

5e Multiclass Guide

By Sky Knight

One of the great things about 5e is the multiclass system. It is fun and well-balanced, with many interesting possibilities. Here I will rate each combination, based on standard adventuring days of 6–8 encounters each. The main class is listed first, then the minor class, in the amount I feel is strongest.

Purple ★★★★★ This is as good as a single-class build, better in some games.

Blue ★★★★★ This is a quality multiclass build.

Green ★★★ There is interesting synergy here.

Orange ★★ This is ok if you really like your concept.

Red ★ This is not recommended.

Barbarian

Barbarian x/Bard 3 ★★ This is the Bardbarian grapple build, with 3 levels of Lore Bard, for Cutting Words and expertise in Athletics. There is some synergy, but expertise is more easily gained from Rogue, or from a feat. If you just want Bardic Inspiration and some casting, take 1 Bard level, but casting is poor here because of multiple-ability dependence (MAD). Further, Barbarians can't cast while raging.

Barbarian x/Cleric 1 ★ Cleric provides spells and a domain feature. Casting is poor here because of multiple-ability dependence (MAD), and Barbarians can't cast while raging.

Barbarian x/Druid 1 ★ This is the same deal as Cleric, MAD and Barbarians can't cast while raging. If you really want Wild Shape, go Druid 2, but it will not have combat value past early levels.

Barbarian x/Fighter 3 ★★★★★ 1, 2 or 3 levels of Fighter are all very good on a Barbarian. Fighter 1 provides a fighting style, Fighter 2 provides Action Surge, and Fighter 3 provides a martial archetype. Battle Master, for example, provides maneuvers, and Champion provides crit-fishing.

Barbarian x/Monk 1 ★ If you don't use a shield or wear armor, you can get an unarmed bonus-action attack, but you're MAD and there are many ways to get bonus-action attacks.

Barbarian x/Paladin 2 ★★ You get a fighting style and 2 smites per day. You are MAD and Barbarians can't cast while raging.

Barbarian x/Ranger 2 ★ You get a fighting style and some utility spells. You are MAD and Barbarians can't cast while raging.

Barbarian x/Rogue 1 ★★★★★ This is the classic Barbarian grapple build, good with Tavern Brawler. You get skills and expertise in Athletics. Once you shove your opponent to the ground, you can stab them with a finesse weapon for Sneak Attack damage. Another way to get expertise is with the Prodigy feat, or with Skill Expert if you're using Tasha's.

Barbarian x/Sorcerer 1 ★ Sorcerer provides spells and an origin. Casting is poor here because of multiple-ability dependence (MAD), and Barbarians can't cast while raging.

Barbarian x/Warlock 1 ★ Warlock provides spells and a patron. Casting is poor here because of multiple-ability dependence (MAD), and Barbarians can't cast while raging.

Barbarian x/Wizard 1 ★ Wizard provides spells and ritual casting. Casting is poor here because of multiple-ability dependence (MAD), and Barbarians can't cast while raging. If you really want ritual casting, it is better added with the Ritual Caster feat.

Bard

Bard x/Barbarian 1 ★ Barbarian adds medium armor and shields, CON saves, and Rage. If you go Swords Bard, this can be playable. You can't cast spells while raging, but you can use Flourishes; essentially Rage becomes a concentration spell that boosts combat functionality.

Bard x/Cleric 1 ★★★★★ Cleric adds armor and shields, spells, and a domain. Arcana gives extra cantrips, Knowledge gives expertise, and Life gives healing bonuses, which combine well with Additional Magical Secrets on a Lore Bard. Other domains can have benefits, and Cleric 2 is worthwhile in some cases.

Bard x/Druid 1 ★★★ This is similar to Cleric, but without the archetype feature, and of course the armor must be natural. Druid 2 can add Wild Shape, for utility.

Bard x/Fighter 1 ★★★ Starting with Fighter provides heavy armor, shields, CON saves, and a fighting style. You can take Defense, or with Valor Bard you might take a weapon-oriented style. Fighter 2 is a good option in higher levels, for Action Surge. Another thing to mention is Eldritch Knight Fighter 7, which synergizes with Whispers Bard.

Bard x/Monk 1 ★ If you don't use a shield or wear armor, you can get an unarmed bonus-action attack, but you're MAD and there are many ways to get bonus-action attacks.

