

Life Cleric 5e gods dnd guide and list

Life Cleric 5e gods

What are life cleric 5e gods? There's a lot of gods that will fit the Life domain name, but here are a few:

From the Faerunian pantheon:

- Amaunator, the god of the Sun (LN), Life/Light
- Eldath, goddess of serenity (NG), Life/Nature
- Ilmater, the god of endurance (LG), Life
- Lliira, goddess of pleasure (CG), Life
- Sune, goddess of love and beauty (CG), Life/Light
- Dwarven pantheon:
 - Berronar Truesilver, goddess of hearth and home (LG), Life/Light
 - Sharindlar, goddess of healing (CG), Life
 - Hanalei Celanil, goddess of love and beauty (CG), Life
 - Cyrrollalee, goddess of hearth and home (LG), Life
 - Yondalla, goddess of fertility and protection (LG), Life
 - Chauntea, goddess of agriculture NG Life Sheaf of grain or a blooming rose over grain
 - Eldath, goddess of peace NG Life, Nature Waterfall plunging into a still pool
 - Lathander, the god of renewal and birth NG Life, Light Road traveling into a sunrise
 - Sune, goddess of beauty and love CG Life, Light Face of a beautiful red-haired woman

What is Life Cleric 5e spell in d&d?

A team player to the bitter end, the Life domain cleric, gains abilities that augment their already potent healing and buffing spells. Always have certain thematic spells ready. Restore more hit points than usual if you throw a healing spell. Life cleric 5e is a life domain feature.

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5e Cleric: Life Domain. The Life domain focuses on the vibrant, positive energy – one of the universe’s fundamental forces – that sustains all Life. The gods of lifestyle promote energy and wellness through healing the ill and injured, caring for people in need, and driving the forces of death and undeath.

In Dungeons & Dragons 5e, the Cleric is just another one of these classes. It is much like fighters and wizards—that have been around since the beginning. Traditionally, clerics are a combination of spellcaster and weapons-user. Their spells perform through the power of their faith and patron deity.

Assumptions

But, there’s a frequent assumption that clerics are simply the party’s healer when they are one of the most diverse classes in the whole of D&D 5e. Sure, clerics have access to the very best healing spells in the game and indeed ought to be the party healer, but there’s more to it than that. Based on the build, clerics may wind up with vastly different abilities that match a range of play-style and functions from the party. All that remains is to choose the type of Cleric and construct them, following a few guidelines to ensure that Cleric is the best they can be.

Manual

Mechanically, the Healer cleric is a natural pick for any support. It offers a lot of extra efficiency for its spells and approaches to conserve spell slots through domain abilities alone. The domain is about what one would expect from a Life cleric, making it naturally great to prevent or restore the damage.



Cleric Life Domain Spells in 5e

The Domain spells of their life cleric revolve around the basic notions of healing. Restore lost health, negate debuffs, nullify damage, and bring back the dead.

- *3rd Level – Lesser Restoration, Spiritual Weapon*
- *5th Level – Beacon of Hope, Revivify*
- *7th Level – Death Ward, Guardian of Faith*
- *9th Level – Mass Cure Wounds, Raise Dead*

Heal Wounds and Mass Cure Wounds are somewhat like your bread and butter. Cure Wounds is the Cleric's most consistent

recovery movement, and it readily makes any Good Cleric's spell list by default. Mass [Cure Wounds](#) does not usually make it. Still, recovery en masse can be significant, and this archetype helps the lower health a lot. Lesser Restoration also falls into this category; it's an excellent idea for a service to possess it. These can amplify with Beacon of Hope, a concentration spell that arouses your healing rolls.

Other spells

Bless and Death Ward is powerful buffs on different sides of the area. Bless makes enemies expire quicker with more accuracy on your allies. Death Ward creates an ally die slower. Both are great suggestions for significant struggles, though Bless demands concentration. Juggle it using Beacon of Hope to maximize defensive or offensive capabilities.

Revivify and Boost Dead would be the natural choices for bringing someone to a lifetime. Revivify includes a strict time limitation but is not as costly. Use it whenever you can!

Finally, there are damage choices. Spiritual Weapon is a downright fantastic spell and also a great use of your Bonus Action. It can still be an excellent zoning instrument, and I am sure GMs would boost Intimidate in the ideal situation.

Life Cleric 5e subclasses

The 5th edition cleric subclasses break into heavenly domains, each domain shaping the abilities that the Cleric will select up. There are several eleven domain names to Pick from: the Arcana, Death, Forge, Grave, Knowledge, Life, Light, Nature, Order, Tempest, Trickery, and War domains.

