter- vention</td> <td></td>	+4	This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	ng Inter- vention	
<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>WB 59)</li> <li>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.</li> <li>You gain one of spells equal to 11 + your Wisdom modifier.</li> <li>You gain one of spells equal to 11 + your Wisdom modifier.</li> </ul>	oells	level spell slot. You always have <i>destructive</i> w and <i>insect plague</i> prepared. Consider prepar one of the following 5th-level spells: <i>flame st</i> or <i>holy weapon</i> . You can prepare a number of	wave ring trike	
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<ul> <li>Ability indead of the Turn Undead feature.</li> <li>PHB 59)</li> <li>Public 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.</li> <li>Ability Score Increase one ability score of your choice by 2, increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your Constitution or Dexterity. You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead.</li> <li>Spells You can prepare a number of spells equal to 11</li> </ul>				
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Spells You can prepare a number of spells equal to 12	estroy ndead	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit I (total of 11d8). Outright obliterate ghasts and poltergeists w	Die with Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, of increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score
	estroy adead HB 59)	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit E (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists w the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells harm or true seeing. You can prepare a numb</li> </ul>	Die with Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, of increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Constitution</b> or <b>Dexterity</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you
	estroy ndead PHB 59)	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit E (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists w the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells harm or true seeing. You can prepare a numb</li> </ul>	Die with Ability Score Increase s: ber of	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, co increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Constitution</b> or <b>Dexterity</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead. You can prepare a number of spells equal to 12
	estroy indead PHB 59)	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit E (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists w the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells harm or true seeing. You can prepare a numb</li> </ul>	Die with Ability Score Increase s: ber of	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, co increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Constitution</b> or <b>Dexterity</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead. You can prepare a number of spells equal to 12
	estroy Indead PHB 59)	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit E (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists w the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells harm or true seeing. You can prepare a numb</li> </ul>	Die with Ability Score Increase s: ber of	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, co increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Constitution</b> or <b>Dexterity</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead. You can prepare a number of spells equal to 12

~	Your hit points increase by 1d8 + your		Your hit points increase by 1d8 + your
	Constitution modifier. You gain another Hit Die (total of 9d8).		Constitution modifier. You gain another Hit Die (total of 10d8).
+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.	Divine Inter- vention (PHB 59)	Once a week, call on your deity to intervene on your behalf when your need is great.
pells	You gain one 5th-level spell slot and another 4th- level spell slot. You always have <i>dominate person</i> and <i>modify memory</i> prepared. Consider preparing one of the following 5th-level spells: <i>commune</i> or <i>scrying</i> . You can prepare a number of spells equal to 9 + your Wisdom modifier.	Spells	You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.
1TH L	Your hit points increase by 1d8 + your		Your hit points increase by 1d8 + your
estroy	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with	Ability	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, or
estroy Indead PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with the Turn Undead feature.		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Dexterity</b> or
Destroy Indead PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8). Outright obliterate ghasts and poltergeists with	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Dexterity</b> or <b>Constitution</b> . You can forgo taking the Ability
ITH L Destroy Indead PHB 59)	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: <i>true seeing</i> or <i>word of recall</i>. You can prepare a</li> </ul>	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Dexterity</b> or <b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead.
estroy Indead PHB 59)	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: <i>true seeing</i> or <i>word of recall</i>. You can prepare a number of spells equal to 11 + your Wisdom</li> </ul>	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, on increase two ability scores of your choice by 1. If you've already maxed out your Wisdom score 20, consider increasing your <b>Dexterity</b> or <b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead. You can prepare a number of spells equal to 12
Destroy Indead PHB 59)	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).</li> <li>Outright obliterate ghasts and poltergeists with the Turn Undead feature.</li> <li>You gain one 6th-level spell slot. Consider preparing one of the following 6th-level spells: <i>true seeing</i> or <i>word of recall</i>. You can prepare a number of spells equal to 11 + your Wisdom</li> </ul>	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). 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 20, consider increasing your <b>Dexterity</b> or <b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of you choice instead. You can prepare a number of spells equal to 12

