

Netan'el, Dweomerkeeper of Mystra

NG male aasimar Cleric 20

Design Notes

Primarily a support Cleric build, this character attempts to cover all aspects of spellcasting by adding Druid cantrips and high-level Wizard spells. It also attempts to progress towards melee capability primarily through the *shillelagh* and *green-flame blade/booming blade* cantrips.

Stats and Progression

Starting Ability Scores: Str 10, Dex 14, Con 13, Int 8, Wis 15, Cha 12.

Race: aasimar, protector [VGtM].

- ASI - +2 Charisma, +1 Wisdom.
- Traits - celestial resistance, darkvision, healing hands, radiant soul.

Background: faction agent [SCAG].

- Faction - the Harpers.
- Proficiencies - Investigation, Stealth, Abyssal language, Celestial language.
- Feature - safe haven.
- Traits - [7] I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me. [8] I've spent so long in the temple that I have little practical experience dealing with people in the outside world.
- Ideal - [6] Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against her teachings. (Any)
- Bond - [1] I would die to recover an ancient relic of my faith that was lost long ago.
- Flaw - [2] I put too much trust in those who wield power within my organization's hierarchy.

1: Cleric 1.

- Proficiencies - Arcana, Insight, Religion, Wisdom saves, Charisma saves.
- Domain - Arcana [SCAG].
- Cantrips - *booming blade* [SCAG], *green-flame blade* [SCAG], *guidance*, *light* [racial ability], *sacred flame*, *spare the dying*.
- Starting equipment - scale mail, shield with holy symbol of Mystra, dagger, light crossbow with 20 bolts, explorer's pack, Harper pin, Harper code book, common clothes, 15 gp.

2: Cleric 2.

- Channel Divinity - arcane abjuration, turn undead.

3: Cleric 3.

- Racial ability - radiant soul.

4: Cleric 4.

- Cantrip - *word of radiance* [XGtE].
- ASI/Feat - Magic Initiate (Druid; cantrips - *shillelagh*, *thorn whip*; spell - *absorb elements* [XGtE]).

5: Cleric 5.

- Channel Divinity - destroy undead.
- Starting equipment - club (1 sp), *breastplate of gleaming* [XGtE] (common item), *ruby of the war mage* [XGtE] (common item).

6: Cleric 6.

- Feature - spell breaker.

7: Cleric 7.

8: Cleric 8.

- Feature - potent spellcasting.
- ASI/Feat - War Caster.

9: Cleric 9.

10: Cleric 10.

- Feature - divine intervention.
- Cantrip - *toll the dead* [XGtE].

11: Cleric 11.

- Starting equipment - *mithral half plate armor* (minor uncommon item), *sentinel shield* (major uncommon item), *tankard of sobriety* [XGtE] (common item, replaces *breastplate of gleaming*).

12: Cleric 12.

- ASI/Feat - Resilient (Constitution).

13: Cleric 13.

14: Cleric 14.

15: Cleric 15.

16: Cleric 16.

- ASI/Feat - +2 Wisdom.

17: Cleric 17.

- Feature - arcane mastery.
- Spells - *Tenser's transformation* [XGtE], *crown of stars* [XGtE], *maze*, *wish*.
- Starting equipment - *mantle of spell resistance* (major rare item).

18: Cleric 18.

19: Cleric 19.

- ASI/Feat - +2 Wisdom.

20: Cleric 20.

- Feature - divine intervention.

Sources:

SCAG - *Sword Coast Adventurer's Guide*

VGtM - *Volo's Guide to Monsters*

XGtE - *Xanathar's Guide to Everything*