Cleric multiclass 5e guide

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a lot and takes several hours to prepare, however, it's so delicious... Author: Allrecipes Member Graduation Spread So named because I made this when relatives came into town for my husband's college graduation. This... Author: Southern Chef Echos of Easter This recipe uses all Easter leftovers from colored eggs to chopped broccoli. Garnish with
minced chives... Author: Allrecipes Member Piereth Pie II Everyone enjoys this pie with its creamy chocolate and vanilla layers. The recipe came from a relative... Author: Irene Clerics in Dungeons & Dragons get lots of spells and powers from prayer and devotion to a god, but sometimes it can be helpful to take a break from going to church and get
powers from another source. Multiclassing can help spice up some clerics, but not all classes mesh as well as others. Here is a guide to the best options. Artificer Via: Victor Adame If you want a cleric with artificer flair, taking the Forge Domain subclass is your best bet. If you really want a different subclass, you can take one or two levels, but clerics
don't get much of anything from the spellcasting or infusions, and miss out on some higher level abilities. Barbarian Since clerics generally wear medium armor or higher, they won't benefit from unarmored defense. Rage and Reckless Attack can work with offensive cleric subclasses, especially the War Domain, but the 17th-level War Domain
subclass ability makes the rage resistance redundant, so it's best when taking multiple multiclasses, such as two levels of barbarian and two 
benefit. Bard Multiclassing into bard doesn't necessarily synergize with clerics, but it does offer extra support clerics. Also, since both are full casters, multiclassing into bard levels is only limited by how many
bard abilities you want and how many cleric abilities you're willing to give up. Druid Neither druids nor clerics learn spells, which means that if you take one level of druid you have a lot of unique spells, so it's worth looking into. Wild Shape
doesn't do much for clerics, so one level is all you need. Still, access to the entire druid spell list is a good investment. Fighter Via: Wizards of the Coast Since the more aggressive cleric subclasses get weapon and armor proficiencies, but the
self-healing you gain from Second Wind doesn't scale (and isn't as necessary when you have cleric healing). Second Wind is generally good, but debatably not worth two levels. At a certain point, players trying to build a cleric/fighter would be better off making a paladin. Monk This is only good for dipping one level to create a Dexterity-based Trickery
Domain cleric. Honestly, barbarian might be better for that, ironically. Paladin It's much better to take two levels of paladin rather than fighter if you want a martial cleric. The level one abilities are surprisingly decent, if not incredibly powerful. Divine Sense synergizes well with Turn Undead, and the alternative use of Lay on Hands can save a spell
slot to avoid casting Lesser Restoration. At 2nd level, a fighting style gives a bonus to combat ability and Divine Smite gives bonus damage that scales with spell slots, not paladin level. Ranger For martial clerics, ranger falls somewhere in between fighter and paladin. Favored Enemy works thematically well for clerics who hate fiends or undead
(which are the best choices for Favored Enemy anyway). Rangers get a fighting style at level two, along with spellcasting gives access to the hunter's mark spell, which gives a lot of bonus damage when cast with higher-level cleric spell slots. However, since hunter's mark is a concentration spell, the paladin's
Divine Smite synergizes better. Rogue This can be thematically fun if you want to play a Trickster Domain cleric, but none of the abilities particularly benefit a cleric, and the bonus damage for Sneak Attack doesn't scale and limits the weapons you can use. If you want the flavor, it's probably better to just choose a Criminal background. Sorcerer
Since sorcerers are full casters, you can take as many sorcerer levels as you want without missing out on any cleric spell options. It can be beneficial to take a one-level dip into sorcerer or to take enough levels to capitalize on metamagic. The Sorcerous Origins are mostly for flavor, they offer nice abilities that don't necessarily mesh or conflict with
cleric abilities (except for Divine Soul, which is somewhat redundant). Clerics can capitalize on metamagic; there are a few "save or suck" spells on the cleric spell list that can greatly benefit from Heightened Spell, Extended Spell, or Twinned Spell. The amount of levels depends on how many sorcery points you want and how many cleric abilities
you're comfortable giving up. However, sorcerer spells will be less effective due to the fact that sorcerers use Charisma to cast spells. Warlock Via: reddit.com (/uradionomad) Warlocks tend to get more from clerics than clerics do from warlocks, but warlock subclasses do offer interesting abilities with only a one-level dip. The Archfey, Great Old One,
and Hexblade patrons work well for different types of clerics. A level of warlock also gives access to eldritch lnvocations, and scales with character level, not class level. Taking two levels isn't worth it; no invocations do that much for a cleric, warlock spells are less
effective because they use Charisma, and cleric spells will lag behind because Pact Magic works different from regular spellcasting. Really though, the strategic choice is to avoid this multiclass altogether. Wizard Wizards get a wider variety of spells, but that expanded spell list is the most useful at higher levels. Also, these spells will be less effective
since they are based on Intelligence instead of Wisdom. You could take a few levels to gain low-level utility spells, but it's not worth it. NEXT: Launch Titles (Usually) Don't Actually Matter The RPGBOT.Podcast is celebrating 1 year and 100,000 downloads!Last Updated: July 26, 2022IntroductionClerics are among the most diverse and interesting
classes in 5e DnD. Because your choice of Divine Domain so greatly affects your capabilities, Clerics are the best support, utility, and divination options in the game. However, they are by no means limited to healing and support roles.