			LEVEL
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 9d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 10d8).
+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.	Divine Inter- vention (PHB 59)	Once a week, call on your deity to intervene on your behalf when your need is great.
pells	You gain one 5th-level spell slot and another 4th- level spell slot. You always have <i>flame strike</i> and <i>hold monster</i> prepared. Consider preparing one of the following 5th-level spells: <i>holy weapon</i> or <i>mass cure wounds</i> . You can prepare a number o spells equal to 9 + your Wisdom modifier.		You gain another cantrip and another 5th-level spell slot. You can prepare a number of spells equal to 10 + your Wisdom modifier.
1TH L			Level
1TH I	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 11d8).		<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8).
1TH L Destroy Indead PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 12d8). Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.

I 3TH L	EVEL		4TH L	EVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).			Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
+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.	ι τ	<b>Destroy</b> <b>Indead</b> PHB 59)	Outright obliterate mummies and wights. Also, banish bearded devils, green hags, hell hounds, nightmares for 1 minute.
Spells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: <i>fire storm</i> or <i>plane shift</i> . You can prepare a number of spells equal to 13 + your Wisdom modifier.	- 5	Spells	You can prepare a number of spells equal to 14 your Wisdom modifier.
			-	
.5TH L	.evel 2		6тн L	EVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).		$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
pells	You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>control weather</i> . You can prepare a number of spells equal to 15 + your Wisdom modifier.	5	bility Score ncrease	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 <b>Constitution</b> or <b>Dexterit</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.
		S	Spells	You can prepare a number of spells equal to 16 + your Wisdom modifier.

<ul> <li>Constitution modifier. You gain another Hit Die (total of 13d8)</li> <li>Increase your proficiency bonus from 44 to 45. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.</li> <li>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.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spells equal to 15 + your Wisdom modifier.</li> </ul>	~	Vour bit points increase by 1d8 + your		
<ul> <li>This improves attack rolls, skill checks, saving throws, and other rolls using attributes or guingment with which you are proficient.</li> <li>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.</li> <li>Spells You can prepare a number of spells equal to 13 + your Wisdom modifier.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You pain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells.</li> <li>You gain one 8th-level spells equal to 15 + your Wisdom modifier.</li> <li>You can forgo taking the Ability Score of your choice by 1 of Septils equal to 14 your Constitution wordifier.</li> </ul>				Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
<ul> <li>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.</li> <li>Spells Vou can prepare a number of spells equal to 14 your Wisdom modifier.</li> <li>You prepare a number of spells equal to 14 your Wisdom modifier.</li> <li>You prepare a number of spells equal to 14 your Wisdom modifier.</li> <li>You prepare a number of spells equal to 14 your Wisdom modifier.</li> <li>You prepare a number of spells equal to 14 your Wisdom modifier.</li> <li>You prepare a number of spells equal to 14 your Wisdom modifier.</li> <li>You prepare a number of spells equal to 15 + your Wisdom modifier.</li> <li>You can prepare a number of spells equal to 15 + your Wisdom modifier.</li> <li>You can prepare a number of spells equal to 15 + your Wisdom modifier.</li> </ul>	5	This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Undead	Outright obliterate mummies and wights.
number of spells equal to 13 + your Wisdom modifier.         Spells       You can prepare a number of spells equal to 14 your Wisdom modifier.         FIT LEVEL       Image: Spells and the spell spells and the spectra and the spells and the spells an	11s	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells:	Strike	
<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).</li> <li>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.</li> <li>Wisdom modifier.</li> <li>You gain one 8th-level spells equal to 15 + your Wisdom modifier.</li> <li>You gain one 8th-level spells equal to 15 + your Wisdom modifier.</li> <li>You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.</li> <li>Spells</li> <li>You can prepare a number of spells equal to 16</li> </ul>		number of spells equal to 13 + your Wisdom	Spells	You can prepare a number of spells equal to 14 your Wisdom modifier.
<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).</li> <li>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.</li> <li>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.</li> <li>You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.</li> <li>Spells</li> <li>You can prepare a number of spells equal to 16</li> </ul>				
<ul> <li>Constitution modifier. You gain another Hit Die (total of 15d8).</li> <li>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.</li> <li>Ability Score Increase</li> <li>Spells You can prepare a number of spells equal to 16</li> </ul>			Л	
<ul> <li>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.</li> <li>Score 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.</li> <li>Spells You can prepare a number of spells equal to 16</li> </ul>	тн I	LEVEL	16TH I	LEVEL
		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
	$\mathbf{i}$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>earthquake</i> . You can prepare a number of spells equal to 15 + your	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitutio</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice
	$\widehat{\bigcirc}$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>earthquake</i> . You can prepare a number of spells equal to 15 + your	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitutio</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16
	$\widehat{\bigcirc}$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>earthquake</i> . You can prepare a number of spells equal to 15 + your	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitutio</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 -
	$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>earthquake</i> . You can prepare a number of spells equal to 15 + your	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constituti</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choic instead. You can prepare a number of spells equal to 16
		5. Destroy Undead (PHB 59) Divine Strike : (XGtE 19)	The extra damage of your divine strike increase to 2d8. You can prepare a number of spells equal to 14 your Wisdom modifier.	
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+5 pells	This improves attack rolls, skill checks, saw chrows, and other rolls using attributes or equipment with which you are proficient. You gain one 7th-level spell slot. Consider oreparing one of the following 7th-level spe fire storm or temple of the gods. You can put a number of spells equal to 13 + your Wisd modifier.	g Undead (PHB 59) Divine Strike (XGtE 19) Spells	The extra damage of your divine strike increase to 2d8. You can prepare a number of spells equal to 14 your Wisdom modifier.	
	You gain one 7th-level spell slot. Consider oreparing one of the following 7th-level spe fire storm or temple of the gods. You can pr a number of spells equal to 13 + your Wisd modifier.	: (XGtE 19)	You can prepare a number of spells equal to 14 your Wisdom modifier.	
5TH LE	a number of spells equal to 13 + your Wisd modifier.	n Spells	your Wisdom modifier.	
		) 16ТН І	LEVEL	
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(1	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit total of 15d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).	
p e n	ou gain one 8th-level spell slot. Consider reparing one of the following 8th-level spel <i>arthquake</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdon nodifier.	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 <b>Strength</b> or <b>Constitution</b> 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.	

