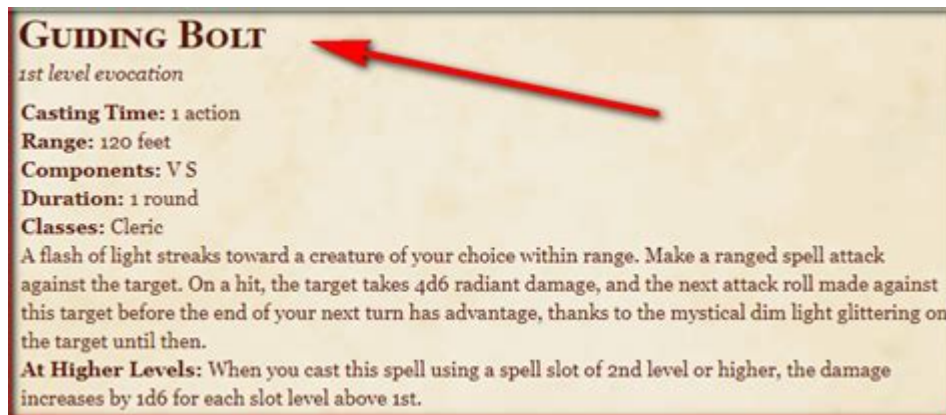


Guiding Bolt Dnd 5e



Guiding Bolt DND 5e: A Comprehensive Guide to the Cantrip

Are you a seasoned Dungeon Master meticulously crafting epic encounters, or a player looking to bolster your spellcasting arsenal? Either way, understanding the Guiding Bolt cantrip in Dungeons & Dragons 5th Edition is crucial. This comprehensive guide delves deep into this versatile spell, exploring its mechanics, strategic applications, and how to maximize its effectiveness in various combat scenarios. We'll cover everything from basic usage to advanced tactics, ensuring you become a Guiding Bolt master.

Understanding the Guiding Bolt Cantrip (DND 5e)

The Guiding Bolt cantrip is a radiant damage spell, available to both clerics and paladins. Its key strength lies in its simplicity and surprisingly potent damage output, especially when combined with other features. It's a great option for those looking for reliable damage at lower levels, and it continues to hold its own as characters progress.

Core Mechanics:

Radiant Damage: Deals 1d6 radiant damage. This energy type is effective against undead and fiends, making Guiding Bolt a solid choice when facing these common enemies.

Ranged Spell: It has a range of 120 feet, allowing you to strike from a safe distance, preventing you from being immediately targeted by melee combatants.

Additional Effect: This is where the cantrip truly shines. On a hit, the target is illuminated for one minute. This illumination effect is extremely valuable for several reasons:

Disadvantage on Stealth Checks: The illuminated target has disadvantage on Stealth checks, making it easier for your party to track and engage enemies.

Advantage on Attack Rolls: This illumination grants you and your allies advantage on attack rolls

against the target, further increasing your combat effectiveness.

Scaling with Level: While the base damage is modest, Guiding Bolt scales as you level up, allowing your damage to keep pace with your character's progression. This is a critical feature for a cantrip.

Strategic Applications of Guiding Bolt in DND 5e

The true power of Guiding Bolt lies not just in its damage, but its tactical utility. Here are some clever ways to maximize its impact:

1. Opening Salvo:

Use Guiding Bolt as your opening move in combat. The immediate damage and illumination give your party a crucial advantage, allowing them to capitalize on the enemy's weakened state and impaired stealth.

2. Scout & Illuminate:

In exploration phases, using Guiding Bolt to illuminate suspicious areas or potential enemies helps prevent ambushes and provides crucial tactical information for your party.

3. Supporting Party Members:

Focus on illuminating enemies that present the greatest threat to your weaker party members, especially spellcasters or those with limited defenses. This provides them with much-needed protection.

4. Combined with other spells/abilities:

Consider using Guiding Bolt in conjunction with spells or abilities that enhance radiant damage or benefit from illuminated targets. This synergistic play can greatly amplify its effectiveness.

Maximizing Guiding Bolt's Potential

Here are some tips and tricks to elevate your Guiding Bolt game:

Consider your character's class and subclass: Some classes and subclasses offer bonuses or features that synergize particularly well with radiant damage.

Choose your target wisely: Prioritize enemies with low AC or those that pose the greatest threat.