Bard x/Paladin 6 ★★★★★ With the release of Whispers Bard, this build joins the top tier. The reason is you get Aura of Protection, Extra Attack, and Divine Smite from Paladin, then Psychic Blades from Bard. Other colleges are good too. With Swords or Valor, Paladin 2 is high-quality, because you get Extra Attack at Bard 6.

Bard x/Ranger 2 ★★ You get a fighting style and some spell utility, but there is little synergy here. One thing you might do is go Ranger 5 for Extra Attack, but that works better with Cleric or Druid.

Bard x/Rogue 1 ★★ A level of Rogue gets you skills and expertise, but Bard already has those things, so there isn't much value here. If you want tons of skills, though, this does it (Start with Rogue).

Bard x/Sorcerer 1 ★★★★★ Sorcerer 1 gets you CON saves, an origin, and spell versatility. Another good option is Sorcerer 3, for Metamagic.

Bard x/Warlock 1 ★★★★★ This combination got a lot better with Hexblade, which provides medium armor and shields, CHA-based weapon attacks, and the *shield* spell. It's especially strong with the College of Swords. Other patrons are good too, for example with Valor. *Armor of Agathys* can be upcast for tank value. Warlock 2 adds Agonizing Blast, though I find that higher-level Bard spells are more effective. Warlock 3 adds a Pact Boon. Another thing that must be mentioned is Warlock 5, Pact of the Blade, with Whispers Bard.

Bard x/Wizard 1 ★★★ Wizard 1 provides very good spells and ritual casting, which is solid. Wizard 2 provides a school, which can have value.

Cleric

Cleric x/Barbarian 1 ★ Barbarian adds CON saves and Rage. You can't cast spells while raging, and there are better ways to get CON saves.

Cleric x/Bard 1 ★ It's surprising, but Bard adds almost nothing to Cleric, because Bard features require high CHA, and Clerics need WIS.

Cleric x/Druid 1 ★★★★★ If you're a Life Cleric, you can get *goodberry*, for very effective healing. You could also take 3 levels, for *healing spirit*. Other Clerics benefit as well, because there are many very good first- and second-level Druid spells. Wild Shape also has utility.

Cleric x/Fighter 2 ★★★ Starting with Fighter provides CON saves and a fighting style, which isn't worth it on its own, but 2 levels get Action Surge, which is good at higher levels. You also can get heavy armor if you need it.

Cleric x/Monk 5 ★★ This is not strong, but it could be interesting. You get Extra Attack and martial arts, then add Cleric stuff. A domain with Divine Strike is preferable, to increase your attack damage. Death Cleric can add further damage. Depending on campaign, Trickery x/Shadow 6 could be worthwhile.

Cleric x/Paladin 2 ★★★★★ This build outperforms expectations, because it combines powerful Cleric spells like *spiritual weapon* and *spirit guardians* with Divine-Smite-fueled melee attacks. It's especially good if you get *booming blade*, for example from Arcana Cleric. High Elf and Half-Elf are good with Death or Trickery. At Cleric 8, you get a bonus to attack damage.

Cleric x/Ranger 5 ★★★★★ This is another very strong combination, taking Extra Attack from Ranger and getting WIS synergy on upcast *hail of thorns*, or going melee with *hunter's mark* or *spirit guardians*. War and Life are top domain choices.

Cleric x/Rogue 1 ★★★★★ This build gets its rating from the skills and weapon proficiencies a Trickery Cleric gets, starting as Rogue. 2 levels can be beneficial as well, and possibly an archetype, such as Arcane Trickster. Of course, any character can benefit from expertise.

Cleric x/Sorcerer 1 ★★★★★ Another surprisingly effective combination adds cantrips, useful spells, CON saves, and an origin, from which there are many possible benefits. Sorcerer 3 adds Metamagic, which is good. Note that you must start in Sorcerer to get CON saves.

Cleric x/Warlock 1 ★★★★★ The reason for this rating is *armor of Agathys*, which is very effective on tank builds. Again, we're talking *booming blade*, *spirit guardians*, etc.

Cleric x/Wizard 1 ★★★★★ Wizard gets *booming blade*, *absorb elements*, *find familiar*, and *shield* along with other valuable spells, and ritual casting. Wizard 2 adds a school, which can be interesting.