	EVEL		LEVEL
	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 13d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
5	Increase your proficiency bonus from This improves attack rolls, skill check throws, and other rolls using attribu equipment with which you are profice	cks, saving <b>Undeau</b> ites or (PHB 5	
pells	You gain one 7th-level spell slot. Con preparing one of the following 7th-le <i>divine word</i> or <i>resurrection</i> . You can number of spells equal to 13 + your modifier.	evel spells: 1 prepare a	You can prepare a number of spells equal to 14 your Wisdom modifier.
5TH I	LEVEL		Level
	<b>W</b> 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		TT 11. 1. 1. 1. 1. 1. 1.
$\bigcirc$	Your hit points increase by 1d8 + you Constitution modifier. You gain anoth (total of 15d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
Dells	Constitution modifier. You gain anoth	sider vel spells: pare a	<ul> <li>Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>This should be added to an ability score that's important to you—like Constitution or Dextering You can forgo taking the Ability Score</li> </ul>
pells	Constitution modifier. You gain anoth (total of 15d8). You gain one 8th-level spell slot. Com- preparing one of the following 8th-level earthquake or holy aura. You can pre- number of spells equal to 15 + your V	sider vel spells: pare a	<ul> <li>Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>This should be added to an ability score that's important to you—like Constitution or Dexteri You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.</li> </ul>
pells	Constitution modifier. You gain anoth (total of 15d8). You gain one 8th-level spell slot. Com- preparing one of the following 8th-level earthquake or holy aura. You can pre- number of spells equal to 15 + your V	her Hit Die sider vel spells: epare a Wisdom	<ul> <li>Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>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.</li> <li>You can prepare a number of spells equal to 16 -</li> </ul>