Coordinate with your party: Communicate your intentions to use Guiding Bolt with your allies so they can exploit the illumination effect.

Use it liberally: Don't hesitate to cast Guiding Bolt multiple times in a combat encounter. Its low cost and significant benefits make it a versatile tool.

Conclusion

The Guiding Bolt cantrip, while seemingly simple, is a powerful and versatile spell in D&D 5e. Its blend of reliable damage, illumination effect, and tactical flexibility makes it an invaluable addition to any spellcaster's arsenal. By understanding its mechanics and applying strategic thinking, you can significantly improve your party's combat performance and overall success in your adventures. Mastering Guiding Bolt isn't just about dealing damage; it's about controlling the battlefield and securing victory.

FAQs

1. Can Guiding Bolt be used in conjunction with other spells that increase damage? Yes, spells and abilities that enhance radiant damage or provide other combat advantages will synergize well with Guiding Bolt.
2. Does the illumination effect from Guiding Bolt stack with other light sources? No, the illumination from Guiding Bolt does not stack with other light sources. However, the illumination effect is still powerful and extremely beneficial even without stacking.
3. Is Guiding Bolt a good spell for low-level characters? Absolutely! Its simple mechanics and solid damage output make it an excellent choice for novice spellcasters.
4. Can I use Guiding Bolt against creatures immune to radiant damage? While you won't deal damage, the illumination effect will still occur, providing valuable tactical information.
5. How does Guiding Bolt compare to other cantrips like Sacred Flame? While Sacred Flame offers a similar damage type and reliable damage at low levels, Guiding Bolt's illumination effect is a significant advantage, enhancing both offense and defense. The choice often depends on the specific encounter and party composition.

guiding bolt dnd 5e: 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.

guiding bolt dnd 5e: 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.

guiding bolt dnd 5e: *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.

guiding bolt dnd 5e: *Starlight Enclave* R. A. Salvatore, 2021-08-03 From New York Times bestselling author R. A. Salvatore comes a new trilogy and adventure of Drizzt and fantasy's beloved characters from Dungeons & Dragons' Forgotten Realms. After the settling dust of the demon uprising and two years of peace, rumblings from the Menzoberranzan drow have Jarlaxle nervous. Worried his allies may be pulled into a Civil War between the great Houses, he is eager to ensure Zaknafein is armed with weapons befitting his skill, including one in particular: Khazid'hea. A powerful artifact, the sword known as "Cutter" has started wars, corrupted its users, and spilled the blood of many, many people. Nonetheless—or maybe because of that—the rogue Jarlaxle and a small group of friends will go on an expedition looking for the weapon's last wielder, Doum'wielle, in the freezing north, for she may be the key to unlocking the sword's potential...and perhaps the key to preventing the bloodshed looming over the Underdark. And as they explore the top of the world, Drizzt is on a journey of his own—both spiritual and physical. He wants to introduce his daughter Brie to Grandmaster Kane and the practices that have been so central to his beliefs. But, having only recently come back from true transcendence, the drow ranger is no longer sure what his beliefs mean anymore. He is on a path to determining the future, not just for his family, but perhaps the entire northlands of the Realms themselves. Two different roads. On one, Jarlaxle and Zaknefein are on a quest to find pieces that could offer salvation to Menzoberranzan. On the other, Drizzt seeks answers that could offer salvation to not just his soul, but all souls. And no matter the outcome of either journey, the Realms will never be the same again.

guiding bolt dnd 5e: *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!

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

guiding bolt dnd 5e: *The Rise of Tiamat* Wizards RPG Team, 2014-11-04 Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. • The second of two adventures in the *Tyranny of Dragons™* story arc, *The Rise of Tiamat* provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. • Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the *D&D Encounters™* in-store play program. • Adventure design and development by Kobold Press.

guiding bolt dnd 5e: *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.

guiding bolt dnd 5e: 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!

guiding bolt dnd 5e: DUNGEONS & DRAGONS , 2020

guiding bolt dnd 5e: 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.

guiding bolt dnd 5e: 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

guiding bolt dnd 5e: 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.