Gamers intimidated at the prospect of sorting through and weighing every subclass's pros and cons can instead refer to this quick roundup of the group's top domains. The Life and Forge domains are advantageous at what they intend to do. For gamers looking to highlight the curative aspect of the Cleric,

it will not get better than Life. This domain delivers the highest bonuses to healing spells, making it more straightforward for the Cleric to get allies on their feet and keep them in battle. Throw heavy armor in the mix, and Life clerics become just as hard to kill as the remainder of their party.

Do you play with their Cleric as more of a tank and guardian along with a spellcaster?

Forge is your way to go. The Forge cleric receives a fun spell record that also suits the subclass thematically, together with the capacity to craft and fortify gear. The closest gamers will become their blacksmith, with the bonus of becoming invaluable to any party in combat.

Skills And Feats

When it comes to skills, both that any cleric certainly needs are insight and religion. Both are wisdom-based, therefore that they should naturally have an adequate incentive. With proficiency, a high insight will especially come in handy for social interactions. Religion is a bit of a no-brainer since spiritual belief is the foundation of all clerics' abilities.

There are several opportunities for choosing a feat during any effort. For clerics, healers, lucky, resilient, and warfare caster are all great options to pick. The healer is another reasonably typical choice. But there is a reason for that: the feat produces a healer's kit, essentially the equivalent of a low-level recovery spell, which is quite helpful.

D20 roll

Lucky is a feat that seems good on any personality, with three complimentary redos on a d20 roll. Simultaneously, resilience is one more thing to maintain the Cleric on their feat in battle. War caster is easily the most crucial feat here. The clerics should consider shooting first. It improves the

Cleric's ability to keep concentration on a spell in the middle of a struggle.

The last point to think about would be the right background. A couple of backgrounds provide excellent skills for a cleric past Acolyte, which is pretty much the default 'cleric' choice. Faction Agent, Outlander, and Sailor are good options also, offering a few skills and selection of the language. With that done, it's time to take the recently constructed Cleric to the effort –knowing they have got the best build potential, also.

Bonus Proficiency 5e

This one still comes out of nowhere for me, but Life Clerics get proficiency at Heavy Armor. You can invest more in Strength and Wisdom without fretting about your AC. That allows you to be closer to your allies so that you can heal without moving while getting high AC. And you may still beat heads with reliable weapons like the Mace, showing that this healbot has a few harms, too.



The Cleric stays proficient in Moderate and Light armor, as well. Don't be scared to become a ranged healer, especially if you're a race with excellent move speed. Weapons are essential for this archetype; however, so make sure you can use something.

Disciple of Life

The very first real ability of the 5e Life Cleric relies on raising efficiency. Also, beginning at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or more generous to restore hit points to a creature,

the creature regains additional hit points equal to 2 + the spell's level. That usually means that your first level Cure Wounds spell fixes for $1d8 + \text{Wisdom} + 3$. And it climbs up to incorporating 11 hitpoints onto your recovery.

It is just superior efficiency for your necessary fixes, but it is far better for the place of impact heals. Those are usually slightly smaller; Mass Cure Wounds fixes $3d8$ at level 5, rather than $5d8$. So, the extra seven health to everybody you cure is a perfect use of the ability.

And it is infinite. It's a relatively modest quantity of recovery, admittedly. But that it doesn't possess the Wisdom Modifier limit makes it infinitely helpful. The only limit is the number of recovery spells you have, which raises exponentially.



Channel Divinity: Preserve Life

The Channel option to get a cleric is, unsurprisingly, to heal. But it's a perfect heal! Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your sacred symbol and evoke healing

energy to restore some hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and split those hit points among them. The feature can restore a creature to no more than half of its hit point maximum. You can't use this feature in undead or a build.

So, this ability heals a nice amount of health. When you get it done, it fixes for ten health once per short break. At some point, you get 100 wellness four times per short rest. That's excellent scaling to get a recovery ability. Unfortunately, until you arrive in the late game, the health is somewhat low. It is better to maintain folks at full health than curing a colossal quantity of wellness like Cure Wounds.

The versatility of the ability is quite excellent. You can top off a group after an area of effect, heal 1 participant by most of their health, cure two people at a generous chunk, etcetera. Depending on how your GM benefits Medicine checks, you may use this skill without wasting any healing issues.