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	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
+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.	Destro Undea (PHB 5	d
oells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: <i>divine word</i> or <i>plane shift</i> . You can prepare a number of spells equal to 13 + your Wisdom modifier.	Spells	You can prepare a number of spells equal to 14 your Wisdom modifier.
5тн I	LEVEL	16TH	I LEVEL
ьтн I	LEVEL.		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	Ability Score Increa	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>Se This should be added to an ability score that's important to you—like Constitution or Dexterit You can forgo taking the Ability Score</li> </ul>
$\bigcirc$	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i>. You can prepare a number of spells equal to 15 + your Wisdom</li> </ul>	Ability Score	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>This should be added to an ability score that's important to you—like Constitution or Dexterit You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.</li> </ul>
$\bigcirc$	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i>. You can prepare a number of spells equal to 15 + your Wisdom</li> </ul>	Ability Score Increa	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>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.</li> <li>You can prepare a number of spells equal to 16 +</li> </ul>
Spells	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).</li> <li>You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i>. You can prepare a number of spells equal to 15 + your Wisdom</li> </ul>	Ability Score Increa	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>This should be added to an ability score that's important to you—like Constitution or Dexteri You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.</li> <li>You can prepare a number of spells equal to 16</li> </ul>

$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
+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.	Destroy Undead (PHB 59)	Outright obliterate mummies and wights.
pells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: <i>regenerate</i> or <i>resurrection</i> . You can prepare a	Divine Strike (PHB 60)	The extra damage of your divine strike increases to 2d8.
	number of spells equal to 13 + your Wisdom modifier.	Spells	You can prepare a number of spells equal to 14 + your Wisdom modifier.
5TH I	LEVEL		
5TH I	LEVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).		<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	16TH I Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score
5TH I	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> . You can forgo taking the Ability Score Improvement feature to take a feat of your choice

13TH I	LEVEL	14TH L	EVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
<b>#5</b>	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.	Destroy Undead (PHB 59)	Outright obliterate mummies and wights.
Spells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: <i>conjure celestial</i> or <i>fire storm</i> . You can prepare a number of spells equal to 13 + your Wisdom modifier.	Spells	You can prepare a number of spells equal to 14 + your Wisdom modifier.
15TH I	LEVEL		LEVEL
15TH I	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).		<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
15TH I	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	16TH L Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die

	LEVEL	14TH I	LEVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
+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.	<b>Destroy</b> <b>Undead</b> (PHB 59)	Outright obliterate mummies and wights.
Spells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells:	Divine Strike (PHB 62)	The extra damage of your divine strike increases to 2d8.
	<i>fire storm</i> or <i>regenerate</i> . You can prepare a number of spells equal to 13 + your Wisdom modifier.	Spells	You can prepare a number of spells equal to 14 + your Wisdom modifier.
 15TH I	LEVEL	) 16TH I	LEVEL
15TH I	LEVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).	)   <u>16th I</u>	LEVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
15TH I	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	16TH I Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die

13TH I	· · · · · · · · · · · · · · · · · · ·	14TH L	~
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).	$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
+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.	Destroy Undead (PHB 59)	Outright obliterate mummies and wights.
Spells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: <i>etherealness</i> or <i>fire storm</i> . You can prepare a	Divine Strike (PHB 62)	The extra damage of your divine strike increases to 2d8.
	number of spells equal to 13 + your Wisdom modifier.	Spells	You can prepare a number of spells equal to 14 + your Wisdom modifier.
15TH I	LEVEL	16TH I	LEVEL
.5TH I	<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).		<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	16TH I Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score
5TH I	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>control weather</i> or <i>earthquake</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>control weather</i> or <i>earthquake</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>control weather</i> or <i>earthquake</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +

I 3TH L	Your hit points increase by 1d8 + your		Your hit points increase by 1d8 + your
$\bigcirc$	Constitution modifier. You gain another Hit Die (total of 13d8).		Constitution modifier. You gain another Hit Die (total of 14d8).
+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.	Destroy Undead (PHB 59)	Outright obliterate mummies and wights.
pells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells: <i>divine word</i> or <i>plane shift</i> . You can prepare a	Divine Strike (PHB 63)	The extra damage of your divine strike increases to 2d8.
	number of spells equal to 13 + your Wisdom modifier.	Spells	You can prepare a number of spells equal to 14 - your Wisdom modifier.
5TH L	LEVEL	) 16TH I	EVEL
5TH I	<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).		EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	16TH I Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitution</b> You can forgo taking the Ability Score
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.
5TH L	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>antimagic field</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Dexterity</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +

