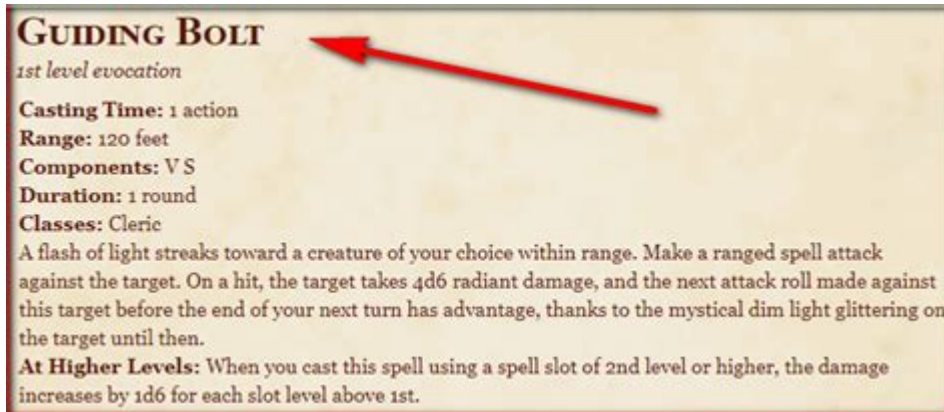


Dnd 5e Guiding Bolt



D&D 5e Guiding Bolt: A Comprehensive Guide to the Cantrip

Are you a spellcaster in Dungeons & Dragons 5th Edition, looking to add some electrifying power to your arsenal? Then look no further! This comprehensive guide delves into the intricacies of the Guiding Bolt cantrip, a staple spell for many adventurers. We'll cover its mechanics, strategic uses, optimal character builds that synergize with it, and even explore some creative applications you might not have considered. Get ready to master this versatile and powerful tool!

Understanding the Mechanics of Guiding Bolt

The Guiding Bolt cantrip, a staple for many clerics, paladins, and even sorcerers, is a ranged spell that deals radiant damage. Its defining feature, and the source of its name, is the ability to add your Wisdom modifier to the damage roll. This seemingly small addition can significantly boost its effectiveness, especially at higher levels.

Damage and Range

Guiding Bolt deals 1d10 radiant damage. This damage die doesn't increase in size as you level, unlike many other spells. However, the consistent Wisdom modifier addition makes it increasingly powerful as your character progresses. The spell has a range of 120 feet, making it excellent for controlling the battlefield from a distance.

The Guiding Bolt Advantage

The true strength of Guiding Bolt lies not solely in its damage, but in its special ability: on a hit, the next attack roll made against that target by you or an ally has advantage. This mechanic is crucial,

potentially turning a near-miss into a critical hit or ensuring a successful strike against a high-AC foe. This makes it invaluable for coordinating attacks with party members. Strategically using this advantage can dramatically shift the flow of combat in your favor.

Strategic Uses of Guiding Bolt in Combat

Guiding Bolt isn't just a damage-dealing spell; it's a tactical tool. Its versatility shines in several combat scenarios:

Setting Up the Advantage

The most obvious use is to immediately provide advantage to an ally. Imagine your party's fighter is about to face a heavily armored enemy. A well-placed Guiding Bolt can increase the chances of a successful attack, potentially knocking down the enemy before it even gets a chance to act.

Stunning Vulnerable Targets

When combined with other spells or abilities that inflict vulnerability to radiant damage, Guiding Bolt's effectiveness is amplified. For example, if an enemy is already weakened or affected by a vulnerability-inducing spell, Guiding Bolt can deal significantly more damage and potentially even one-shot lower-level enemies.

Controlling the Battlefield

The 120-foot range allows you to target enemies from afar, ensuring you can use your action to support your party even from a safe distance. This is particularly useful against flying enemies or ranged attackers.