Healing

Speaking of efficacy, healing yourself is no longer as significant. Beginning at 6th level, the curing spells you cast on others heal you also. Suppose you cast a 1st degree or

higher spell that restores hit points into a creature beside you. You regain hit points equal to 2 + the spell's level.

This result is relatively weak since curing yourself for a small amount of health only does a lot. However, you don't lose all. Healing different people means that you double the amount of healing that your Disciple of Life heals. Around 22 total, domain-ability-based hitpoints in case you and an ally are weak. Area of Impact heals can target everybody. If you've got six people, you would instead cure.

The problem with this ability comes if you're the only one injured. You then do shed only a small amount of recovery when assigning yourself rather than someone else. That solves by keeping Channel Divinity if only you require health. Then, it is possible to save your charms for utilizing Lucky Healer and Disciple of Life. So, it is not the best ability, but it might top you off and increase the wellness you provide.

Divine Attack

Level 8 is generally a harm increase of a variety, and this archetype is not any different. At 8th level, you acquire the ability to market your weapon strikes with celestial energy. Once you hit a creature with a weapon attack on each of your turns, you can create the attack to deal an extra 1d8 radiant damage to the goal. When you get to the 14th level, the excess damage increases to 2d8.

That is precisely why 5e Life Cleric needs to gain access and utilize a weapon. Even without Extra Attacks, this capacity tends to create ranged or melee weapons slightly more potent than cantrips for continual harm. Do recall that this doesn't work with Spiritual Weapon; it has to be a real weapon.

It does mean you'll need to look at investing in Strength or Dexterity, or else lose this skill entirely. You may safely have lower Wisdom than many clerics since Disciple of Life and

Blessed Healer naturally increases recovery.

Radiant damage is also a suitable damage type. Not the best, and there is no way to change the damage. But it's not heavily resisted or immuned by critters in the bottom guide.

Supreme Healing

This level 17 ability is your last skill that the Life Cleric gets in 5e, and wow, is that one potent. Beginning at 17th degree, when you'd typically roll a couple of championships to restore hit points using a spell, you instead use the maximum number possible for each die. By way of instance, rather than restoring 2d6 hit points into some creature, you restore 12.

This example that grants are relatively small when compared with the power this capacity has. Let us, for example, say you are a Cleric at level 20. You want to heal someone with a flat 9 Heal wounds to keep it simple. You cure for 9d8+16, assuming you've 20 Wisdom. You instead heal for 84, instead of an average of 56.5.

Lower level healing spells

That lets your lower level heals have a definite number on these. Therefore, when your shirt someone off, you understand precisely the level of recovery they need. People get hit frequently from the late match, so knowing exactly what amount of healing you will want for a small little punch or a hit using a tree trunk is excellent.

There are not too many healing spells that don't cure a fixed amount of hitpoints of the late match, but this does raise the power of Mass Cure Wounds, Cure Wounds at lesser levels, spells such as Regenerate, and more. Increasing the efficacy of spells that are not Heal will remain important for clerics. You'll discover that you'll save so many charm slots with this and also the healing [boosters](#) early on.

What are the best ways to decide on a cleric 5e race?

Picking A Hurry: When it comes to race, gamers are going to want to look for a race that fosters their wisdom stat—it's the most crucial skill score a cleric can have. As such, there are three races in the 5e basic principles that make for a fantastic cleric. The hill dwarf (although any dwarf is pretty good), variant human, and the wood elf.

Hill dwarves probably win the prize for a complete best race suited for a cleric. They get a bonus to constitution and Wisdom; the added durability is beneficial once the character must wade into battle and heal party members. Wood elves get precisely the same wisdom bonus and a +2 for their dexterity and based on the construct. Clerics can rely on either strength or dexterity for their combat prowess. Plus, it never hurts to be a cleric who can sneak. Variant people make a list as they will make every other class list because they are so customizable. With a range of feats, they may be anything.

There are a few different alternatives to consider for those who don't mind searching past the Player's Handbook: the firbolg and ghostwise halfling. Firbolgs get an incredible +2 wisdom and +1 strength, with a few innate casting and handy abilities to go along with that. Ghosts' halflings stand out from their halfling cousins using a bonus to Wisdom and dexterity. That could be another race; you may play with a dexterity build.

[Dungeons And Dragons Dnd GIF](#) from [Dungeonsanddragons GIFs](#)

Cleric Stats

As skill scores move, a cleric's highest score needs to be their Wisdom, as it's their spellcasting attribute. A range of additional special cleric skills relies on Wisdom also. Once in-game, players should concentrate on getting that knowledge

score as high as possible to maximize their Cleric's power.