Clerics have abundant offensive options, and can even be effective with weapons. After reading this handbook, I encourage you to read our Cleric Races Breakdown, Cleric Subclasses Breakdown, and Cleric Spells Breakdown, and Cleric Spells Breakdown, Cleric Spells Breakdow
handbooks, which is simple to understand and easy to read at a glance. Red: Bad, useless options, or useful often. Blue: Fantastic options, often essential to the function of
your character. Useful very frequently. We will not include 3rd-party content from DMs Guild, in handbooks for official content because we can't assume that your game will allow 3rd-party content or homebrew. We also won't cover Unearthed Arcana content because it's not finalized, and we can't guarantee that it will be available
to you in your games. The advice offered below is based on the current State of the Character Optimization Meta as of when the article was last updated. Keep in mind that the state of the meta periodically changes as new source materials are released and this article will be updating accordingly as time allows. RPGBOT is unofficial Fan Content
permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the Coast LLC. Cleric Class Features are detailed below under Optional Class Features. Hit Points: d8 hit points is good for a full caster, but it can be problematic since
many Clerics fight on the front lines. Fortunately, Clerics have the best healing abilities in the game, so they can easily compensate for a small pool of hit points. Saves: Wisdom and Charisma saves cover some of the most debilitating effects in the game. Proficiencies: Medium armor and shields will give you a decent AC, especially if you're not building
for melee combat. Simple weapons will be fine, especially once your spells eclipse your damage output with weapons. Cleric's spell list is even
more open than the Wizard's. Your choice of Divine Domain also grants 2 to 10 free prepared spells, allowing you to play to your domain's theme without cutting into your normal prepared spells, and debuffs. For help selecting spells,
see my Cleric Spell List Breakdown. Divine Domain: Cleric subclasses are briefly summarized below. See my Cleric Subclasses Breakdown for help selecting your subclass. Arcana Domain: Highly offensive, and focused primarily on dealing necrotic damage. Forge Domain: A front-
line, heavily armored cleric with a good mix of offensive fire options and utility spells. Grave Domain: Straddling the line between life and death, the Grave domain adds a mix of offensive, defensive, and healing options. Knowledge Domain: Blessed with both magical and mundane knowledge, the Knowledge Domain grants Expertise in two knowledge
skills, a number of excellent divination options, and the ability to temporarily gain proficiency in a set of tools. Life Domain: Praise the sun, then blast your foes with fire and radiant damage. Nature Domain: Heavy armor, numerous spellcasting options from the Druid spell
list, and powerful abilities to deal and resist elemental damage. Order Domain: A heavily-armored commander, the Order Domain adds great options to lead their allies and enchant their foes in battle. Peace Domain offers powerful options to heal and defend your allies,
turning them into efficient, resilient, resilient, resilient, nearly-unstoppable combat monsters. Tempest Domain: Heavily armored and ready to command thunder and lightning to destroy your foes. Trickery Domain: We the mystical power foes. Trickery Domain: Skilled in stealth and illusion, the Trickery Domain: Use the mystical power foes. Trickery Domain is welcome among a party or rogues, sneaks, and ne'er-do-wells. Twilight Domain: Use the mystical power foes. Trickery Domain is welcome among a party or rogues, sneaks, and ne'er-do-wells. Twilight Domain: Use the mystical power foes. Trickery Domain is welcome among a party or rogues, sneaks, and ne'er-do-wells. Twilight Domain: Use the mystical power foes. Trickery Domain is welcome among a party or rogues, sneaks, and ne'er-do-wells. Twilight Domain: Use the mystical power foes. The power foes. Th
of twilight to empower and defend both yourself and your allies to overcome any challenge. War Domain: Direct and simple, the War Domain brings heavy armor, martial weapons, and spells and abilities which allow you to thrive on the front lines of combat. Channel Divinity: While Turn Undead is situational, Channel Divinity itself is a great ability.
Your domain will provide one or more additional uses, many of which can and should be used once per short rest because their effects are both potent and extremely useful. As you gain levels you'll gain additional uses per Short or Long Rest which makes Channel Divinity and easy go-to tactical option which you might consider using before resorting
to spells.Destroy Undead: Enemies weak enough to be destroyed by this will be easy to kill with any number of AOE spells.Divine Intervention: This won't be reliable until 20th level (10%-19% of the time, works every time), but when it works it should be extremely potent. You'll need to work with your DM to determine the exact effect of the ability,
but if your DM is open-minded you can get away with something very exciting. Optional Class Features or replace existing ones. These rules are optional, and you should not assume that your DM will allow these features without consulting them
first. Assessments and suggestions for specific Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here, but for more information on handling Optional Class Features are presented here.
