

D&D CLERIC HANDBOOK

D&D CLERIC HANDBOOK SERVES AS AN ESSENTIAL GUIDE FOR PLAYERS AND DUNGEON MASTERS LOOKING TO MASTER ONE OF THE MOST VERSATILE AND POWERFUL CLASSES IN DUNGEONS & DRAGONS. THIS COMPREHENSIVE HANDBOOK COVERS EVERYTHING FROM CHARACTER CREATION AND DIVINE SPELLCASTING TO ROLE-PLAYING STRATEGIES AND COMBAT TACTICS. WHETHER YOU ARE NEW TO THE GAME OR AN EXPERIENCED ADVENTURER, UNDERSTANDING THE NUANCES OF THE CLERIC CLASS CAN GREATLY ENHANCE YOUR GAMEPLAY EXPERIENCE. KEY TOPICS INCLUDE CHOOSING DOMAINS, MANAGING SPELL LISTS, UTILIZING CLASS FEATURES EFFECTIVELY, AND INTEGRATING YOUR CLERIC INTO A PARTY. THIS ARTICLE WILL PROVIDE A DETAILED BREAKDOWN TO HELP OPTIMIZE YOUR CLERIC BUILD AND MAXIMIZE YOUR IMPACT IN ANY CAMPAIGN. BELOW IS A STRUCTURED OVERVIEW OF THE MAIN AREAS COVERED IN THIS D&D CLERIC HANDBOOK.

- UNDERSTANDING THE CLERIC CLASS
- CHOOSING THE RIGHT DIVINE DOMAIN
- CLERIC SPELLCASTING ESSENTIALS
- ROLE-PLAYING YOUR CLERIC
- COMBAT AND TACTICAL STRATEGIES
- EQUIPMENT AND MAGIC ITEMS
- ADVANCING YOUR CLERIC

UNDERSTANDING THE CLERIC CLASS

THE CLERIC CLASS IS A DIVINE SPELLCASTER AND A VITAL SUPPORT ROLE WITHIN ANY ADVENTURING PARTY. CLERICS DRAW THEIR MAGIC FROM A DEITY OR DIVINE FORCE, GRANTING THEM THE ABILITY TO HEAL, PROTECT, AND WIELD HOLY POWER AGAINST ENEMIES. UNLIKE OTHER SPELLCASTERS, CLERICS HAVE A BALANCE OF COMBAT PROFICIENCY AND SPELLCASTING CAPABILITY, ALLOWING THEM TO SERVE AS HEALERS, BUFFERS, OR DAMAGE DEALERS. THEIR UNIQUE CONNECTION TO THE DIVINE ALSO ENABLES THEM TO TURN OR CONTROL UNDEAD, MAKING THEM ESPECIALLY VALUABLE IN CAMPAIGNS INVOLVING SUPERNATURAL THREATS.

CLASS FEATURES OVERVIEW

CLERICS BEGIN WITH PROFICIENCY IN MEDIUM ARMOR, SHIELDS, AND SIMPLE WEAPONS, ALLOWING A BLEND OF OFFENSE AND DEFENSE. THE MOST DEFINING FEATURE IS THEIR SPELLCASTING ABILITY, WHICH USES WISDOM AS THE SPELLCASTING MODIFIER. ADDITIONALLY, CLERICS GAIN THE CHANNEL DIVINITY FEATURE, A POWERFUL ABILITY THAT CAN BE USED TO INVOKE DIVINE EFFECTS BASED ON THEIR CHOSEN DOMAIN. THIS FEATURE TYPICALLY RECHARGES ON A SHORT OR LONG REST, PROVIDING FLEXIBILITY IN BOTH EXPLORATION AND COMBAT.

ROLE IN A PARTY

CLERICS ARE ADAPTABLE AND CAN FULFILL MULTIPLE ROLES DEPENDING ON THEIR DOMAIN AND PLAYER CHOICES. THEY ARE OFTEN THE PARTY'S PRIMARY HEALER, PROVIDING VITAL RESTORATIVE MAGIC, BUT CAN ALSO SERVE AS FRONTLINE COMBATANTS OR SUPPORT CASTERS WHO ENHANCE ALLIES' ABILITIES. THEIR DIVINE MAGIC INCLUDES BUFFS, DEBUFFS, AND AREA CONTROL SPELLS, MAKING THEM INDISPENSABLE IN VARIOUS SCENARIOS.