13TH L	LEVEL	14TH	Level
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 13d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 14d8).
+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.		Outright obliterate mummies and wights.
pells	You gain one 7th-level spell slot. Consider preparing one of the following 7th-level spells:	Divine Strike (PHB 63	The extra damage of your divine strike increase to 2d8. )
	<i>fire storm</i> or <i>regenerate</i> . You can prepare a number of spells equal to 13 + your Wisdom modifier.	Spells	You can prepare a number of spells equal to 14 your Wisdom modifier.
	60		
5TH L	LEVEL		Level
5тн I	<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8).		<b>LEVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	e Ability	<ul> <li>Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8).</li> <li>Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1.</li> <li>This should be added to an ability score that's important to you—like <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score</li> </ul>
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>earthquake</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	e Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead.
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>earthquake</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	e Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>earthquake</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	e Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>earthquake</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	e Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +
5TH I	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 15d8). You gain one 8th-level spell slot. Consider preparing one of the following 8th-level spells: <i>earthquake</i> or <i>holy aura</i> . You can prepare a number of spells equal to 15 + your Wisdom	e Ability Score Increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 16d8). 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 <b>Strength</b> or <b>Constitution</b> You can forgo taking the Ability Score Improvement feature to take a feat of your choice instead. You can prepare a number of spells equal to 16 +

-	0	-	0
17TH L	EVEL	18TH I	LEVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).
+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.	Channel Divinity Spells	You can now use your Channel Divinity feature three times between rests. You gain one additional 5th-level spell slot. You
<b>Destroy</b> <b>Undead</b> (PHB 59)	Outright obliterate banshees and ghosts with the Turn Undead feature. Also, banish couatls, incubi, and succubi for 1 minute.		can prepare a number of spells equal to 18 + your Wisdom modifier.
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: <i>astral projection</i> or <i>gate</i> . You can prepare a number of spells equal to 17 + your Wisdom modifier.		
19ТН I	Your hit points increase by 1d8 + your	20TH I	Your hit points increase by 1d8 + your
	(total of 19d8).		(total of 20d8).
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	Divine Inter- vention (PHB 59)	Your god always answers your call for divine aid.
Spells	Improvement feature to take a feat of your choice instead. You gain one additional 6th-level spell slot. You	Spells	You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 + your Wisdom modifier.
	can prepare a number of spells equal to 19 + your Wisdom modifier.		

$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit E (total of 18d8).
+6	Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Channel Divinity	You can now use your Channel Divinity feature three times between rests.
	equipment with which you are proficient.	Spells	You gain one additional 5th-level spell slot. You
<b>Destroy</b> Undead PHB 59)	Outright obliterate banshees and ghosts with the Turn Undead feature.		can prepare a number of spells equal to 18 + your Wisdom modifier.
<b>mproved</b> Reaper DMG 97)	Most of your necromancy spells now target more than one creature.		
Spells	You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: <i>astral projection</i> or <i>true resurrection</i> . You can prepare a number of spells equal to 17 + your Wisdom modifier.		

Constitution modifier. You gain another Hit Die

(total of 19d8).

Ability Increase one ability score of your choice by 2, or Score increase two ability scores of your choice by 1. *Increase* 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.

Constitution modifier. You gain another Hit Die (total of 20d8).

Divine Your god always answers your call for divine aid. Intervention

(PHB 59)