Clever Positioning and Combo Attacks

Using Guiding Bolt before a melee character makes an attack doesn't require that character to be next to the target. This opens up tactical positioning. You can control who gets the advantage, creating a synergy and boosting the effectiveness of the whole party.

Character Builds Synergizing with Guiding Bolt

While Guiding Bolt is effective for any character that can cast it, certain builds amplify its potential:

The Wisdom-Focused Cleric

Clerics with high Wisdom scores will naturally deal more damage with Guiding Bolt, making it a core part of their offensive strategy. Domains like the Life Domain or Forge Domain can further augment their combat capabilities.

Paladin's Divine Smite Synergy

For paladins, Guiding Bolt combined with Divine Smite becomes incredibly potent. By granting advantage on the following attack, you can significantly boost the damage of your Divine Smite, especially against challenging foes.

Sorcerer's Metamagic Tweaks

Sorcerers can use metamagic to further enhance Guiding Bolt. Quickened Spell allows you to cast it as a bonus action, allowing for a double attack round. Twinned Spell lets you target two enemies, giving an increased chance of advantage for both your allies, however this sacrifices your own action for that round.

Beyond the Basics: Creative Applications of Guiding Bolt

While mostly used in direct combat, Guiding Bolt can be surprisingly versatile outside the heat of battle:

Scouting and Detection

The radiant energy from Guiding Bolt could potentially reveal hidden creatures or objects, though

this is not explicitly stated in the rules. A resourceful DM might allow such creative usage, depending on the context.

Non-Lethal Applications

While Guiding Bolt deals radiant damage, a DM might rule that a carefully aimed, low-power Guiding Bolt could be used as a non-lethal stun, opening up creative roleplaying opportunities.

Conclusion

Guiding Bolt is far more than just a simple cantrip; it's a strategic tool that offers significant versatility and power in your D&D 5e campaigns. By understanding its mechanics, utilizing its tactical advantages, and choosing appropriate character builds, you can unlock its full potential and significantly enhance your party's performance in combat and beyond.

FAQs

1. Can I use Guiding Bolt as a bonus action? No, Guiding Bolt is a standard action spell. Only certain metamagic options can allow it to be cast as a bonus action (for example, Quicken Spell).
2. Does Guiding Bolt work on constructs or undead? Yes, Guiding Bolt's radiant damage affects most creatures, including constructs and undead, unless they have specific immunities.
3. Can I use Guiding Bolt to attack multiple targets? No, Guiding Bolt targets only a single creature. However, metamagic, like Twinned Spell, may allow you to target two creatures, at the cost of a regular action to do so.
4. What happens if the target of Guiding Bolt is killed before the next attack? The advantage granted by Guiding Bolt is lost if the target dies before the next attack is made.
5. Does Guiding Bolt stack with other advantage-granting effects? No, multiple sources of advantage do not stack. You only receive advantage once, regardless of how many sources are in effect.

dnd 5e guiding bolt: [The Monsters Know What They're Doing](#) Keith Ammann, 2019-10-29
From the creator of the popular blog [The Monsters Know What They're Doing](#) comes a compilation of villainous battle plans for Dungeon Masters. In the course of a Dungeons & Dragons game, a Dungeon Master has to make one decision after another in response to player behavior—and the better the players, the more unpredictable their behavior! It's easy for even an experienced DM to get bogged down in on-the-spot decision-making or to let combat devolve into a boring slugfest, with

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dnd 5e guiding bolt: Special Edition Player's Handbook Dungeons & Dragons, 2004-10 This core rulebook is a deluxe, leather-bound edition of the essential tool every D&D player needs.

dnd 5e guiding bolt: *MOAR! Monsters Know What They're Doing* Keith Ammann, 2022-01-04 From the author of *The Monsters Know What They're Doing* comes a follow-up strategy guide with *MOAR!* monster tactics for Dungeon Masters playing fifth edition Dungeons & Dragons. Keith Ammann's first book based on his popular blog, *The Monsters Know What They're Doing*, unpacks strategies, tactics, and motivations for creatures found in the *Dungeons & Dragons Monster Manual*. Now, in *MOAR! Monsters Know What They're Doing*, he analyzes the likely combat behaviors of more than 100 new enemies found in *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*. Your campaign will never be the same!