Aura of Vitality and Aura of Life make more sense on the Cleric's spell list than on the spell list where they were previously. I recommend allowing the expanded spell list on all clerics, so nothing here is going to unbalance the game. Harness
Divine Power (Addition): For divine domains with poor or situational Channel Divinity options, this offers a great way to make use of a resource which might otherwise be ignored for several sessions at a time. I recommend allowing this on all clerics who take divine domains which I have rated orange or red. The cleric won't get anything bigger than a
3rd-level spell slot, and since Proficiency Bonus improves so slowly that this won't cause any huge problems. But the Cleric is also one of the stronger classes in the game, and they don't need any improvements to keep the class interesting and effective. Consider allowing this on clerics who take divine domains that I've rated green on a case-by-case
basis, especially if the domain has particularly poor Channel Divinity options. Cantrip doesn't work out how you hope it would, or maybe as you gain levels you've found that your leveled spells can fill needs which previously required cantrips (attack options, etc.). I
recommend allowing Cantrip Versatility on all clerics. You can't get anything which you couldn't already have, so it doesn't make your character more powerful. Hopefully it will make your character more satisfying to play. Blessed Strikes (Replacement): Blessed Strikes makes cantrips more appealing for domains which which get the Divine Strike
feature at level 8. The math on Divine Strike is disappointing, so taking Blessed Strikes and using cantrips for domains designed to use weapons makes domains designed to use weapons makes domains designed to use weapons domains domains designed to use weapons domains domains
cleric who takes a divine domain with the Divine Strike feature which is rated orange or red. Consider allowing this on clerics who take divine domains that I've rated green on a case-by-case basis. You might also choose to mandate it for all clerics. The 4.5 bonus damage isn't far from the expected +5 for Potent Cantrips, so it doesn't weaken anyone
significantly, but it might encourage caster clerics to grab a mace from time to time. Ability ScoresCleric's abilities around to accommodate whatever type of armor you're using and your role in the party. Martial clerics will want more Dexterity and
Constitution, but caster clerics might make some room for Intelligence or Charisma in order to expand into skill-based roles within the party. Str: Lightly-armored Clerics can dump Dexterity, but it's only strictly necessary if you want to avoid the
speed penalty from heavy armor. Weapon attacks are mathematically a poor choice compared to cantrips, so there is very little reason to invest heavily in Strength and Strength-based weaponry. Dex: Lightly-armored Clerics need Dexterity for AC and for their weapons. Medium-armored Clerics should try to have 14 to boost their AC. Heavily-armored
Clerics can dump Dexterity.Con: Hit points are always important, and if the Cleric goes down the rest of the party typically follows.Int: Dump stat. Keep a bit if you're a Knowledge Cleric, or if you need to use Knowledge skills.Wis: The Cleric's spells depend on Wisdom.Cha: Persuasion is the Cleric's only Face skill, so you can probably dump Charisma
unless you need to serve as a Face. If you decide to be a Face, be sure to pick up a Background which gets you other Face skills like Deception and Intimidation. Light Armor Medium Armor Heavy Armor Point BuyStandard ArrayPoint BuyStandard BuyStandard BuyStandard BuyStandard BuyStandard BuyStandard BuyStandard BuyStandard BuyStandard BuyStand
divine domains and cleric builds means that beyond those core requirements, your race options are decently flexible. Look for traits that you can't replicate with a classic feel, consider the hill dwarf. For cleric who insists on using weapons, the high elf can
get you Booming Blade. For an extra durable cleric, consider the Warforged. For a long-range support build, consider a flying race like Fairy or the Winged Tiefling. For help selecting a race, see our Cleric Races Breakdown. Cleric Races Breakdown. Cleric Skills History (Int): Situationally useful depending on the style of your campaign and your DM's play style. Insight (Wis):
Helpful for a Face, and you have the Wisdom, it's a very good idea for you to pick this up. Medicine (Wis): This skill is useless. Medicine is best done magically. Persuasion (Cha): Crucial for a Face, but you can skip it if someone in the party has more Charisma than you. Religion (Int): The Cleric's
best Knowledge skill, and important to the theme of the class. Cleric Backgrounds well for the class. Instead, this section will cover the options which I think work especially well for the class, or which might be tempting
but poor choices. Racial feats are discussed in the Races section, above. Clerics have high Wisdom, so skills like Insight and Perception are helpful, but other skills will be of varying usefulness depending on your ability scores. If you're having trouble deciding, here are some suggestions: AcolytePHB: The default Cleric background, and it's a solid
choice. Insight is great for Clerics and Religion is an obvious choice (though not particularly great since many Clerics dump Intelligence). Bonus languages are nice at low levels since Clerics don't get Comprehend Languages, but they do get Tongues as a 3rd-level spell. City WatchSCAG: Insight is great, but Athletics is hard for Clerics. Cloistered
ScholarSCAG: Knowledge skills are hard for most Clerics, but if you put some resources into Intelligence you have the ability to get 4 knowledge skills. CourtierSCAG: Insight and Persuasion are great if you get stuck playing the Face, and the bonus languages will be great until you can use Tongues. CriminalPHB: A Trickery Cleric with decent