CHOOSING THE RIGHT DIVINE DOMAIN

ONE OF THE MOST CRITICAL DECISIONS IN BUILDING A CLERIC IS SELECTING A DIVINE DOMAIN, WHICH DEFINES THE CLERIC'S FOCUS AND GRANTS UNIQUE ABILITIES AND DOMAIN SPELLS. DOMAINS REPRESENT ASPECTS OF A DEITY'S PORTFOLIO, SUCH AS WAR, LIFE, LIGHT, OR TRICKERY, AND HEAVILY INFLUENCE PLAYSTYLE.

POPULAR DIVINE DOMAINS

- **LIFE DOMAIN:** FOCUSES ON HEALING AND PROTECTION, ENHANCING RESTORATIVE MAGIC AND BOOSTING SURVIVABILITY.
- **WAR DOMAIN:** GRANTS MARTIAL PROWESS AND OFFENSIVE CAPABILITIES, IDEAL FOR CLERICS WHO WANT TO ENGAGE DIRECTLY IN COMBAT.
- **LIGHT DOMAIN:** SPECIALIZES IN RADIANT DAMAGE AND CONTROLLING THE BATTLEFIELD WITH SPELLS THAT BLIND OR PUNISH ENEMIES.
- **TRICKERY DOMAIN:** EMPHASIZES STEALTH, DECEPTION, AND MISDIRECTION, PERFECT FOR MORE UNCONVENTIONAL CLERICS.
- **KNOWLEDGE DOMAIN:** PROVIDES SKILLS IN INFORMATION GATHERING AND UTILITY SPELLS, SUPPORTING THE PARTY THROUGH INTELLIGENCE AND INSIGHT.

HOW TO CHOOSE A DOMAIN

CHOOSING A DOMAIN DEPENDS ON THE DESIRED ROLE WITHIN THE PARTY AND CAMPAIGN THEME. PLAYERS SHOULD CONSIDER WHETHER THEY WANT TO SPECIALIZE IN HEALING, OFFENSE, UTILITY, OR A MIX OF THESE. THE DOMAIN ALSO DICTATES CERTAIN DOMAIN-SPECIFIC SPELLS, WHICH ARE ALWAYS PREPARED AND DO NOT COUNT AGAINST THE CLERIC'S SPELL SLOTS, ADDING STRATEGIC DEPTH TO SPELL SELECTION.

CLERIC SPELLCASTING ESSENTIALS

SPELLCASTING IS THE CORE OF THE CLERIC'S ABILITIES, WITH A VERSATILE AND EXTENSIVE SPELL LIST THAT INCLUDES HEALING, DAMAGE, PROTECTION, AND UTILITY SPELLS. CLERICS PREPARE A NUMBER OF SPELLS EQUAL TO THEIR WISDOM MODIFIER PLUS THEIR CLERIC LEVEL, ALLOWING CUSTOMIZATION BEFORE EACH ADVENTURING DAY.

KEY SPELLS FOR CLERICS

- **CURE WOUNDS:** BASIC HEALING SPELL ESSENTIAL FOR ANY CLERIC.
- **BLESS:** BUFFS ALLIES' ATTACK ROLLS AND SAVING THROWS.
- **SPIRITUAL WEAPON:** CREATES A FLOATING WEAPON THAT ATTACKS ENEMIES AS A BONUS ACTION.
- **SHIELD OF FAITH:** GRANTS A TARGET ADDITIONAL ARMOR CLASS.
- **GUIDING BOLT:** DEALS RADIANT DAMAGE AND GRANTS ADVANTAGE ON THE NEXT ATTACK AGAINST THE TARGET.

SPELL SLOT MANAGEMENT

CLERICS HAVE ACCESS TO ALL CLERIC SPELLS BUT MUST DECIDE WHICH TO PREPARE DAILY. MANAGING SPELL SLOTS EFFECTIVELY IS CRUCIAL, AS MANY HEALING AND SUPPORT SPELLS CONSUME VALUABLE RESOURCES. CHANNEL DIVINITY AND DOMAIN-SPECIFIC FEATURES CAN SUPPLEMENT SPELLCASTING BY PROVIDING POWERFUL EFFECTS WITHOUT USING SPELL SLOTS.

ROLE-PLAYING YOUR CLERIC

BEYOND MECHANICS, THE CLERIC'S CONNECTION TO THEIR DEITY OFFERS RICH ROLE-PLAYING OPPORTUNITIES. CLERICS OFTEN EMBODY THEIR DEITY'S VALUES AND MISSION, WHICH CAN INFLUENCE DECISIONS, INTERACTIONS, AND THE PARTY'S DIRECTION.