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dnd 5e guiding bolt: Caves of Carnage , 2009-02 Illustrated cardstock terrain tiles for use with the Dungeons & Dragons(R) Roleplaying Game. This accessory for the Dungeons & Dragons Roleplaying Game contains six double-sided sheets of illustrated, die-cut terrain tiles printed on heavy cardstock. These tiles feature twisting caverns that include underground rivers, chasms, treacherous rope bridges, and the aftermath of bloody battles.

dnd 5e guiding bolt: Fifth Edition Options Brian Berg, 2016 Fifth Edition Options is a GM and player resource for the Dungeons & Dragons (TM) 5th edition game. Within these 78 pages are hundreds of optional rules to customize your game. Improve your game with any of the myriad options presented! Options Include: *A Robust New Alignment System *Skills: Defined, Complex Skill Checks and Training *Equipment Rules: Including Masterwork and Exotic Gear *Tons of Combat Options and Variants *Magic Variant Rules *Better Inspiration Rules *Campaign Templates: So you know which options suit different themed games *New Feats *and a ton more!

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dnd 5e guiding bolt: Tome of Magic Matthew Sernett, Dave Noonan, Ari Marmell, Robert J. Schwalb, 2006 This volume introduces three new magic subsystems for the D&D game. They introduce new base classes and spellcasting mechanics, and include new feats, prestige classes, magic items, and spells.

dnd 5e guiding bolt: Races of the Wild Skip Williams, 2005 This new D&D sourcebook details various races that dwell in the wilderness, offering Dungeons & Dragons(players extensive information on the classic races of elves and halflings, new rules, information for interaction, new spells, and new magic items attuned to each race.

dnd 5e guiding bolt: Bladesinger Keith Francis Stroh, 2006 Each novel in The Fighters series is written as a stand-alone adventure, allowing new readers an easy entry point into the Forgotten Realms world. Corruption grips the heart of Rashemen in the one place they thought it could not take root: the council of powerful wise women who guide the people. And the traitor is stirring the hags, trolls, and other monstrosities of the north and brutally silencing those who would stop her. A Half-elf bladesinger traveling north with his companions is the people's only hope, but first, he must convince them to accept his help.

dnd 5e guiding bolt: Tome of Battle Richard Baker, Frank Brunner, Matthew Sernett, 2006 The nine martial disciplines presented in this supplement allow a character with the proper

knowledge and focus to perform special combat maneuvers and nearly magical effects. Information is also included on new magic items and spells and new monsters and organizations.

dnd 5e guiding bolt: VAN RICHTEN'S GUIDE TO RAVENLOFT (ALTERNATE COVER) ,
2021

dnd 5e guiding bolt: *Special Edition Dungeon Master's Guide* Monte Cook, Wizards Team, 2005-10 A deluxe version of the essential core rulebook every D&D Dungeon Master needs, this special release features an embossed, leather-bound cover and premium, gilt-edged paper.

dnd 5e guiding bolt: *Elder Evils* Robert J. Schwalb, 2007 Providing Dungeon Masters with 160 pages of truly wicked threats to challenge high-level heroes, this tome comes with stat blocks for the elder evil and its minions, tips for how to incorporate the elder evil into any D&D campaign, and how to create unique villains and endgame encounters.

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dnd 5e guiding bolt: *Races of Eberron* Jesse Decker, Matthew Sernett, Keith Baker, Gwendolyn F. M. Kestrel, 2005-04 This new D&D sourcebook details the major races of the Eberron world, with an in-depth look at the new races of the Eberron Campaign Setting, including changelings, the kalashtar, shifters, and the warforged.

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