Dexterity could use this to partially replace a Rogue in the party. Faction AgentSCAG: Insight is great, and the free mental skill will let you pick up Perception or whatever other skills and a free language, but gaming sets and instruments
aren't terribly useful. Guild ArtisanPHB: Not a bad choice, but Artisan's tools aren't particularly useful skill, but Medicine and Insight both capitalize on your Wisdom and the Herablism Kit allows you to make healing potions. NoblePHB: Persuasion and a Language are fine, but half of the
background is wasted. SagePHB: Knowledge skills are hard for most Clerics, but if you put some resources into Intelligence you have the ability to get 4 knowledge skills. Urban Bounty HunterSCAG: A Trickery Cleric with decent Dexterity could use this to partially replace a Rogue in the party. Criminal and Urchin are probably better. Urchin PHB: A
Trickery Cleric with decent Dexterity could use this to partially replace a Rogue in the party. Cleric FeatsThis section does not address every published feat, as doing so would result in an ever-
growing list of options which don't cater to the class. Instead, this section will cover feats which I think work especially well for the class or which might be tempting but poor choices. AlertPHB: Going first can be helpful for setting up area control spells or buffs like Bless. AthletePHB: Awful. ActorPHB: Trickery Clerics might enjoy this. ChargerPHB: If
you're too far away to get into melee in one turn, cast a spell. ChefTCoE: With the choice of a Constitution or Wisdom increase, it's easy for many clerics to fit this into their bould. The temporary hit points are easy to share, especially with allies who don't rely heavily on their Bonus Actions, and the hit point mitigatiok added by the treats means that
you can spend fewer spells healing your allies. However, clerics frequently commit their Bonus Action to spellcasting (Spiritual Weapon, etc.) so you may find that Inspiring Leader is more effective. Crossbow ExpertPHB: Use spells. Defensive DuelistPHB:
Most Clerics won't use Finesse weapons, and the ones who do have plenty of options to boost their AC. Dual WielderPHB: You won't use the Attack action enough to justify two-weapon fighting, and you need a shield for the AC bonus and to hold your holy symbol, and Divine Strike only works once on each of your turns. Dungeon DelverPHB: Traps
should be handled by someone with Thieve's Tools proficiency. Durable PHB: Use magical healing. Elemental AdeptPHB: Most Cleric spells that deal damage deal either Necrotic or Radiant damage, both of which are very rarely resisted. However, some domains like the Light domain offer access to damage types which can take advantage of Elemental
Adept. Fey Touched TCoE: Misty Step is a fantastic spell list, so getting it once per day and the ability to cast it again using your spell slots is a huge benefit. The additional 1st-level spell known is good, but there aren't many great options for the Cleric since the best spells which Fey Touched can get you are mostly cleric
spells. Compelled Duel may be worthwhile for clerics build for melee. For more advice on Fey Touched, see my Spellcasting Feats Breakdown. Fighting Initiate TCoE: Clerics simply don't get enough attacks to make the offensive options viable, and if you're looking at Defense you should just cast Shield of Faith. Protection/Interception may be
interesting, but those are unusual choices. Gift of the Chromatic DragonFToD: Share Chromatic Infusion with an ally. Reactive Resistance is great for clerics because you can't cast Absorb Elements, and reducing damage is nearly always better than trying to heal it later. Gift of the Gem DragonFToD: Front-line clerics are likely the best candidate for
this feat. Clerics don't have many things is very tempting since the Druid's AC is typically worse than that of a comparable
will be good enough to suffer the 05 penalty. HealerPHB: Use magical healing. Heavily ArmoredPHB: If you want heavy armor, pick a domain which gives it to you. Heavy Armor MasterPHB: Heavily-armored Clerics might enjoy this, but you probably donm't have enough Constitution to max it out. Inspiring LeaderPHB: This can be a great way to
supplement your healing abilties and reduce the need for you to heal your allies in combat, but few clerics have enough Charisma modifier to the temporary hit points granted, you also add your level so as you gain levels your Charisma modifier will be less important. Keen
MindPHB: Nothing useful for the Cleric.LinguistPHB: Good on anyone.Mage SlayerPHB: Good on anyone.Mage SlayerPHB: Good on anyone.Mage SlayerPHB: Good on anyone.Mage SlayerPHB: Use magic.LuckyPHB: Good on anyone.Mage SlayerPHB: Good on anyone.Mage SlayerPHB: Use magic.LuckyPHB: Good on anyone.Mage SlayerPHB: G
combine well. Shillelagh and Shape Water from the Druid spell list also have a lot going for them. For more advice on Metamagic Adept. See my Spellcaster. The Cleric has some great options for Extended Spell like Aid. For advice on Metamagic Adept, see my Sorcerer Metamagic Adept.
Breakdown.Martial AdeptPHB: Not useful enough with only one superiority die.Medium Armor MasterPHB: Trickery Clerics who can't afford to bump their Dexterity past 16 may prefer to stick to Medium armor instead of dropping to light, so this will help with both Stealth and your AC.MobilePHB: Most clerics aren't terribly mobile in
combat. Mounted CombatPHB: It's hard to play a mounted character without a special mount ability of some kind. ObservantPHB: You should be saving your Bonus Actions for spells, and your attacks won't be dangerous enough to make this very effective already have high Wisdom, so Perception is a really great option. Polearm MasterPHB: You should be saving your Bonus Actions for spells, and your attacks won't be dangerous enough to make this very effective already have high Wisdom, so Perception is a really great option. Polearm MasterPHB: You should be saving your Bonus Actions for spells, and your attacks won't be dangerous enough to make this very effective already have high windows.