ALIGNMENT AND PERSONALITY

WHILE CLERICS CAN BE OF ANY ALIGNMENT, THEIR DIVINE CONNECTION OFTEN ALIGNS THEM WITH THEIR DEITY'S ETHOS. THIS ALIGNMENT CAN AFFECT HOW THE CLERIC APPROACHES MORAL DILEMMAS AND INTERACTS WITH NPCs AND PARTY MEMBERS. DEVELOPING A BACKSTORY INVOLVING THE CLERIC'S FAITH AND MOTIVATIONS ENHANCES THE NARRATIVE EXPERIENCE.

DEITY SELECTION

CHOOSING A DEITY PROVIDES THEMATIC DEPTH AND CAN INFORM THE CLERIC'S DOMAIN CHOICE AND SPELL SELECTION. DEITIES IN D&D OFTEN REPRESENT SPECIFIC IDEALS, SUCH AS JUSTICE, NATURE, OR WAR, WHICH CLERICS STRIVE TO UPHOLD. THIS RELATIONSHIP CAN ALSO SERVE AS A PLOT DEVICE FOR CAMPAIGNS, OFFERING QUESTS AND DIVINE INTERVENTION.

COMBAT AND TACTICAL STRATEGIES

CLERICS EXCEL IN COMBAT BY COMBINING SPELLCASTING WITH WEAPON USE AND TACTICAL POSITIONING. THEIR ABILITY TO HEAL AND BUFF ALLIES WHILE HINDERING ENEMIES MAKES THEM CRUCIAL ON THE BATTLEFIELD.

FRONTLINE VS. SUPPORT ROLES

DEPENDING ON THE DOMAIN AND EQUIPMENT, CLERICS CAN BE FRONTLINE COMBATANTS OR STAY BACK TO PROVIDE MAGICAL SUPPORT. WAR AND TEMPEST DOMAINS OFTEN ENCOURAGE A MORE AGGRESSIVE, MELEE-FOCUSED STYLE, WHILE LIFE AND LIGHT DOMAINS PRIORITIZE HEALING AND AREA CONTROL.

USING CHANNEL DIVINITY EFFECTIVELY

CHANNEL DIVINITY OFFERS POWERFUL, DOMAIN-DEPENDENT EFFECTS THAT CAN TURN THE TIDE OF BATTLE. FOR EXAMPLE, THE TURN UNDEAD FEATURE CAN NEUTRALIZE UNDEAD THREATS, WHILE OTHER DOMAINS GRANT OFFENSIVE OR DEFENSIVE BONUSES. TIMING THE USE OF CHANNEL DIVINITY IS ESSENTIAL FOR MAXIMIZING ITS IMPACT.

EQUIPMENT AND MAGIC ITEMS

PROPER EQUIPMENT ENHANCES A CLERIC'S EFFECTIVENESS IN AND OUT OF COMBAT. CLERICS TYPICALLY WEAR MEDIUM ARMOR AND WIELD SIMPLE WEAPONS, BUT SOME DOMAINS ALLOW PROFICIENCY WITH HEAVIER ARMOR OR MARTIAL WEAPONS.

ESSENTIAL GEAR

- **ARMOR:** SCALE MAIL OR CHAIN MAIL DEPENDING ON PROFICIENCY; SHIELDS ARE OFTEN USED FOR ADDED DEFENSE.
- **WEAPONS:** MACES, WARHAMMERS, OR OTHER SIMPLE WEAPONS FAVORED BY THE DEITY.
- **HOLY SYMBOL:** REQUIRED FOR CASTING SPELLS AND CHANNELING DIVINE POWER.
- **HEALING POTIONS:** USEFUL FOR EMERGENCY HEALING WHEN SPELL SLOTS ARE DEPLETED.

RECOMMENDED MAGIC ITEMS

MAGIC ITEMS THAT BOOST WISDOM, ENHANCE SPELLCASTING, OR IMPROVE SURVIVABILITY ARE IDEAL FOR CLERICS. ITEMS SUCH AS THE AMULET OF HEALTH, CLOAK OF PROTECTION, OR A RING OF SPELL STORING CAN SIGNIFICANTLY INCREASE A CLERIC'S EFFECTIVENESS.