Druid

Druid x/Barbarian 1 ★★★★★ 1 level of Barbarian adds Unarmored Defense and Rage to Moon Druid, improving the AC and damage of various animal forms. I do not recommend more than 1 level, and other circles are bad in this combination.

Druid x/Bard 1 ★ As with Cleric, Bard adds little to Druid, because Bard features require high CHA, and Druids need WIS.

Druid x/Cleric 1 ★★★★★ 1 level of Life Cleric makes a fantastic healer out of any Druid, due to *goodberry* and especially *healing spirit*. Another good option is 2–3 levels of Tempest Cleric with Mountain Druid, for max *lightning bolt*. The combination is good in general, because Cleric has WIS synergy and there are many good spells to gain.

Druid x/Fighter 2 ★★★ Starting with Fighter provides heavy armor, which has little value, a fighting style, which has some value, and CON saves, which are good. A 2nd level adds Action Surge, which is strong at higher levels.

Druid x/Monk 1 ★★★★★ 1 level of Monk adds Unarmored Defense to Moon Druid, which is good in and out of Wild Shape. Other circles are bad in this combination, and more than 1 Monk level is certainly bad.

Druid x/Paladin 2 ★★ It would seem this combination is similar to Cleric, but Druids don't have the same reasons to fight in melee. If Moon Druids are allowed to smite in animal form, this is decent. Check with your DM.

Druid x/Ranger 5 ★★★★★ This is similar to the Cleric version. You get Extra Attack and you upcast some spells. This is not good with Moon Druid.

Druid x/Rogue 1 ★★★ Rogue is a good way to get expertise.

Druid x/Sorcerer 1 ★★★ As with Cleric, Sorcerer 1 adds cantrips, useful spells, and subclass features. You also get CON saves, if you start with Sorcerer.

Druid x/Warlock 1 ★★★★★ *Armor of Agathys* is very beneficial on a Moon Druid. Also, as a Swamp Druid you can take 2 levels, for Devil's Sight. Other combinations are bad.

Druid x/Wizard 1 ★★★ Wizard gets *find familiar*, *shield*, and other valuable spells, along with ritual casting. Wizard 2 adds a school, which can be interesting.

Fighter

Fighter x/Barbarian 3 ★★★★★ 1, 2 or 3 levels of Barbarian are all very good on a Fighter. Rage provides a way to increase power, for tough battles. Reckless Attack combines well with things like Great Weapon Master and Improved Critical, on a Champion. Danger Sense increases survivability. Primal Paths offer various valuable benefits, and the 3rd level offers a 3rd use of Rage.

Fighter x/Bard 1 ★★ Bard 1 is not quite as terrible on a Fighter as it is on other classes, because Fighters have some point flexibility, which they can use on CHA.

Fighter x/Cleric 1 ★★★★★ Fighters do not normally use concentration for anything, so Cleric 1 is a good way to gain value.

Fighter x/Druid 1 ★★★ As with Cleric 1, Druid 1 provides a use for concentration. Druid 2 provides Wild Shape, which has utility.

Fighter x/Monk 1 ★ Monk provides a way to get bonus-action attacks, but Fighter is the class that needs that the least.

Fighter x/Paladin 2 ★★★ Paladin provides a fighting style, 2 smites per day, and a use for concentration. Paladin 3 provide an oath, for example Vengeance, which is useful for crit-fishing in combination with Champion.

Fighter x/Ranger 2 ★★★★★ Ranger provides a fighting style and *hunter's mark*, which combines well with a Fighter's many attacks. Ranger 3 provide an archetype, such as Gloom Stalker, which synergizes with Action Surge.

Fighter x/Rogue 1 ★★★★★ Rogue levels combine well with Fighter, and bring benefits in any combination. Rogue 5 adds Uncanny Dodge, Rogue 7 adds Evasion, and Rogue 9 adds 5d6 Sneak Attack to the Fighter's 11th-level Extra Attack feature.

Fighter x/Sorcerer 1 ★★★★★ Sorcerer adds good spells and an origin to a martial build. Even 9 levels of Sorcerer can be valuable, for example to add upcast *shadow blade* to the Fighter's 11th-level Extra Attack feature.

Fighter x/Warlock 3 ★★★★★ This is a fantastic combination, because *darkness* and Devil's Sight give advantage on every attack, which synergizes with the major damage feats, i.e. Sharpshooter and Great Weapon Master. Along with Action Surge, it all recharges on short rest, bringing you power throughout the day. There are many smaller benefits as well, such as a patron and a pact boon.