unless you're handicapping your spellcasting. ResilientPHB: Proficiency in Constitution saves are. If you care primarily about Concentration it's easy to compare this to War Caster. Advantage works out to a little more than +3, so once your Proficiency Bonus hits +4
Resilient becomes the more effective option of the rwo. Savage Attacker PHB: This is a bad feat. The largest damage per turn. Sentinel PHB: Melee Clerics can be very effective, especially once you get abilities like Divine Strike, so your opportunity attacks can be very lethal. However, you'll probably do
better with War Caster. Shadow Touched TCoE: Invisibility isn't available to most clerics, and the 1st-level spells are mostly new options, too. Even the Trickery Domain can't cast Invisibility or Silent Image, so adding those options can make for a very interesting trickery cleric. For more advice on Shadow Touched, see my Spellcasting Feats
Breakdown.SharpshooterPHB: Clerics generally don't need ranged weapons.Shield MasterPHB: You should be saving your Bonus Actions for spells, and you'll use the Attack action very rarely as you grow in level.Skill ExpertTCoE: With your high Wisdom, Expertise in Perception is a massive asset for your party. Spend the skill proficiency on
Perception if you don't already have it, get Expertise in Perception, and increase your Wisdom by 1. If you have an odd-numbered Wisdom score, this is an easy, reliable feat choice. SkilledPHB: Some Clerics already get a lot of skills, and if your abilities are set up to support a wide set of skills, you can benefit a lot from gaining extra skill
proficiencies. Spell SniperPHB: Very few Cleric spells require attack rolls, and the only viable spells that you can get are from the Druid's spell Ist and there is nothing that you want from the Druid's spell Sniper. For more advice on Spell Sniper, see my Spellcasting Feats Breakdown. Tavern BrawlerPHB: You should be saving your
 Bonus Actions for spells. Telekinetic TCoE: This is objectively great, but if your Bonus Action is idle it should be spent on Spiritual Weapon in almost every case. Tough PHB: Considering that you can heal yourself magically whenever you need to, there's very little reason to invest so heavily in an enormous pool of hit points. War Caster PHB: Many
Cleric's existing cantrips (Toll the Dead is a great go-to), but if you pick up Magic Initiate for Booming Blade it's a very effective option. The ability to perform somatic components with your hands full of weapons/shields is nice, but easy to overemphasize. If your spell requires inexpensive material components, you can use your shield as a focus
(assuming that it's emblazoned with a holy symbol, which it should be). Otherwise, you can just put away your weapon for a round. You might hesitate to put away your weapon between turns since you're going to be using cantrips for Opportunity
Attacks anyway. Weapon MasterPHB: Weapons are not a good choice for the Cleric, and upgrading to martial weapons doesn't solve that problem. Cleric Weapons add your ability bonus to damage. If you have good Dexterity, consider a crossbow until your
cantrips scale at 5th level. Javelin: Same logic as the Light Crossbow, but Strength-based. Mace: The iconic Cleric weapon. It's not great, but it gets the job done. Carry one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail: Starting better. Scale Mail: Starting one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail: Starting one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail is strictly better. Scale Mail: Starting one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail is strictly better. Scale Mail: Starting one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail: Starting one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail: Starting one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail: Starting one for when you need to wade into melee. Cleric ArmorLeather: If you start with 18 Dexterity, this will match Scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail: Starting one for when you need to wade into melec. The scale Mail:
gear for most Clerics. Chain Mail: Starting armor for Clerics who get heavy armor proficiency from their domain. Half plate: Most Clerics will max out at Half plate: Life Clerics should absolutely upgrade to Full Plate as soon as they can afford
it.MulticlassingThis section briefly details some obvious and enticing multiclass options, but doesn't fully explore the broad range of multiclassing combinations. For more on multiclassing, see my Practical Guide to Multiclassing combinations. For more on multiclassing combinations.
you have a third high ability score, which is hard to do.Bard: The Bard's low-level abilities scale with class level, so they don't work particularly well for a class dip.Druid: The Cleric and the Druid share Wisdom-based spellcasting, so a few levels to get low-level class features and some low-level spell options like Shilleagh and Faerie Fire can be very
effective. However, Magic Initiate will typically suffice if you just want spelcasting, and the prohibition on metal armor can be a problem. Fighter: A level or two of fighter might be a good choice, depending on your spell slots. Action Surge
is especially tempting, as it opens up the possibility of casting two spells in the same turn. Remember that if you cast a bonus action spell you can only cast two spells with a 1 action casting time. Monk: The Monk's Unarmored Defense works well for
Clerics since they need so much Wisdom. 20 Wisdom with Unarmored Defense will match Half plate, but remember that Unarmored Defense doesn't work with shields, so you'll need 18 Dexterity to match the AC of a normal Cleric with a shield. Rogue: Expertise and skills are tempting, but the Rogue doesn't really offer anything that the Cleric
needs. Wizard: Clerics and Wizards have access to some of the best spells in the game, but multiclassing between primary caster classes delays how soon your get higher level spells. Cleric Magic ItemsCommon Mag
(Players will hit an average CR-appropriate enemy's AC on an 8 or better. See my article on The Fundamental Math of Character Optimization.) For high-value attacks like an attack with a leveled spell like Guiding Bolt or Inflict Wounds, that can be great insurance. Even better: you don't need to attune this, so you can rotate through a stack of them if
your DM is somehow crazy enough to let you get away with it. Ruby of the War Mage solves. Uncommon Magic Items Adamantine ArmorDMG: Curiously, due to the insanely high price of full plate and the inconsistent price of magic items.