ADVANCING YOUR CLERIC

AS CLERICS GAIN LEVELS, THEIR SPELLCASTING IMPROVES, AND THEY UNLOCK ADDITIONAL FEATURES THAT EXPAND THEIR VERSATILITY AND POWER. PLANNING ADVANCEMENT IS KEY TO MAINTAINING A BALANCE BETWEEN COMBAT, HEALING, AND UTILITY.

LEVELING UP BENEFITS

HIGHER LEVELS GRANT ACCESS TO MORE POWERFUL SPELLS, ADDITIONAL CHANNEL DIVINITY USES, AND IMPROVED DIVINE DOMAIN FEATURES. AT LEVEL 17, CLERICS CAN ACCESS 9TH-LEVEL SPELLS, DRAMATICALLY INCREASING THEIR IMPACT. ABILITY SCORE IMPROVEMENTS OR FEATS AT CERTAIN LEVELS CAN FURTHER CUSTOMIZE THE CLERIC'S CAPABILITIES.

MULTI-CLASSING CONSIDERATIONS

MULTI-CLASSING CAN COMPLEMENT A CLERIC BUILD BY ADDING ABILITIES FROM OTHER CLASSES SUCH AS PALADIN OR FIGHTER. HOWEVER, IT REQUIRES CAREFUL PLANNING TO AVOID HINDERING SPELLCASTING PROGRESSION. PLAYERS SHOULD WEIGH THE BENEFITS OF ADDITIONAL PROFICIENCIES AND COMBAT OPTIONS AGAINST THE SLOWER SPELL SLOT GROWTH.

FREQUENTLY ASKED QUESTIONS

WHAT IS THE PRIMARY ROLE OF A CLERIC IN D&D?

THE PRIMARY ROLE OF A CLERIC IN DUNGEONS & DRAGONS IS TO SERVE AS A VERSATILE SUPPORT CHARACTER, PROVIDING HEALING, BUFFS, AND UTILITY MAGIC, WHILE ALSO BEING CAPABLE OF DEALING DAMAGE AND HOLDING THEIR OWN IN COMBAT.

HOW DO CLERICS CHOOSE THEIR DIVINE DOMAIN IN D&D?

CLERICS CHOOSE THEIR DIVINE DOMAIN BASED ON THE DEITY OR DIVINE FORCE THEY WORSHIP, WHICH GRANTS THEM UNIQUE ABILITIES, SPELLS, AND FEATURES THAT SHAPE THEIR PLAYSTYLE AND ROLE WITHIN THE PARTY.

WHAT ARE THE BEST ABILITY SCORES FOR A CLERIC?

THE BEST ABILITY SCORES FOR A CLERIC TYPICALLY INCLUDE WISDOM AS THE HIGHEST FOR SPELLCASTING EFFECTIVENESS, FOLLOWED BY CONSTITUTION FOR DURABILITY, AND EITHER STRENGTH OR DEXTERITY DEPENDING ON THEIR COMBAT STYLE.

HOW DOES CHANNEL DIVINITY WORK FOR CLERICS?

CHANNEL DIVINITY ALLOWS CLERICS TO HARNESS DIVINE ENERGY FOR SPECIAL EFFECTS, SUCH AS TURNING UNDEAD OR INVOKING DOMAIN-SPECIFIC POWERS, USUALLY RECHARGING ON A SHORT OR LONG REST.

WHICH CLERIC DOMAINS ARE CONSIDERED THE MOST POWERFUL OR POPULAR?

POPULAR AND POWERFUL CLERIC DOMAINS INCLUDE LIFE FOR HEALING, WAR FOR COMBAT PROWESS, LIGHT FOR OFFENSIVE MAGIC, AND TRICKERY FOR STEALTH AND DECEPTION.

CAN CLERICS WEAR HEAVY ARMOR, AND HOW DOES THIS AFFECT THEIR GAMEPLAY?

YES, CLERICS CAN WEAR HEAVY ARMOR IF THEIR PROFICIENCY ALLOWS, WHICH SIGNIFICANTLY ENHANCES THEIR SURVIVABILITY AND ALLOWS THEM TO FUNCTION EFFECTIVELY AS FRONTLINE DEFENDERS.

WHAT ARE SOME ESSENTIAL SPELLS EVERY CLERIC SHOULD HAVE PREPARED?

ESSENTIAL CLERIC SPELLS OFTEN INCLUDE HEALING WORD, CURE WOUNDS, SPIRITUAL WEAPON, BLESS, AND SHIELD OF FAITH, WHICH PROVIDE HEALING, BUFFS, AND OFFENSIVE OPTIONS.