Fighter x/Wizard 1 ★★★★★ Wizard adds valuable spells, ritual casting, and a use for concentration. Wizard 2 adds a school, which can be interesting.

Monk

Monk x/Barbarian 1 ★★★ Rage can provide some interesting grappling functionality, in the right build.

Monk x/Bard 1 ★ Monk doesn't have the points to spare for CHA features.

Monk x/Cleric 1 ★★★★★ Cleric 1 provides a valuable use for a Monk's concentration, and a solid domain feature. Cleric 2 can be beneficial in some circumstances.

Monk x/Druid 1 ★★★★★ Druid 1 provides quality spells, for use with concentration. Druid 2 provides Wild Shape, which has utility.

Monk x/Fighter 1 ★ There is very little to gain here. A fighting style will never be worth more than a Monk level.

Monk x/Paladin 2 ★ This is very MAD, and just not worth it. If you really want to smite with unarmed strikes, check with your DM, because the possibility is disputed.

Monk x/Ranger 2 ★★★ You add *hunter's mark* to your many attacks. It's decent, but you are overloading your bonus actions, so it's not as good as you might think. Ranger 3 adds an archetype, which can be interesting.

Monk x/Rogue 1 ★★★ You get expertise and a little bit of Sneak Attack damage. Rogue 2 can be interesting, for Cunning Action. Possibly go Rogue 5, for Uncanny Dodge.

Monk x/Sorcerer 1 ★★★ Sorcerer 1 adds good spells and an origin.

Monk x/Warlock 2 ★★★★★ The value of this combination is to gain Devil's Sight on a Shadow Monk, to go with *darkness*. Other options are poor.

Monk x/Wizard 1 ★★★ Wizard 1 adds good spells and ritual casting. Wizard 2 adds a school. With ridiculously high stats, you can get good AC from Bladesinger.

Paladin

Paladin x/Barbarian 3 ★★★ Barbarian here offers similar benefits to a Fighter, but it does get a bit MAD. Not being able to cast while raging is not so much of a problem, because you can smite.

Paladin x/Bard 5 ★★★★★ The best option here imo is Swords Bard, combining two-weapon fighting with Improved Divine Smite. Another possibility is Whispers Bard. Any number of Bard levels is good, from any kind of Bard, because you get smites.

Paladin x/Cleric 1 ★★ You get some smite slots, and *healing word*, but you don't want to spend points on WIS here.

Paladin x/Druid 1 ★★ Same as Cleric, but you also have to deal with the armor situation. Druid 2 adds Wild Shape, in case you want to turn into a spider and sneak around.

Paladin x/Fighter 3 ★★★ You get a Fighting Style, Action Surge, and an archetype, such as Battle Master for maneuvers, or Champion for crit-fishing.

Paladin x/Monk 1 ★ This is the worst combination possible. To make use of it, you must not wear armor, so you need DEX and WIS for AC, but STR and CHA for your main class. Then, if you do all that, all you get is a bonus-action attack, which you can get in other ways.

Paladin x/Ranger 2 ★★ This is very MAD, but if you can pull it off, it's decent. The synergy would be two-weapon fighting, with *hunter's mark* and Improved Divine Smite. Again, it is very MAD.

Paladin x/Rogue 3 ★★★ A sneaky Paladin can go Assassin, for crit smites, or Mastermind, for bonus-action Help. Other options are to stop at Rogue 1, for expertise, or to continue for Uncanny Dodge or Evasion, possibly with Arcane Trickster, to mitigate the smite loss.

Paladin x/Sorcerer 1 ★★★★★ You can take as much Sorcerer as you want here. You get spells and possibly Metamagic. Note that the Sorcadin powerbuilds are listed under Sorcerer.

Paladin x/Warlock 7 ★★★★★ Again, any combination of Paladin and Warlock is good. I like Warlock 7 because it gets you max smites. Archfey can be interesting with Conquest, for fear effects.

Paladin x/Wizard 1 ★★ You get good spells and ritual casting, but you need points for INT.

Ranger

Ranger x/Barbarian 1 ★ Ranger uses spells in combat, so it does not combine well with Barbarian.

Ranger x/Bard 1 ★ Bard features require high CHA, and Rangers need DEX and WIS.

