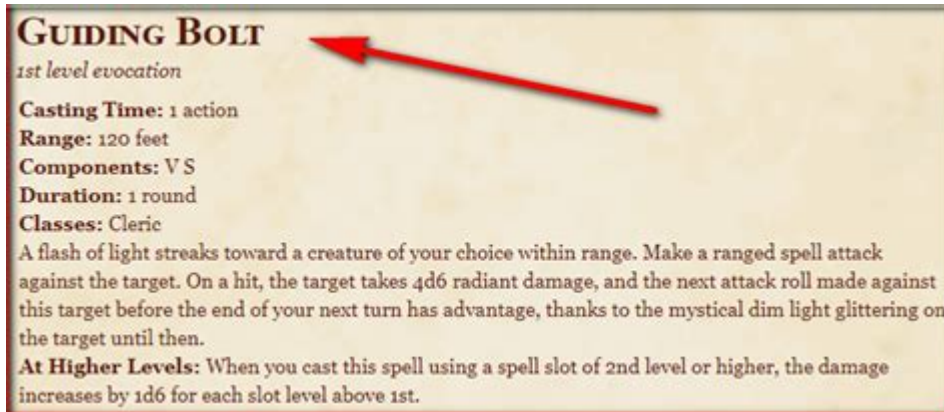


# Dnd 5e Guiding Bolt



## # 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

enemies running directly at the player characters and biting, bashing, and slashing away. In *The Monsters Know What They're Doing*, Keith Ammann lightens the DM's burden by helping you understand your monsters' abilities and develop battle plans before your fifth edition D&D game session begins. Just as soldiers don't whip out their field manuals for the first time when they're already under fire, a DM shouldn't wait until the PCs have just encountered a dozen bullywugs to figure out how they advance, fight, and retreat. Easy to read and apply, *The Monsters Know What They're Doing* is essential reading for every DM.

**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!

**dnd 5e guiding bolt:** Dragonmarked Michelle Lyons, Keith Baker, C. A. Suleiman, 2006 You belong to one of the great dynastic houses of commerce, and you bear an arcane symbol of your house's power on your skin. This dragonmark makes you special. It grants you access to arcane powers. Whether it's a gift of the great dragon Eberron or a sign of the draconic Prophecy, no one knows. However, one thing is certain: Those who possess dragonmarks have a destiny, the exact nature of which has yet to be revealed.... This supplement explores each of the thirteen dragonmarked houses in detail and presents advice for playing dragonmarked characters within a house or house guild. In addition, the book introduces exciting new options for dragonmarked characters, including prestige classes, feats, and spells. Finally, it discusses aberrant dragonmarks and their role in the campaign. Book jacket.

**dnd 5e guiding bolt:** *Odyssey of the Dragonlords RPG* Modiphius, 2020-03-03 Campaign book; compatible with the 5E edition rules of Dungeons & Dragons.

**dnd 5e guiding bolt:** **DUNGEONS & DRAGONS** , 2020

**dnd 5e guiding bolt:** **Critical Role: The Mighty Nein Origins--Jester Lavorre** Sam Maggs, 2021-12-07 What's a nice tiefling like Jester doing in a party like the Mighty Nein? Jester Lavorre had an unconventional upbringing, even for one born in cosmopolitan Nicodranas. Daughter of the famed Ruby of the Sea, she had many opportunities for mischief as a small child, of which she took full advantage! Dive into the mystery of Jester's early years, her first meeting with the Traveler, and the fateful events that set her on a path to eventually join the Mighty Nein. Jester's story is brought to life by writer Sam Maggs (Captain Marvel; *The Unstoppable Wasp*) with art by Hunter Severn Bonyun, in direct consultation with Laura Bailey! It's available as a gorgeous hardcover, ready to take its place in your Critical Role library!

**dnd 5e guiding bolt:** **Dungeon Masters** Wizards RPG Team Staff, James Wyatt, 2010-10-19 Awesome tools, rules, and adventure content for every Dungeon Master. If yoursre aDungeons & Dragonsplayer interested in taking on the role of the Dungeon Master, or if yoursre an experienced DM looking for more game advice, tools, and adventure content, theDungeon Masterrss Kittrade;has exactly what you need to build your ownDungeons & Dragonscampaign and excite the imaginations of you and your players. This deluxe box contains rules and advice to help Dungeon Masters run games for adventurers of levels 130. It also includes useful DM tools such as a Dungeon Masterrss screen (with tables and rules printed on the inside), die-cut terrain tiles and monster tokens, and fold-out battle maps. Game components: bull; 96-page book of rules and advice for Dungeon Masters bull; 32-page monster book bull; Two 32-page adventures bull; 2 sheets of die-cut dungeon terrain tiles bull; 2 sheets of die-cut monster tokens bull; 2 double-sided battle maps bull; Fold-out Dungeon Masterrss screen

**dnd 5e guiding bolt:** *Complete Adventurer* Jesse Decker, 2005 This essential sourcebook serves primarily as a player resource focused on adventuring skills for characters of any class. It also provides new information on several organizations and guilds.

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**dnd 5e guiding bolt:** *The Lazy Dungeon Master* Michael Shea, 2019-06-14 You love Dungeons and Dragons. As an experienced dungeon master you've run dozens, if not hundreds of games. You put a lot of work into making your games great. What if there's another way to look at how you prepare your game? What if it turned out you could spend less time, less energy, and have a better game as a result? It's time to unleash the Lazy Dungeon Master. Written in the style of Sly Flourish's *Dungeon Master Tips* and *Running Epic Tier D&D Games*, *The Lazy Dungeon Master* shows a new approach to game preparation, one that takes less time and gives your game the freedom to grow at the table. This book will help dungeon master prepare awesome games for any version of D&D. Based on the real-world experiences of hundreds of dungeon masters and dozens of professional game designers, the *Lazy Dungeon Master* includes interviews with veteran D&D DMs and a complete toolkit to help you improvise an entire game. Whether you play 1st, 2nd, 3rd, 4th, Pathfinder, or the D&D Next playtest; *The Lazy Dungeon Master* has tips, techniques, and advice to make preparation easier and help you run a flexible and entertaining game.

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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!

**dnd 5e guiding bolt: D&D Adventure Grid** Dungeons & Dragons, 2017-10-24 A tactical accessory for the world's greatest roleplaying game This sturdy double-sided, grid-lined play surface is ideal for when your DUNGEONS & DRAGONS campaign gets tactical. One side features a stone floor good for dungeon and city encounters alike, while the other features terrain useable for a wide range of rural and wilderness encounters. Additionally, the D&D Adventure Grid folds up for easy transport and storage, and can be used with both wet-erase and dry-erase pens interchangeably. Pens and miniatures not included. The leader in providing contemporary fantasy entertainment, Dungeons & Dragons is the wellspring for the entire modern game industry, digital as well as analog. This newest edition draws from every prior edition to create a universally compelling play experience, and exemplifies the true spirit of a game that holds captive the hearts and minds of millions of players worldwide.

**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) ,**  
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**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.

**dnd 5e guiding bolt: *Book of the Righteous*** 5E Aaron Loeb, Robert J. Schwalb, Rodney Thompson, 2017-11-21 This massive tome provides more than 20 pick-up-and-play churches, whose organization and beliefs are described in lavish detail. These churches can be used in any campaign setting to bring a whole new level of detail to the religious characters. Plus, for those who don't have a complete cosmology in their game, *The Book of the Righteous* provides a comprehensive mythology that unifies all of the gods in the book.

**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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