After that, the stats' significance can differ based on what kind of build it's: the next two most astonishing stats ought to be constitution and strength or dexterity. The constitution is always going to be second or third-most important to clerics since it decides hit points. When the party goes down in a fight, that's a tough break for your celebration as a whole. Meanwhile, the players should pick either strength or dexterity to be on par with the constitution. Power for a cleric who wears heavy armor and has more involvement in combat and agility for a lightly-armored cleric focuses more on spellcasting.

No matter charisma and intellect come in last as the most crucial abilities to get a cleric to possess. The sole reason some players might want a little extra charisma is when their Cleric will be a party Face. However, if there is a bard, sorcerer, or even some other Charisma-based character from the party, there's no need. The only sort of Cleric who needs intelligence is one in the Knowledge domain; otherwise, you can dump this stat.

Best Races for Life Cleric 5e

The Life Cleric 5e is one that doesn't require much of anything. Thanks to Disciple of Life and Blessed Healer, Wisdom is no longer as important. It permits you to develop into a frontline or backline without much difficulty, as long as you are within 30 ft. You get a healthy amount of Wisdom to improve non-healing spells' effectiveness, but there's less urgency. Think about the following;

Hill Dwarf

When creating a cleric, always look at asking the query; will a Hill Dwarf help me? With more useful Heavy Armor skills, additional health, and Wisdom, Hill Dwarves make Heavy Armor

clerics look great. The extra health is useful for staying alive long enough to Channel Divinity or Mass Cure Wounds if a plan goes south. Do be sure to invest in a fair amount of Strength for Divine Strike.

Unsurprisingly, Elves are masters of the ranged build, and I find no difference for Life. High move speed, sound Wisdom, great Dexterity, and proficiency in powerful ranged choices help the build. Flavorwise, as a defender of the forest, promoting growth and Life is reasonably vital to many elves. Why don't you dedicate yourself to it?



Protector Aasimar

An associate of the War Cleric 5E set of races. The Aasimar is a chosen titan of a heavenly deity. Flavorwise, being an angel dedicated to protecting people, it is very apt to get a healer. The increase to Wisdom is sufficient, you acquire a recovery skill and can find a Flight speed for things get tough, and you need to get to a person quickly. That does not have Dexterity or Strength attached to it, but the use options the Aasimar gets is relatively healthy. Talk to your GM about potentially allowing it.

Races which you may not like

I genuinely believe any race could be helpful as a Life Cleric, thanks to all the skills that support it. Flavorwise, it might be weird to be a Life Domain Warforged for apparent reasons. Not that Warforged does not influence recovery (they create an adequate Life Domain cleric 5e). But being a robot dedicated to natural growth and energy might be strange. Even that said, it is not tough to make a Life Domain Cleric 5e from any race option.

How Can You Build a Life Cleric in 5e?

Always possess a melee alternative for warlocks as well as clerics. It's a strong preference. For Life, I would concentrate on Wisdom, strength, and con with close to equal emphasis on the latter two. I want to use a mace, use spiritual Weapon, and the walking angel grinder kindly soul guardians. Doing damage means less recovery required. Also, getting from the struggle as a holy man is trendy. It's less dull, and using magic weapons is fun. I would instead hit with a magical mace and divine strike.

Afterward, when recovery is required, I got it in spades. Further, if I want fewer recovery spells as a consequence, dismiss my ability to heal more and my capability to reduce threats via offense, it renders Me using more good casting. My

favorite personality during high school 1st edition AD&D was a battling cleric with a whopping 13 strength. But I'd plate and was upfront and ready to contribute.

At par 5, for example, you can just use cantrips to deal with similar damage and melee. Utilize ASIs to buff intellect, and you may still melee with sacred fire and spiritual Weapon and spiritual guardians. Since those spells key off, Wisdom might too double down on that. Hence why I am leaning towards medium armor for the majority of clerics. The individual construct with HAM 13 con and 16 strength/wisdom could be a good option for heavy armor use.



Conclusion

And that concludes our Life Cleric 5E Guide. Naturally, any Cleric archetype that focuses on optimizing your healing ability is acceptable. It is one of the tasks of the Cleric to make sure your set of idiots stay living. More efficient recovery spells mean that you get to invest some spell slots using aggressive magic. As soon as it's unsurprising that the Life Cleric gets mostly healing skills, it's a somewhat necessary, easy domain. What causes this domain is what your

personality brings to the table. Consider this domain name if you want to make a powerful healer with possible aggressive options, thanks to spell efficacy.