Ranger x/Cleric 1 ★★★ Life Cleric adds fantastic healing. War Cleric adds War Priest. Any number of Cleric levels can work here.

Ranger x/Druid 1 ★★★ *Shillelagh* is interesting. Any number of Druid levels can work.

Ranger x/Fighter 3 ★★★ Action Surge is good with Gloom Stalker. Battle Master adds maneuvers.

Ranger x/Monk 1 ★★ Surprisingly, the unarmed bonus attack is somewhat viable in this case.

Ranger x/Paladin 2 ★★ You get a Ranger who can smite. It is MAD.

Ranger x/Rogue 9 ★★★★★ Sneak Attack is good with Extra Attack.

Ranger x/Sorcerer 1 ★★ Sorcerer adds good spells, an origin, and possibly CON saves, but Ranger has few points to spare for CHA.

Ranger x/Warlock 3 ★★★ *Darkness* and Devil's Sight are solid, especially with Sharpshooter.

Ranger x/Wizard 1 ★★ Wizard adds good spells and ritual casting, but requires INT.

Rogue

Rogue x/Barbarian 5 ★★★★★ You can attack with STR, to get the Rage bonus, while using a finesse weapon, to get the Sneak Attack bonus. Reckless attack gets advantage, for on-demand Sneak Attack, and Cunning Action allows disengage, so you can escape retaliation. Swashbuckler can be especially effective with 2 weapons. And of course you get Extra Attack plus Sneak Attack, which is fantastic.

Rogue x/Bard 6 ★★★★★ This is another way to get Extra Attack plus Sneak Attack, along with some casting. As Swords Bard, you can get Two-Weapon Fighting. As Valor Bard, you can get a shield. The other very strong feature is Font of Inspiration.

Rogue x/Cleric 1 ★★★★★ Cleric 1 gets you good spells and a use for your concentration. Tricky Cleric is especially appropriate. For some domains, Cleric 2 is worthwhile.

Rogue x/Druid 2 ★★★★★ Druid 1 gets you good spells and a use for your concentration. Druid 2 gets you Wild Shape, which lets you sneak around as a spider.

Rogue x/Fighter 5 ★★★★★ Fighter 1 gets you a fighting style. Fighter 2 gets you Action Surge. Fighter 3 gets you an archetype. Fighter 5 gets you Extra Attack, which gives you an extra chance to land your Sneak Attack, if you missed your previous one. Fighter 7 is good on Eldritch Knight, with Arcane Trickster.

Rogue x/Monk 5 ★★★★★ You get a lot of good uses for your bonus action, and you get Extra Attack at Monk 5. Depending on tradition, Monk 6 might be worth it.

Rogue x/Paladin 6 ★★★★★ Again, the synergy here is Extra Attack plus Sneak Attack. And Aura of Protection is ridiculous. If CHA is not high, stop at Paladin 5.

Rogue x/Ranger 5 ★★★★★ Most Ranger archetypes are solid through 5 levels, then weak for the rest. Rogue synergizes beautifully, making good use of the fighting styles, archetype features, spells, and Extra Attack.

Rogue x/Sorcerer 1 ★★★★★ Sorcerer 1 gets you good spells and an origin.

Rogue x/Warlock 5 ★★★★★ The key here is to go Pact of the Blade, for Thirsting Blade plus Sneak Attack. Swashbuckler can dual wield effectively with *hex*. Hexblade allows CHA-based attacks, and crit-fishing. There are many benefits.

Rogue x/Wizard 6 ★★★★★ Wizard brings casting, and Bladesinger allows Extra Attack, which works well with *shadow blade*. This is especially good with Arcane Trickster. Another option is Wizard 2.

Sorcerer

Sorcerer x/Barbarian 1 ★ Sorcerers need casting to function, and Barbarians can't cast while raging.

Sorcerer x/Bard 1 ★★★★★ Bard 1 is a fantastic addition to Sorcerer, because Sorcerer has few spells known, and Bard adds a lot of versatility. *Vicious mockery*, *dissonant whispers*, and *healing word* are top-tier spells that are twinnable. Bard 2 & 3 are good as well, because Jack of All Trades improves *counterspell*, and a college gets you armor or Cutting Words.