For heavily-armored clerics this is a great item, but for medium-armored clerics it's much less important. Amulet of the Devout: +1 to spell attacks and save DC's, and you get an extra use of Channel Divinity per day. If you're using the Harness Divine Power Optional Class Feature, this effectively serves double duty as a spellcasting focus and as a
Pearl of Power. Cloak of Protection DMG: Good on any character, but it requires Attunement and it's not very interesting Eyes of the Eagle DMG: A Sentinel Shield is a better option for melee characters. However, ranged
missile attacks are relatively rare since so many monsters can't fight at range and many ranged enemies will be spellcasters, so this is situational by nature. Guardian Emblem: This can prevent a ton of damage to your party. Three times per day may not sound like much, but it's still enough to make a huge impact. Pearl of PowerDMG: Useful on any
spellcaster. Sentinel ShieldDMG: Perception is the most frequently rolled skill in the game, and you are likely the person in the party who is best at it (provided that you got proficiency from your race or your background). Advantage provides a great deal of insurance and protection against ambushes and other surprises. Advantage on Initiative rolls is
really nice so you can get a buff or and are control effect running before everyone else starts moving. This is a great item on any character using a shield, but the Cleric and the Druid are probably the two characters best-suited to using it. Shield, +1 DMG: +1 AC, no attunement. Nothing fancy, but very effective. Slippers of Spider Climbing DMG: The
next-best thing to flight. Walking up a wall has all the benefits of flying out of reach, making this an excellent option for ranged builds. Staff of the AdderDMG: Very easy to overlook, but a fantastic weapon for melee clerics. Activating the staff as a Bonus Action is somewhat annoying and I don't think you can use Shillelagh in conjunction with there is a bonus Activating the staff as a Bonus Action is somewhat annoying and I don't think you can use Shillelagh in conjunction with there is a bonus Activating the staff as a Bonus Activation the staff as a Bonus Activating the staff as a Bonus Activation the staff as a Bonus Activ
snake attack, but if your Strength is good enough to make Strength-based weapon viable, the possibility of 3d6 poison damage is a huge boost. The attack doesn't specify that it's not a spell attack and being a weapon attack is the only other option, so it appears that Divine Strike works with the snake attack. You need to be
cautious about the snake's 20 hit points if your enemies figure out that they can attack the snake, but deanimating the snake whenever it's hit. Staff of the PythonDMG: A decent low-level summon. At CR 2, the Giant Constrictor Snake is
excellent at incapacitating single targets, especially if they have poor bonuses to Athletics and Acrobatics. With blindsight, the snake can even function is area of magical darkness or other sight-blocking conditions like fog or smoke, allowing the snake to be useful well above what its CR would suggest. Keep in mind that the snake 's 12 AC and 60 hi
points won't stand up to repeated attacks, so plan to revert the snake to its staff form quickly or risk losing the item permanently. Stone of Good Luck plant on skills and ability
checks.Wand of the War MageDMG: Amulet of the Devout is strictly better.Weapon, +1DMG: Potentially helpful for clerics who insist on using weapons, but it's not enough to make weapons more effective than your cantrips. Winged Boots DMG: Excellent on its own, but Winged Boots are more limited in use than a broom of flying, and they require
Attunement. If you're wearing heavy armor you might prefer Winged Boots because they don't care about weight. Rare Magic ItemsAmulet of HealthDMG: Setting your Constitution. Less ASI's into Constitution means more
room for feats. Amulet of the Devout: +2 to your spell attacks and spell DC's. See Amulet of the Devout under Uncommon Magic Items for more. Armor of Resistance DMG: Excellent, but unpredictable in most games since you can't perfectly predict what sort of damage you'll face. Fire and poison are safe choices. Armor, +1DMG: +1 AC, no
attunement. Nothing fancy, but very effective. Barrier Tattoo (Rare) TCoE: +1 breastplate will do better in actual medium armor. Belt of Giant Strength (Hill) DMG: An excellent way to keep melee weapons viable
without investing in Strength, which for many clerics means not investing in Wisdom. If you have a strength-based martial character in the party this will usually be more effective if you give it to them, but if they're already at 20 Strength they won't benefit so you may decide to keep this for yourself. Cloak of Displacement DMG: Among the best
defensive items in the game. Taking damage from any source (spells, etc.) suppresses the effect temporarily, so make a point to kill anything that can damage boost stacks with Divine Strike, making this an interesting option for weapon-using clerics. However, a +2 weapon is the same
rarity and will be considerably more effective. Even without Divine Strike, a +2 weapon will yield comparable improvements to damage output, but since clerics get just one attack per turn, you really want the reliability that a +2 weapon provides. The healing effect is neat, but it's not going to change your tactics much. Your best bet is either to use it
when you might otherwise use Healing Word, or to use it outside of combat when the party can crowd around and everyone can enjoy the 10d4 healing. Mace of Distruption because enemies will often go from too healthy
to dead between your turns, leaving no opportunity for you to attack them and hopefully destroy them outright. This is also no better than a general magical mace against creatures other than fiends and undead, so unless you face those foes exclusively a +1 weapon will be considerably more effective. Necklace of Prayer BeadsDMG: Unpredictable,
but potentially very powerful. You'll get an average of 4.5 beads, and the effectivenss of the item varies wildly depending on what you get. You can notably cast every spell from the beads as a Bonus Action (yes, including Planar Ally which normally has a 10-minute casting time), allowing you to quickly heal allies or get Bless running while leaving
your Action for attacks or cantrips. Periapt of Proof Against PoisonDMG: A great way to mitigate damage from AOE spells and things like breath weapons which can often be problems from front-line
