

Shadowheart -- Life Domain Cleric 12 -- Pure Healer & Buffer

“ **Your Role:** Keep the party alive. Every heal you cast is supercharged with bonus HP, attack buffs, damage resistance, and temp HP thanks to your gear combo. You also buff allies with Bless, Aid, and Heroes' Feast, and contribute damage with Spirit Guardians when healing isn't needed.

At a Glance

Race: Gold Dwarf (+1 HP per level = 12 extra HP at level 12, Darkvision, poison resistance) **Other strong picks:** Wood Half-Elf (extra speed + skill), Human (+1 all stats) **Background:** Acolyte (Insight + Religion)

Stats: STR 14 / DEX 10 / **CON 14** / INT 8 / **WIS 17** / CHA 10 Wisdom powers your heals and spells. STR 14 for heavy armor (no movement penalties). DEX doesn't matter in plate mail.

Skills from Cleric: Medicine (WIS), Perception (WIS)

The Healing Gear Combo (Get These in Act 1)

Get these four items and your heals become absurd. They all trigger simultaneously on every single heal:

The Whispering Promise (ring) *Where:* Sold by Volo at Emerald Grove *Effect:* When you heal someone, they get **+1d4 to attack rolls and saves** for 2 turns.

Hellrider's Pride (gloves) *Where:* Rescue Counsellor Florrick at Waukeen's Rest (burning inn) *Effect:* When you heal someone, they get **physical damage resistance** until their next turn.

Wapira's Crown (helmet) *Where:* Reward from Zevlor for completing "Save the Refugees" (accept the monetary reward, it's in the sack) *Effect:* When you heal someone, **you heal 1d6** too.

Boots of Aid and Comfort *Where:* Sold at Emerald Grove (Arron) or Goblin Camp (Grat the Trader) *Effect:* When you heal someone, they get **3 temp HP**.

“ **What this means in practice:** A single Healing Word (bonus action, 1st-level slot) at level 6 with 20 WIS now does: ~11 HP healed on the target + 3 temp HP + +1d4 to their attacks and saves + physical damage resistance until their next turn + you heal ~7 HP on yourself from Wapira's Crown + Blessed Healer. All from one bonus action. Your Action is still free. This is why Life Cleric is the best healer in the game.

Level-by-Level

Level 1 -- Cleric 1 (Life Domain)

You gain:

- **Disciple of Life** -- When you cast a healing spell, the target regains additional HP equal to **2 + the spell's level**. This applies to every target healed. Cure Wounds (1st level) heals 3 extra. Mass Cure Wounds (5th level) heals 7 extra per target. This passive alone makes you the best healer in the game.
- **Heavy Armor Proficiency** -- Life Domain is one of the few Cleric domains that grants heavy armor. Equip plate mail + shield for 20 AC from level 1.
- **Domain Spells (always prepared):** Bless (Concentration, +1d4 to attack rolls AND saving throws for 3 allies -- arguably the best buff spell in BG3), Cure Wounds (touch range heal, 1d8 + WIS + Disciple of Life bonus)

Cantrips: Guidance (essential -- +1d4 to ability checks, cast before every skill check), Sacred Flame (radiant damage, DEX save, hits behind cover), Resistance (+1d4 to next saving throw)

Prepare: Healing Word (**your most important spell** -- bonus action, 18m range, picks up downed allies without using your Action), Shield of Faith (+2 AC to an ally, Concentration),

Command (versatile crowd control)

“ **Why Healing Word is the most important spell in the game:** It's a bonus action, it has 18m range, and it heals a downed ally from 0 HP. You can Healing Word a downed ally AND cast a leveled spell or attack on the same turn. Every healer must always have this prepared.

Level 2 -- Cleric 2

You gain:

- **Channel Divinity: Turn Undead** -- Force nearby undead to flee. Devastating in Act 2.
- **Channel Divinity: Preserve Life** -- Heal yourself and allies within 9m for **3 x Cleric level** HP. At level 12, that's 36 HP in a big radius. Also triggers Disciple of Life (+2 HP flat). No spell slot cost, recharges on short rest.
- **1 Channel Divinity charge**

Prepare: Spiritual Weapon (bonus action summon that attacks independently for 10 turns, no Concentration -- excellent action economy since you can heal with your Action and the weapon attacks with your Bonus Action)

Level 3 -- Cleric 3

You gain:

- **2nd-Level Spell Slots**
- **Domain Spells (always prepared):** Lesser Restoration (cure disease, poison, paralysis, blindness), Spiritual Weapon (now always prepared, doesn't count against your limit)

Prepare:

- **Aid** -- Increases the max HP of up to 3 allies by 5 per slot level. No Concentration. Lasts until long rest. **Cast this every morning.** With an 8-person party, cast it twice to buff 6 members. Disciple of Life adds +4 HP per target at 2nd level. So each cast actually gives +9 max HP per target.
 - **Hold Person** -- Paralyze a humanoid (WIS save). Paralyzed = auto-crit on melee hits. Setup for your damage dealers.
 - **Silence** -- Zone where no verbal spells can be cast. Shuts down enemy casters completely.
-

Level 4 -- Cleric 4

You gain:

- **Feat:** +2 WIS (17 -> 19). Higher heal amounts, better spell save DC for Hold Person/Command, more prepared spells.
 - Alternatives: War Caster (Concentration Advantage for Bless/Spirit Guardians), Resilient (CON)
-

Level 5 -- Cleric 5

Major milestone: 3rd-level spells.