Sorcerer x/Cleric 1 ★★★★★ This is a very good combination, because Cleric provides armor, useful spells, and domain features. In some cases, Cleric 2 is worthwhile. One solid combo is Storm Sorcerer x/Tempest Cleric 2, allowing max lightning bolt and other useful benefits.

Sorcerer x/Druid 1 ★★★ You get armor, though it must be natural, and spell flexibility, though many of the best Druid spells require high WIS. Druid 2 provides Wild Shape, for utility.

Sorcerer x/Fighter 1 ★★★★★ This is a great way to gish. The chief benefits are armor and weapon proficiencies, especially shields, and a fighting style. Then you take Sorcerer levels and use Quicken and Twinned Spells on *booming blade* and *green-flame blade*. An eventual second level of Fighter can be good, for Action Surge.

Sorcerer x/Monk 1 ★ With high stats, you could occasionally get value from attacking with your bonus action. That sliver of value is not enough to make this better than terrible.

Sorcerer x/Paladin 6 ★★★★★ Extra Attack, Divine Smite, and Quicken *booming blade* or *green-flame blade* bring you unequalled nova. Another popular trick involves Quicken *hold person*. In games with few fights per long rest, this build far surpasses single-class builds. With frequent encounters, it is about even. Other good options are Paladin 2 and Paladin 7.

Sorcerer x/Ranger 2 ★★ Similar to Fighter 1, Ranger 2 gives you armor and weapon proficiencies, and a fighting style. The problem is it takes an extra level, and it's MAD. The spells are not that useful. If you want those exploration powers, though, definitely do it.

Sorcerer x/Rogue 1 ★★★★★ If you start with Rogue, this can be a way to gish, because you get weapon proficiencies. Other than that, you get expertise. Rogue 2 gets Cunning Action.

Sorcerer x/Warlock 2 ★★★★★ Quickened Spell and Agonizing Blast offer impressive damage. There are rules that technically allow massive spell slot buildup, but it requires degenerate play that is not accepted in most games. Warlock 3 adds a Pact Boon. The other thing to mention is that taking Hexblade Warlock 1 is beneficial on a gish, due to armor and weapon proficiencies, and CHA-based attacks.

Sorcerer x/Wizard 2 ★★★★★ Wizard 1 gets you extra spells, and Wizard 2 gets you a school. For example, you can take Evocation and combine Sculpt Spells with Empowered Spell. You also get ritual casting.

Warlock

Warlock x/Barbarian 1 ★★★★★ This is an underappreciated build. The value is *armor of Agathys* plus Rage, with Pact of the Blade. Hexblade is not required, so you can choose another patron, such as Fiend. It's a bit MAD, requiring STR, DEX, CON, and CHA, but as long as STR is good, the other stats can be around 14. In later levels, Barbarian 2 and 3 can be worthwhile.

Warlock x/Bard 5 ★★★★★ Any number of Bard levels is not bad with Warlock, because you get spell flexibility, both with spells known and with spell slots. One fun combo is Archfey x/Glamour 6, for charm synergy.

Warlock x/Cleric 1 ★★★★★ Cleric 1 brings armor proficiencies, spell flexibility, and a domain. Grave is thematic and interesting, as are others. In some cases, Cleric 2 is worthwhile.

Warlock x/Druid 1 ★★★ Druid 1 brings armor proficiencies and spell flexibility. Druid 2 brings Wild Shape, for utility.

Warlock x/Fighter 1 ★★★★★ This is a great way to run a non-Hexblade Pact of the Blade Warlock. Start with Fighter, for heavy armor and CON saves. You can use Great Weapon Master with *darkness* plus Devil's Sight, later *shadow of moil* or other tricks. Fighter 2 becomes worthwhile as you gain spell power.

Warlock x/Monk 1 ★ This is the same as all the other Monk 1 combinations.

Warlock x/Paladin 6 ★★★★★ The Warlock version of the Sorcadin gives you Aura of Protection and short-rest smites. Hexblade gives you CHA-based weapon attacks. Paladin 7 can also be good, or go Paladin 2, with Pact of the Blade. Finally, Crown Paladin 9 gets you *spirit guardians*, and Oathbreaker 9 gets you *animate dead*.

Warlock x/Ranger 3 ★★★★★ You combine an archetype such as Gloom Stalker with Pact of the Blade features. It's better than you might expect. If you go Hexblade, you don't need high stats.