characters.Ring of ProtectionDMG: Cloak of Protection is lower rarity and has the same effect.Ring of Spell Storing full of Absorb Elements will be much more effective.Ring of Spell Storing full of Absorb Elements and Shield and recharge it whenever possible, and this is a spectacular
under Uncommon Magic Items for more. Animated ShieldDMG: Tempting for anyone not fighting with a one-handed weapon, but a Cloak of Protection is two rarities lower, works persistently, and arguably provides a better numeric bonus. Armor, +2DMG: +2 AC, no attunement. Nothing fancy, but very effective. Barrier Tattoo (Very Rare)TCoE: The
fixed AC matches full plate, so you don't need to worry about Dexterity to boost your AC and you don't even suffer Disadvantage on Dexterity (Stealth) checks. However, a suit of +2 medium armor will likely yield better total AC.Belt of Giant Strength (Frost, Stone, Fire)DMG: A great item, but definitely overkill for the Cleric. You shouldn't be making
Wisdom bonus and raises your cap by 2. Weapon, +3DMG: Potentially helpful for clerics who insist on using weapons, but it's not enough to make weapons more effective than your cantrips. Legendary Magic ItemsArmor of InvulnerabilityDMG: Resistance (immunity sometimes) to non-magical damage may protect you from most weapon attacks. At
high enough level that you might have this item there will definitely be enemies with access to magic attacks (spellcasters, magic weapons, natural weapons which count as magical, etc.), but in many encounters this will still provide a great deal of protection. Cloak of Invisibility DMG: Invisibility is extremely powerful in 5e. Note that this is just the
invisible condition, not the spell spell Invisibility, so you can still attack or whatever while invisible. Unless you're playing a Defender and actively trying to draw attacks away from your allies, this is absolutely amazing. Ioun Stone (Mastery)DMG: Proficiency Bonuses apply to a lot of things and a +1 bonus goes a long way. Attacks, saves, skills, etc. all
benefit. However, most clerics rely mostly on spells which require saving throws so it's not as beneficial as it would be for other characters. A Stone of Spell TurningDMG: Given the choice, I would much rather haqve a Mantle of Spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather haqve a Mantle of Spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather haqve a Mantle of Spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather haqve a Mantle of Spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather haqve a Mantle of Spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather had a spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather had a spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather had a spell Resistance simply because the Ring of Spell TurningDMG: Given the choice, I would much rather had a spell Resistance simply because the Ring of Spell TurningDMG: Given the Ring of Spell Turning
protection against area effect spells. Otherwise, this is a really fun item, and if it provided Advantage on saves against area of effect spells it would shoot straight up to blue. Ring of Three WishesDMG: Use this to do one of the things that risks permanently removing the ability to cast Wish, such as granting 10 creatures permanent resistance to once of the things that risks permanently removing the ability to cast Wish, such as granting 10 creatures permanent resistance to once of the things that risks permanently removing the ability to cast Wish, such as granting 10 creatures permanent resistance to once of the things that risks permanently removing the ability to cast Wish, such as granting 10 creatures permanent resistance to once of the things that risks permanently removing the ability to cast Wish, such as granting 10 creatures permanent resistance to once of the things that risks permanently removing the ability to cast Wish, such as granting 10 creatures permanent resistance to once of the things that risks permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing the ability to cast Wish, such as granting 10 creatures permanently removing 10 cre
damage type. If you lose the ability to cast Wish, pass this off to another ally who will never be able to cast Wish, pass this off to another ally who will never be able to cast Wish, see my Practical Guide to Wish. Scarab of Protection adds a limited benefit to another ally who will never be able to cast Wish, pass this off to another ally who will never be able to cast Wish, pass this off to another ally who will never be able to cast Wish, pass this off to another ally who will never be able to cast Wish. Scarab of Protection adds a limited benefit to cast Wish, pass this off to another ally who will never be able to cast Wish. Scarab of Protection adds a limited benefit to cast Wish will never be able to cast Wish.
against necromancy and undead creatures, and doesn't take up your cloak slot, leaving you free to take items like a Cloak of Protection or Cloak of Invisibility instead. Talisman of Pure Good / Talisman of Ultimate EvilDMG: An Amulet of the Devout will be more broadly useful, but the unique ability to save-or-suck an evil is a great way to instantly
hip, head bowed and eyes shut in prayer. With her other hand she wields a shield emblazoned with the hammer-and-anvil symbol ubiquitous among dwarven iconography, but in this case no doubt meant to honor Moradin, lord of the dwarf pantheon. Such devotion is common among dwarves of all stripes, but something about this dwarf's presence
hints at power behind that prayer.— Boxed text provided by dScryb (affiliate link) This is a "Staple Build". This build is simple, and relies on options from the SRD and the Basic Rules wherever possible. If you need a functional build with nothing fancy or complicated, this is a great place to start. A life cleric is equal parts tank and divine artillery piece
useful asset. The Life domain's capabilities dramatically improve the Cleric's already excellent healing capabilities, raising them to the point that you're often free to focus your prepared spells on other concerns while still being a better healer than other cleric's already excellent healing capabilities, raising them to the point that you're often free to focus your prepared spells on other concerns while still being a better healer than other cleric's already excellent healing capabilities, raising them to the point that you're often free to focus your prepared spells on other concerns while still being a better healer than other cleric's already excellent healing capabilities.