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7TH L	EVEL	18TH I	LEVEL
	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).
+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.	Channel Divinity Spells	You can now use your Channel Divinity feature three times between rests. You gain one additional 5th-level spell slot. You
estroy Indead PHB 59)	Outright obliterate banshees and ghosts with the Turn Undead feature.	Spens	can prepare a number of spells equal to 18 + your Wisdom modifier.
<b>aint of</b> o <b>rge &amp;</b> Y <b>ire</b> XGtE 19)	Fire cannot harm you and, in heavy armor, you have some protection from most weaponry.		
pells	You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: <i>gate</i> or <i>mass heal</i> . You can prepare a number of spells equal to 17 + your Wisdom modifier.		
.9TH I	LEVEL	20TH I	LEVEL
.9ТН I	<b>EVEL</b> Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).	20TH I	LEVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).
Ability Score	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8). 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	20TH I 20TH I Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die
Ability Score increase	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8). 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. You gain one additional 6th-level spell slot. You	Divine Inter- vention	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).
Ability Score acrease	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8). 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.	Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8). Your god always answers your call for divine aid You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 +
bility core acrease	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8). 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. You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 +	Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8). Your god always answers your call for divine aid You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 +
19TH I Ability Score Increase Spells	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8). 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. You gain one additional 6th-level spell slot. You can prepare a number of spells equal to 19 +	Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit D (total of 20d8). Your god always answers your call for divine a You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 +

17TH L	EVEL	18TH I	LEVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).		Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).
+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.	Channel Divinity Spells	You can now use your Channel Divinity feature three times between rests. You gain one additional 5th-level spell slot. You
<b>Destroy</b> Undead PHB 59)	Outright obliterate banshees and ghosts with the Turn Undead feature.		can prepare a number of spells equal to 18 + your Wisdom modifier.
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: <i>mass heal</i> or <i>true resurrection</i> . You can prepare a number of spells equal to 17 + your Wisdom modifier.		
19TH L			
19TH L	EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 19d8).	20TH I	LEVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).
Ability Score	EVEL         Your hit points increase by 1d8 + your         Constitution modifier. You gain another Hit Die         (total of 19d8).         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	20TH I Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8). Your god always answers your call for divine aid.
Score Increase Spells	EVEL         Your hit points increase by 1d8 + your         Constitution modifier. You gain another Hit Die         (total of 19d8).         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	Divine Inter- vention	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8). Your god always answers your call for divine aid.
Ability Score Increase	EVEL         Your hit points increase by 1d8 + your         Constitution modifier. You gain another Hit Die         (total of 19d8).         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.         You gain one additional 6th-level spell slot. You         can prepare a number of spells equal to 19 +	Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8). Your god always answers your call for divine aid. You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 +
Ability Score Increase	EVEL         Your hit points increase by 1d8 + your         Constitution modifier. You gain another Hit Die         (total of 19d8).         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.         You gain one additional 6th-level spell slot. You         can prepare a number of spells equal to 19 +	Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8). Your god always answers your call for divine aid. You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 +
Ability Score Increase	EVEL         Your hit points increase by 1d8 + your         Constitution modifier. You gain another Hit Die         (total of 19d8).         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.         You gain one additional 6th-level spell slot. You         can prepare a number of spells equal to 19 +	Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8). Your god always answers your call for divine aid. You gain one additional 7th-level spell slot. You can prepare a number of spells equal to 20 +

17TH LI	EVEL	18TH I	EVEL
N A	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).	$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).
+6	Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Channel Divinity	You can now use your Channel Divinity feature three times between rests.
Destroy Undead	equipment with which you are proficient. Outright obliterate banshees and ghosts with the Turn Undead feature.	Spells	You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.
(PHB 59) Visions of the Past (PHB 60)	Get glimpses of an object's or area's past.		
Spells	You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: <i>astral projection</i> or <i>gate</i> . You can prepare		
	a number of spells equal to 17 + your Wisdom modifier.		
<u>19тн L</u> і	modifier.	20TH I	LEVEL
$\Lambda$	modifier.	20TH I	<b>LEVEL</b>
Ability Score Increase	modifier. EVEL Vour hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	20TH I Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die

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17	TH	LE	VEL





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

Your hit points increase by 1d8 + your

Supreme Boost your healing effectiveness to maximum. Healing (PHB 60)

**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**



Spells

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

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

y three times between rests.

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).

AbilityIncrease one ability score of your choice by 2, orScoreincrease two ability scores of your choice by 1.IncreaseYou can't increase an ability score above 20 using<br/>this feature. You can forgo taking the Ability Score<br/>Improvement feature to take a feat of your choice<br/>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** Your god always answers your call for divine aid. Intervention

(PHB 59)



Destroy

Undead

(PHB 59)

Согопа

of Light

(PHB 61)

Spells

(total of 17d8).

