

# Spirit guardians 5e cleric damage when cast in dnd spells

## Spirit guardians 5e cleric damage when cast.

Spirit Guardians 5e deals with damage when a creature initially invades it or starts its turn in the sphere. It does not deal with harm when it is cast but on the creature's turn as it originates within or moves into it.

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## Do 5e Spirit Guardians stack?

The game features of Spirit Guardian do not stack. They are combining Game Effects (p. 252). But when 2 or more [game features](#) have similar names, only the effects of one of them. So the most potent one applies. In reverse, the Duration of the consequences overlap.



## **Spirit guardians dnd cleric spells through walls.**

Suppose an AoE spell has a specific exception. It doesn't affect monsters through walls. To authenticate the type of Spirit Guardians spell is, the following points need consideration. Spells that create lines or cones of the effect that begin from you also have a range of self, indicating that the origin point of the spell's effect must be you.

Spirit Guardians possess a Range of Self 15-ft radius. So it fits into this category. The primary rule here is on page 84 of the Player's Basic Rules (page 80 if you have an older version of the basic rules PDF), under the Areas of Effect section:

The spell's effect extends in straight directions from the

point of origin. Suppose no unblocked straight line extends from the point of origin to a location within the affected area. In that case, that place isn't included in the spell's area. To block one of these legendary lines, an obstruction must provide total cover, as explained in chapter 9. So if a monster has total cover from the point of origin, they're not affected by Spirit Guardians. However, in this case, the targets can be affected if they are reaching directly behind the arrow slit.

## Dexterity saving throws

A target with three-quarters cover has a +5 bonus to AC and Dexterity [saving throws](#). A target has three-quarters cover if an obstruction covers about three-quarters of it. The obstacle may be a portcullis, an arrow slit, or a thick tree trunk. So if the opponents are behind the arrow slits, they have three-quarters cover instead of total cover. 5e Spirit Guardians can influence them. You may call forth spirits to protect you. They flutter around you to a range of 15 ft for the Duration. If you are right or neutral, their spectral form appears angelic or fey. Suppose you are evil in that case. They resemble fiendish.



Cleric 5e

## The Spell Details

When you cast the spell, you can choose many creatures you can seem unaffected by it. An affected creature's pace is halved in the range. And suppose the creature penetrates the space for the first time on a turn or commences its turn there. It must make a 5e Wisdom saving throw. The monster takes 3d8 radiant harm (Applicable if you are right or disengaged) or 3d8 necrotic damage (if you are wicked). On a successful save, the monster takes half as much damage.

<i>Level</i>	<i>3</i>
<i>School</i>	<i>conjuration</i>
<i>Casting Time</i>	<i>One action</i>
<i>Range</i>	<i>Self (15-foot radius)</i>
<i>Component</i>	<i>V M S (A holy symbol)</i>
<i>Duration</i>	<i>Up to 10 minutes</i>
<i>Class</i>	<i>Cleric</i>

At Higher Levels: Suppose you cast the spell using a spell slot of Level 4 or greater. The harm will increase by 1d8 for every slot level above Level 3.

## **Breaking sanctuary with Spirit Guardian**

You can not break Sanctuary with Spirit Guardian. However, there is a possibility when you cast make an attack or cast a spell that affects a foe. As for it being 0P, you make a 5e cleric not to cast offensive spells or attack foes to maintain Spirit Guardians 5e.