assume the point buy abilities suggested above for clerics in heavy armor. If you want to emphasize knowledge skills like Persuasion, consider switching Intelligence and Charisma. You might also choose to reduce your Strength to put those points into other ability scores. Cantrips work fine in place of a
and while heavy armor and a shield go a long way, the Cleric still has d8 hit die and padding your defensive options will help keep you alive to heal and protect your allies. You also get the crucial Wisdom increase needed to keep pace with your spellcasting. We'll take Insight and Persuasion. That positions us well to serve as a Face if no one else in the
party has those capabilities. You might drop one of those skills in favor of Medicine, but Medicine is extremely limited and your healing capabilities come from your magic rather than your skills. Background and some other stuff. Unfortunately, Religion is
Life Cleric needs high Wisdom, but little else. More Constitution is nice, but you may get more benefit from feats like Tough. Once you have 20 Wisdom, consider introducing feats once you're more confident in your understanding of the game. Levels Level Feat(s) and Features Notes and Tactics 1 Spell casting Domain Spells Cantrips
Known:GuidanceSacred FlameThaumaturgyLife DomainBonus Proficiency: Heavy ArmorDisciple of LifeFor your starting equipment, select a warhammer, chain mail, adaggeror a light crossbow and bolts, either pack, and a shield and holysymbol. If you took the Acolyte background you may end up with twoholy symbols, but it's nice to have a spare. At
level 1 you have 18 AC while you're holding a shield. You canwalkaround with your hammer and shield out, but you'll need to stowyourhammer to perform somatic components. Personally I would stickSacredFlame and only draw your hammer if you might need to make anopportunity attack, but if you're going to cast Bless on the partyyou'll be
accurate enough that your hammer will be a better sourceofdamage. You want to do most of your magical healing Wordwhileyou're in combat. With Disciple of Life you're healing 1d4+5, whichisenough to get an unconscious ally back into a fight and maybe evenenough for them to get hit again without going down. Using youraction to
deal damage will end encounters faster, which will lead to asmaller total strain on your party's healing resources for the day. Remember: An ounce of prevention is worth a pound of cure. 2Channel Divinity: Preserve LifePreserve LifePreserve Life is a great way to revive multiple dying allies. Evenone hit point is enough to get them back into
a fight, and even ifthey go back down they'll at least start fresh before they facedeathsaving throws while they wait for another rescue attempt. This is alarge pool of hit points, and it scales nicely, so even at highlevelsyou can rescue attempt. This is alarge pool of hit points, and it scales nicely, so even at highlevelsyou can rescue attempt. This is alarge pool of hit points, and it scales nicely, so even at highlevelsyou can rescue attempt.
Spiritual Weapon as a domain spell, which isgreatbecause it's a significant boost in your damage output. Casting thespell and attack on your turns whileyourspiritual weapon flies around hitting things. Even at much higherlevels, Spiritual Weapon remains a
consistent, reliable offensive option in nearly every fight. 4Ability Score Improvement (Wisdom 16 -> 18) New Cantrip Known: More damage from Spiritual Weapon, and of course higher DCs for our spells. 5Domain Spells Destroy Undead
(CR 1/2)5th level brings some important milestones. Cantrip damageincreases, putting Sacred Flame consistently ahead of your weapon damage. Since Sacred Flame doesn't require you to make an attack roll, it worksagainst adjacent targets. Unless you're making opportunity attacks, there's very little reason to hold a weapon. 6Channel Divinity
(2/rest)Blessed HealerA second use of Channel Divinity means that you can use PreserveLifetwice between short rests, dramatically increasing the amount ofhealing which you can provide in a day. The Dungeon Master'sGuide'srules for planning an adventuring day suggests two short rests in afull day of adventuring, so you can expect to use Channel
Divinity: Preserve Life up to 6 times in a single day, healing a total number of times your cleric level (180 at 6th level). With that dizzying number, you also get Blessed Healer. If youweregoing to spend a bunch of turns casting healing spells, this would be better because it would reduce your need to spend healing.
resourcesonyourself. But the majority of the hit-point restoration you'll bedoing via spells is either going to be Healing Word to get alliesbackon their feat in a hurry, Heal, or Channel Divinity: Preserve Lifewhich isn't a spell. So you're probably not going to see muchhealingfrom this ability.7Nothing at this level except 4th-level spells. The big shiny
spellyou get at this level is Guardian of Faith.8Ability Score Improvement (Wisdom 18 -> 20)Destroy Undead (CR 1)Divine Strike is tempting, but not especially helpful. By thislevelyou're 3 full points behind the Attack vs. AC progression, so youhavejust a 45% chance to hit a generic CR-
appropriate foe compared totheexpected 65%. Short of opportunity attacks, Sacred Flame will be considerably more reliable and will deal comparable damage (2d8 vs.2d8+2).9Nothing at this level, but you notably gain the abilitytocase Raise Dead at this level.10Divine
InterventionNew Cantrip Known: Divine Intervention is really cool, but also totally unreliable. Atthis level you have just a 10% chance to receive DivineIntervention. Use this frequently, if only so that you'll have a chance to actually trigger the effects. Unfortunately, this is also the last level at which we get an exciting and wholly new class feature. From
here on it's allincremental improvements and new spell levels.116th-level spells, and you can destroy undead of CR 2. Cantripdamageincreases, so Sacred Flame again exceeds your weapon damage (3d8avg.13.5 vs. 2d8+2 avg. 11).12Ability Score Improvement (Constitution 16 -> 18)Your first ability score increase that doesn't need to go intoWisdom.
Constitution will improve your hit points, but if you'rebraveenough to consider feats, I encourage you to look at Tough.13 Nothing at this level except 8th-level spells.16Ability Score Improvement (Constitution 18 -> 20)Bringing you Constitution to 20 means that you now get
11 hitpointsper level. For comparison: a barbarian with 20 Constitution getsjust12 hit points per level.17Destroy Undead (CR 4)Supreme Healing spells anyway. Bythis level, if you're healing in combat you're casting Healing WordorHeal, or
you're using Channel Divinity: Preserve Life. Except for Healing Word, none of those options require rolling. 18 Channel Divinity: Preserve Life is already immense, and a third use of Channel Divinity (3/rest) Your total amount of healing provided by Channel Divinity: Preserve Life.
day as there are encounters in a full day of adventuring as recommended in the "Adventuring Day" rules in the DMG, allowingyourparty to recieve ample quantities of healing after every encounter.19Ability Score Improvement (Strength 14 -> 16)This last ability score increase is largely pointless. Consider afeat instead.20Improved Divine
Intervention Divine Intervention jumps from 19% effective to 100% effective to 100% effective to 100% effective to do some amount of negotiating with your DM todetermine what sort of aid you recieve. Advertisements report this ad
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