You gain:

- **3rd-Level Spell Slots**
- **Destroy Undead** -- Turn Undead now deals 4d6 radiant to turned undead.
- **Domain Spells (always prepared):** Beacon of Hope (Concentration -- all healing spells on affected allies heal the MAXIMUM amount, no rolling), Revivify (resurrect a dead ally in combat, always prepared for free)

Prepare:

- **Spirit Guardians** -- Creates a 3d8 radiant damage aura around you per enemy per turn, halves their movement. Concentration. Even as a healer, this is your best way to contribute damage. Walk into enemies, let the aura work, heal allies with bonus action Healing Word.
- **Mass Healing Word** -- Bonus action, heal up to 6 allies within range. Emergency party-wide pickup. Incredible in an 8-person party.
- **Glyph of Warding** -- Magical trap. Sleep variant is top-tier CC.

Beacon of Hope math: With Beacon active, Cure Wounds at 3rd level heals maximum 3d8 (24) + WIS (+4) + Disciple of Life (+5) = **33 HP** per heal. Mass Cure Wounds at 5th level with Beacon: 24 + 5 + 7 = **36 HP to each of 6 targets = 216 HP total** in one Action.

Level 6 -- Cleric 6

You become self-sustaining.

You gain:

- **Blessed Healer** -- When you cast a healing spell on another creature, YOU regain HP equal to **2 + the spell's level**. Healing Word (1st level) heals you for 3. Mass Cure Wounds (5th level) heals you for 7. You never need to spend resources healing yourself again.
 - **2nd Channel Divinity charge** -- Two Preserve Life casts per short rest.
-

Level 7 -- Cleric 7

You gain:

- **4th-Level Spell Slots**
- **Domain Spells (always prepared):** Guardian of Faith (spectral sentry, 20 radiant per enemy entering its area, 60 total, no Concentration), Death Ward (ally stays at 1 HP instead of dropping to 0, no Concentration, lasts until long rest -- cast on key allies before boss fights)

Prepare: Freedom of Movement (immunity to paralysis, restraint, difficult terrain -- no Concentration), Banishment (remove a target from the fight)

Upcast Aid: At 4th level, Aid gives +15 max HP to 3 targets (+17 with Disciple of Life). Cast it twice in the morning = +17 max HP on 6 party members. Over 100 bonus HP for your party before the day starts.

Level 8 -- Cleric 8

You gain:

- **Divine Strike: Radiant** -- Once per turn, melee attacks deal +1d8 radiant. Gives you some melee relevance, but healing is still your priority.
 - **Feat:** +2 WIS to reach 20. At 20 WIS: +5 to spell save DC, spell attacks, healing bonuses, Perception, and all WIS skills.
 - If already 20: Alert (+5 Initiative to get Bless up before enemies act), Tough (+24 HP), Sentinel, or Shield Master.
-

Level 9 -- Cleric 9

You gain:

- **5th-Level Spell Slots**

- **Domain Spells (always prepared):** Greater Restoration (remove charm, petrification, curse, ability reduction, exhaustion), Mass Cure Wounds (heal up to 6 creatures for 3d8 + WIS + Disciple of Life)

Prepare: Insect Plague (4d10 piercing AoE per turn -- strong damage when healing isn't needed), Flame Strike (8d6 fire/radiant burst, no Concentration)

Level 10 -- Cleric 10

You gain:

- **Divine Intervention: Arm Thy Servant** -- Summon the Devotee's Mace. Legendary weapon that heals nearby allies when it hits. Combined with your Disciple of Life, Whispering Promise, Hellrider's Pride, Wapira's Crown, and Boots of Aid and Comfort, every melee swing becomes a heal + buff engine for your frontline. **Permanent for the rest of the game.** Your Death Domain Cleric takes a different Divine Intervention option.
-

Level 11 -- Cleric 11

6th-level spells.