Turn Undead feature.

fire and radiant damage.

modifier.

Your hit points increase by 1d8 + your

Constitution modifier. You gain another Hit Die

Increase your proficiency bonus from +5 to +6.

This improves attack rolls, skill checks, saving

Outright obliterate banshees and ghosts with the

Conjure sunlight, making enemies susceptible to

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

throws, and other rolls using attributes or equipment with which you are proficient.







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

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

Spells Yo

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).

AbilityIncrease one ability score of your choice by 2, orScoreincrease two ability scores of your choice by 1.IncreaseYou can't increase an ability score above 20 using<br/>this feature. You can forgo taking the Ability Score<br/>Improvement feature to take a feat of your choice<br/>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* Your god always answers your call for divine aid. *Intervention* 

(PHB 59)





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

Master of<br/>NatureAnimals and plants charmed by you now obey<br/>your commands.(PHB 62)

**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* You can now use your Channel Divinity feature *Divinity* 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). Increase one ability score of your choice by 2, or

AbilityIncrease one ability score of your choice by 2, orScoreincrease two ability scores of your choice by 1.IncreaseYou can't increase an ability score above 20 using<br/>this feature. You can forgo taking the Ability Score<br/>Improvement feature to take a feat of your choice<br/>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** Your god always answers your call for divine aid. Intervention

(PHB 59)





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

<b>Storm-</b> <b>born</b> (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: <i>astral projection</i> or <i>gate</i> . 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 You can now use your Channel Divinity feature Divinity 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 Increase one ability score of your choice by 2, or Score increase two ability scores of your choice by 1. Increase 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.

You gain one additional 6th-level spell slot. You Spells 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 Your god always answers your call for divine aid. Intervention

(PHB 59)





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.

+6

This improves attack rolls, skill checks, saving throws, and other rolls using attributes or equipment with which you are proficient.

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

Improved<br/>Duplicity<br/>(PHB 63)Create four duplicates of yourself, instead of one,<br/>with Invoke Duplicity.SpellsYou 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* You can now use your Channel Divinity feature *Divinity* three times between rests.

Spells Y

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).

AbilityIncrease one ability score of your choice by 2, orScoreincrease two ability scores of your choice by 1.IncreaseYou can't increase an ability score above 20 using<br/>this feature. You can forgo taking the Ability Score<br/>Improvement feature to take a feat of your choice<br/>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* Your god always answers your call for divine aid. *Intervention* 

(PHB 59)



17TH L	EVEL	18TH I	LEVEL
$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 17d8).	$\bigcirc$	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 18d8).
+6	Increase your proficiency bonus from +5 to +6. This improves attack rolls, skill checks, saving throws, and other rolls using attributes or	Channel Divinity	You can now use your Channel Divinity feature three times between rests.
Destroy Undead	equipment with which you are proficient. Outright obliterate banshees and ghosts with the Turn Undead feature.	Spells	You gain one additional 5th-level spell slot. You can prepare a number of spells equal to 18 + your Wisdom modifier.
Vatar of Battle PHB 63)	Conventional weapons don't hurt much anymore.		
pells	You gain your first and only 9th-level spell slot. Consider preparing one of the following 9th-level spells: <i>gate</i> or <i>mass heal</i> . You can prepare a number of spells equal to 17 + your Wisdom		
	modifier.		
9TH L	modifier.	20TH I	LEVEL
.9тн L	modifier.	20TH I	LEVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die (total of 20d8).
Ability Score Increase	modifier. EVEL Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die	20TH I Divine Inter- vention (PHB 59)	Your hit points increase by 1d8 + your Constitution modifier. You gain another Hit Die

# 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.

"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. Guiltstricken, 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)

Proficiences (+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.

"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. Guiltstricken, 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)

Proficiences (+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.

"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. Guiltstricken, 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.

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

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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)

Proficiences (+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.

**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.

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)

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*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.

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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. Guiltstricken, 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.

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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)	<b>1</b> 9 (+4)	8 (-1)	20 (+5)	14 (+2)

Proficiences (+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.

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*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.

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.