HOW DO CLERICS BALANCE BETWEEN HEALING AND DEALING DAMAGE?

CLERICS BALANCE HEALING AND DAMAGE BY SELECTING SPELLS AND DOMAIN FEATURES THAT SUIT THEIR PARTY'S NEEDS, USING HEALING SPELLS STRATEGICALLY WHILE LEVERAGING OFFENSIVE SPELLS AND WEAPON ATTACKS WHEN APPROPRIATE.

WHAT IS THE SIGNIFICANCE OF THE CLERIC'S WISDOM SCORE IN GAMEPLAY?

WISDOM IS CRUCIAL FOR CLERICS AS IT DETERMINES THE EFFECTIVENESS OF THEIR SPELLS, THE NUMBER OF SPELL SLOTS, AND THE DIFFICULTY FOR ENEMIES TO RESIST THEIR SPELL EFFECTS.

HOW CAN A NEW PLAYER OPTIMIZE THEIR CLERIC CHARACTER BUILD?

NEW PLAYERS CAN OPTIMIZE THEIR CLERIC BY FOCUSING ON WISDOM AND CONSTITUTION, CHOOSING A DOMAIN THAT MATCHES THEIR PREFERRED ROLE, SELECTING VERSATILE SPELLS, AND USING CHANNEL DIVINITY EFFECTIVELY TO SUPPORT THEIR TEAM.

ADDITIONAL RESOURCES

1. *THE DIVINE GUIDE: MASTERING CLERICS IN DUNGEONS & DRAGONS*

THIS COMPREHENSIVE HANDBOOK DELVES INTO THE ROLE OF CLERICS IN D&D, COVERING CHARACTER CREATION, SPELLCASTING, AND DIVINE DOMAINS. IT OFFERS STRATEGIES FOR BALANCING COMBAT PROWESS WITH HEALING ABILITIES AND EXPLORES THE LORE BEHIND VARIOUS DEITIES. PLAYERS AND DUNGEON MASTERS ALIKE WILL FIND VALUABLE TIPS FOR INTEGRATING CLERICS INTO ANY CAMPAIGN.

2. *SACRED SPELLS AND HOLY POWERS: A CLERIC'S SPELLBOOK*

FOCUSED ON THE MAGICAL ASPECT OF CLERICS, THIS BOOK COMPILES THE MOST EFFECTIVE AND THEMATIC SPELLS AVAILABLE TO DIVINE CASTERS. IT PROVIDES DETAILED DESCRIPTIONS, TACTICAL ADVICE, AND SUGGESTIONS FOR CUSTOMIZATION BASED ON DIFFERENT DIVINE DOMAINS. THE GUIDE HELPS CLERICS MAXIMIZE THEIR IMPACT BOTH IN BATTLE AND ROLEPLAY.

3. *FAITH AND FORTUNE: ROLEPLAYING THE D&D CLERIC*

THIS TITLE EMPHASIZES THE NARRATIVE AND ROLEPLAYING ELEMENTS OF CLERICS, ENCOURAGING PLAYERS TO DEVELOP RICH BACKSTORIES AND COMPLEX MOTIVATIONS TIED TO THEIR FAITH. IT INCLUDES ADVICE ON PORTRAYING RELIGIOUS ZEAL, MORAL DILEMMAS, AND INTERACTIONS WITH OTHER CHARACTERS. THE BOOK ALSO FEATURES SAMPLE CHARACTER ARCS AND CAMPAIGN HOOKS CENTERED AROUND DIVINE THEMES.

4. *CLERIC COMBAT TACTICS: FROM HEALING HANDS TO HOLY SMITE*

A TACTICAL MANUAL THAT BREAKS DOWN COMBAT STRATEGIES SPECIFICALLY FOR CLERICS, BALANCING OFFENSIVE, DEFENSIVE, AND SUPPORTIVE ROLES. IT COVERS POSITIONING, SPELL SELECTION, AND TEAMWORK TO OPTIMIZE A CLERIC'S EFFECTIVENESS IN VARIOUS ENCOUNTERS. READERS WILL LEARN HOW TO ADAPT THEIR APPROACH BASED ON PARTY COMPOSITION AND ENEMY TYPES.