Warlock x/Rogue 7 ★★★★★ As a Pact of the Blade Warlock, you can get Thirsting Blade and Lifedrinker. As a Rogue, you can get Sneak Attack, Uncanny Dodge, and Evasion.

Warlock x/Sorcerer 9 ★★★★★ Any number of Sorcerer levels go well with Warlock. The idea in this case is to spam your favorite spell with short-rest 5th-level slots.

Warlock x/Wizard 2 ★★★ Here you combine a Wizard school with Warlock features. Another possibility is Warlock x/Necromancer Wizard 9, for degenerate undead spam.

Wizard

Wizard x/Barbarian 1 ★ You get armor, weapons, and CON saves, which seems good, but Wizards need casting to function, and Barbarians can't cast while raging.

Wizard x/Bard 1 ★★ Bard adds little to Wizard, because Bard features require high CHA, and Wizards need INT. You do get light armor, which isn't nothing.

Wizard x/Cleric 1 ★★★★★ This is one of the best combinations in the game. You get armor, useful spells, and domain features. Any domain can have value. In some cases, Cleric 2 is worthwhile. For example, Tempest 2 allows max *lightning bolt*.

Wizard x/Druid 1 ★★★★★ Similar to Cleric 1. You get armor, though it must be natural. *Goodberry* is strong with *find familiar*. Druid 2 provides Wild Shape, which is good for some last-second hit points.

Wizard x/Fighter 1 ★★★★★ In my opinion, this is the way to gish as a Wizard. You get armor, weapons, and CON saves. You can cast *flaming sphere* or similar and attack with *booming blade* or *green-flame blade*. It's fun tactically, and versatile. It's important to start with Fighter, for the CON saves, also heavy armor if you want it. Fighter 2 is worthwhile in later levels, for Action Surge.

Wizard x/Monk 1 ★ With ridiculously high stats, you can get good AC as a Bladesinger. Otherwise, this is bad.

Wizard x/Paladin 2 ★★★★★ You don't see this much, but it's effective. You get armor, weapons, and Divine Smite, along with *booming blade*, *absorb elements*, and *shield*. With very high stats you can get good AC as a Bladesinger.

Wizard x/Ranger 2 ★★★ It's like a combination of Druid and Fighter. You get armor and weapons, and *goodberry* to go with *find familiar*. The other spell would probably be *zephyr strike*. Do it if you want Natural Explorer.

Wizard x/Rogue 1 ★★ You get expertise and light armor, but you aren't making much use of Sneak Attack. Rogue 2 gets you Cunning Action.

Wizard x/Sorcerer 3 ★★ Sorcerer 1 gets you a ton of cantrips, CON saves, and an origin. Draconic Bloodline gets you free AC. Sorcerer 3 gets you Metamagic.

Wizard x/Warlock 1 ★★ You get armor, weapons, and a short-rest spell slot. Hexblade is optimal, though others are interesting. If you are an Abjuration Wizard, *armor of Agathys* is very strong with your Arcane Ward. Warlock 2 gets you Armor of Shadows, which refills your ward, or instead you could be a Deep Gnome and take Svirfneblin Magic.

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Appendix: Artificer

If your DM allows Artificer, there are some possibilities. The first one is with Wizard. Artificer 1 gets you CON saves, armor, and spell slot progression, then you can take your remaining levels in Wizard. That's everything you want. You can get the armor and CON saves from Fighter, but not the spell slot progression. You can get the armor and spell slot progression from Cleric, but not the CON saves. Further, Artificer is INT-based, so you don't have to worry about stats. For these reasons, **Wizard x/Artificer 1 ★★★★★** is the strongest of all multiclass options for Wizard. Other combinations with Wizard are effective, e.g. Artificer 2, 3, and 5, so if you have a feature that you like, go for it.

If you choose a subclass with Extra Attack, **Rogue x/Artificer 5 ★★★★★** can work well. Artificer 1 can also be the starting point for a Bard, Sorcerer, or Warlock build, again for armor, CON saves, and spell slot progression. Cleric and Druid gain less, because they don't need the armor proficiencies.

On the martial side, **Artificer x/Fighter 2 ★★★★★** can bring benefit, combining Action Surge with Spellcasting. **Artificer x/Paladin 2 ★★★** is also interesting, for Divine Smite. Other martial classes are not beneficial.

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