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