5. *DIVINE DOMAINS EXPLORED: UNLOCKING CLERIC POWERS*

THIS BOOK OFFERS AN IN-DEPTH ANALYSIS OF EVERY CLERIC DOMAIN, EXPLAINING THEIR THEMATIC SIGNIFICANCE AND MECHANICAL BENEFITS. IT PROVIDES GUIDANCE ON CHOOSING A DOMAIN THAT COMPLEMENTS A PLAYER'S STYLE AND CAMPAIGN SETTING. ADDITIONALLY, IT SUGGESTS WAYS TO CUSTOMIZE AND HOMEBREW NEW DOMAINS FOR UNIQUE GAMEPLAY EXPERIENCES.

6. *THE HEALING ARTS: CLERICS AS CARETAKERS AND PROTECTORS*

DEDICATED TO THE RESTORATIVE AND PROTECTIVE ASPECTS OF CLERICS, THIS GUIDE EXPLORES HEALING SPELLS, BUFFS, AND DEFENSIVE TACTICS. IT DISCUSSES THE CLERIC'S ROLE IN PARTY SUSTAINABILITY AND SURVIVAL THROUGH VARIOUS CHALLENGES. THE BOOK ALSO TOUCHES ON THE ETHICAL CONSIDERATIONS OF HEALING AND THE IMPORTANCE OF MERCY IN ADVENTURING.

7. *HOLY SYMBOLS AND SACRED RELICS: CLERIC EQUIPMENT AND ARTIFACTS*

THIS RESOURCE DETAILS THE GEAR, HOLY SYMBOLS, AND MAGICAL ARTIFACTS THAT CLERICS CAN WIELD TO ENHANCE THEIR DIVINE POWERS. IT INCLUDES DESCRIPTIONS OF LEGENDARY ITEMS, CRAFTING TIPS, AND SUGGESTIONS FOR INCORPORATING SACRED RELICS INTO CAMPAIGNS. THE BOOK HELPS PLAYERS AND DMs CREATE MEANINGFUL CONNECTIONS BETWEEN CLERICS AND THEIR EQUIPMENT.

8. *THE CLERIC'S JOURNEY: CAMPAIGNS AND ADVENTURES FOR DEVOUT HEROES*

OFFERING A COLLECTION OF ADVENTURE OUTLINES AND CAMPAIGN IDEAS FOCUSED ON CLERICS' QUESTS, THIS BOOK INSPIRES STORYTELLING CENTERED ON FAITH, DIVINE MISSIONS, AND MORAL CHALLENGES. IT PROVIDES PLOT HOOKS, NPCs, AND SETTINGS TAILORED FOR CLERIC-DRIVEN STORIES. DUNGEON MASTERS WILL FIND TOOLS TO WEAVE CLERIC-CENTRIC NARRATIVES SEAMLESSLY INTO THEIR GAMES.

9. *DIVINE MAGIC UNVEILED: UNDERSTANDING CLERIC SPELLCASTING MECHANICS*

THIS TECHNICAL GUIDE EXPLAINS THE UNDERLYING MECHANICS OF CLERIC SPELLCASTING, INCLUDING SPELL SLOTS, CONCENTRATION, AND DOMAIN-SPECIFIC FEATURES. IT BREAKS DOWN COMPLEX RULES INTO UNDERSTANDABLE SEGMENTS AND OFFERS TIPS FOR EFFICIENT SPELL MANAGEMENT. THE BOOK IS IDEAL FOR PLAYERS SEEKING TO DEEPEN THEIR MECHANICAL KNOWLEDGE OF CLERICS IN D&D.

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hp, and XP mean Roll the dice — add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners — know D&D etiquette so you'll be welcome in any adventure Character building — select your character's race and class, and choose the best powers, skills, feats, and gear Roleplaying — give your character a background and personality quirks Combat — use combat rules, a battle grid, and miniatures to play out furious battles Open the book and find: Everything a new player needs to get started playing D&D Details on four fantasy races and four iconic classes Explanations of every number and statistic on the character sheet The best magic items and equipment for characters of all classes Advice on roleplaying and teamwork A ready-to-use adventure to get you started as a Dungeon Master A ready-to-use battle grid with character and monster markers

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The English Hymnal to which composers Ralph Vaughan Williams and Gustav Holst contributed. In The Parson's Handbook, Dearmer states in the introduction that his goal is to help in remedying the lamentable confusion, lawlessness, and vulgarity which are conspicuous in the Church at this time. What follows is an exhaustive delineation, sparing no detail, of the young priest's ideas on how liturgy can be conducted in a proper Catholic and English manner.

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