You gain:

- **6th-Level Spell Slot** (one per long rest)
 - **Prepare:**
 - **Heal** -- Restore 70 flat HP to one creature + cure blindness, deafness, disease. With Disciple of Life: $70 + 8 (2 + \text{spell level } 6) = \mathbf{78 \text{ HP}}$ in a single Action. Emergency full heal button.
 - **Heroes' Feast** -- Party-wide buff: immunity to poison and fear, Advantage on WIS saves, bonus max HP. Lasts until long rest, no Concentration. **Cast before every boss fight.** In an 8-person party, this is absurdly good.
 - **Blade Barrier** -- Wall of spinning blades, 6d10 slashing, no Concentration. Area control.
-

Level 12 -- Cleric 12

You gain:

- **2nd 6th-Level Spell Slot** -- Double Heal, or Heal + Heroes' Feast, or Heal + Blade Barrier.

- **Feat:** Alert (+5 Initiative), Tough (+24 HP), War Caster, Lucky, or Shield Master.
-

Other Gear to Grab

Act 1

Adamantine Splint Armor *Where:* Grymforge, Adamantine Forge (Splint Mould + Mithral Ore)

Why: 18 AC + shield = 20 AC. Crits become normal hits.

Pearl of Power Amulet *Where:* Grymforge or vendors *Why:* Restore a spell slot (up to 3rd level) per long rest. Extra Mass Healing Word or Spirit Guardians.

Cloak of Protection *Where:* Goblin Camp, Shattered Sanctum (hidden room near Priestess Gut)

Why: +1 AC, +1 all saves. Solid until Act 3.

Act 2

Shield of Devotion *Where:* Sold by Quartermaster Talli at Last Light Inn *Why:* +1 shield with free Aid spell per long rest. Extra Aid cast = more party HP.

Act 3

Devotee's Mace -- From your Divine Intervention at level 10. Heals allies on hit. Triggers your whole gear combo.

Helm of Balduran *Where:* Wyrmsway, defeat Ansur the dragon beneath Wyrms Rock *Why:* +1 AC, +1 saves, immune to crits, heals 2 HP/turn, immune to stun. Keeps the healer standing. **You take this over Gale.** A dead healer means dead party members.

Amulet of Greater Health *Where:* House of Hope archive *Why:* Sets CON to 23. Massive HP pool and Concentration saves for Bless/Spirit Guardians. **You take this over Gale** for the same reason.

Boots of Persistence *Where:* Dammon, Forge of the Nine, Lower City *Why:* Freedom of Movement + Legendary Resistance 1/short rest. Can't be CC'd.

Quick Tips

Healing Word is your most important spell. Always. Bonus action, 18m range, picks up downed allies. Never use your Action to heal if you can use Healing Word instead.

“ **Cast Bless on your 3 best damage dealers every fight.** +1d4 to all their attacks and saves. With 8 party members, consider casting it twice (6 targets) if you have the slots.

“ **Cast Aid every morning.** Two casts at 3rd level buff 6 party members with +12 max HP each (with Disciple of Life). That's +72 bonus HP for the party before the day starts.

“ **Beacon of Hope before big heals.** All heal dice are maximized. Then Mass Cure Wounds for 36 HP each on 6 targets = 216 total healing.

“ **Warding Bond on your squishiest member.** +1 AC and all damage resistance for them, but you take the same damage. Put this on your Shadow Sorcerer. With your heavy armor, HP, and self-healing from Blessed Healer, you can absorb the transferred damage.

“ **Death Ward before boss fights.** Free domain spell, no Concentration. Put it on whoever is most likely to get nuked.

“ **Heroes' Feast before every boss fight.** Poison/fear immunity, Advantage on WIS saves, bonus HP. One of the best pre-fight buffs in the game.

“ **You can deal damage too.** Spirit Guardians (3d8 radiant aura) + Healing Word (bonus action) is a perfectly good combat loop.

Two Preserve Life charges per short rest. At level 12, each heals 36 HP in a 9m radius. Use freely.

Party Gear Assignments

This build gets: The Whispering Promise, Hellrider's Pride, Wapira's Crown, Boots of Aid and Comfort (ALL exclusive to this build), Devotee's Mace, Helm of Balduran, Amulet of Greater Health

Passes to others:

- Helldusk Armor -> Paladin/Hexblade. *Backup:* Adamantine Splint.
- Viconia's Walking Fortress -> Paladin/Hexblade. *Backup:* Shield of Devotion or Adamantine Shield.
- Cloak of the Weave -> Gale. *Backup:* Cloak of Protection.
- QuicksPELL Gloves -> Death Domain Cleric. Hellrider's Pride is your glove slot and non-negotiable.
- Birthright -> Paladin/Hexblade. WIS is your stat, not CHA.
- Markoheshkir / Staff of Spellpower -> Sorcerer / Gale. Devotee's Mace + shield is your setup.

Revision #3

Created 2026-04-06 02:15:46 UTC by Cruv

Updated 2026-04-06 02:17:07 UTC by Cruv