guiding bolt dnd 5e: Mists of Akuma Mike Myler, Savannah Broadway, Luis Loza, 2019-06-05 Mists of Akuma is an eastern fantasy noir steampunk campaign setting for use with the newest edition of the world's most popular tabletop roleplaying game. Using new mechanics steeped in eastern lore, the book focuses on providing in-depth urban settings and a diverse array of character options to make truly unique parties of adventurers perfectly suited to survive the decay and desperation in Soburin. Bengoshi (governmental agents) empowered to deputize individuals in service of the Masuto Dynasty are attempting to hold the apocalypse at bay but intrigue and graft are as common and deadly as the corrupting fog, and the ancient threat's influence is spread all the further by the despair of Emperor Hitoshi's subjects. In the 340-page deluxe version of the Mists of Akuma rulebook, you'll find... An overview of the recent history of Soburin and basic information about the world including the dangerous Mists of Akuma, rules for traveling the prefectures, and what rigors maddened explorers must overcome to visit the apocalypse that has become of the other

continents. Over 100 NPCs and monsters ranging from foreign generals to eastern dragons, powerful bengoshi and underlings from each of the 24 unique clans, and more than two dozen kami, oni, and tsukumogami! Cultural practices and traditions for Soburin inspired by and drawn from eastern lore. Gorgeous cover artwork by Claudio Pozas, interior scene illustrations by Indi Martin and Sara Shijo, and character illustrations by Jacob Blackmon and Nathanael Batchelor! A chapter each detailing three different cities: the capital of the Imperial Prefecture, Sanbaoshi, the advanced mechanical metropolis of Kyofu, and the traditionalist magic-steeped settlement of Nagabuki. Short stories with gorgeous half page illustrations at the start of each chapter to firmly posit the desperation and diversity inherent to adventuring in Soburin! Details on each of the two dozen clans of the prefectures, including the bengoshi that negotiate on the behalf of each ruling family's lady or lord and how the Kengen Occupation affected each region of Soburin. 7 new character backgrounds and guidelines for adapting existing character backgrounds when playing in Soburin as well as new conditions, the Culture skill, and 6 maps for the continent and its settlements by cartographers Michael McCarthy, Mike Myler, and Tommi Salama! 19 different archetypes that provide exciting theme-appropriate character options for every class! 14 new races to breathe life into Soburin, making it an exotic and unique world that is eager to shrug off the shackles of western imperialism. 32 new character feats, over 10 pages of equipment that ranges from new armor and weapons to steampunk prostheses and vehicles, and 22 new Eastern-themed spells! And more. This anniversary edition includes *Revenge of the Pale Master*, a 25-page mystery adventure set in Soburin.

guiding bolt dnd 5e: The Demon's Claw Dave Morris, Russ Nicholson, 2014 The darkest hour approaches... To recover the final fragment of the Sword of Life, you are forced to make an uneasy alliance with the exiled prince who seeks its twin, the Sword of Death. The next phase of your quest takes you through the alleyways of the city of Crescentium, where assassins lurk in the shadows and fanatic crusaders are vigilant to mete out punishment to any who break their harsh laws. But mortal foes are not your greatest threat. You must embark on a ship that voyages between worlds, face jinn and fire wizards, and contend against the still-powerful remnants of forgotten gods. In this land of sorcery, you will encounter terrors and wonders more fabulous than you have ever imagined - until your ultimate destination, the very shores of Life and Death, where you come face to face with your greatest foe. *Blood Sword* can be played either solo or in a team of up to four people, providing the most exciting challenge yet in fantasy adventures, combining the best of role-playing, novels and tabletop games. What reviewers say: A lush and gorgeous campaign, one of the best I've played... Without exaggeration, the finest entry in the best 'ongoing story' gamebook series ever crafted... A grand adventure. Ends on an absolutely awesome cliffhanger that leaves you just gasping to read the fourth book in the series...

guiding bolt dnd 5e: 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.

guiding bolt dnd 5e: 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.

guiding bolt dnd 5e: *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.

guiding bolt dnd 5e: *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!

guiding bolt dnd 5e: *Complete Warrior* Andy Collins, David Noonan, Ed Stark, 2003-11 The Complete Warrior provides Dungeons & Dragons players with an in-depth look at combat and provides detailed information on how to prepare a character for confrontation.

guiding bolt dnd 5e: *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.

guiding bolt dnd 5e: *Playing at the World* Jon Peterson, 2012 Explore the conceptual origins of wargames and role-playing games in this unprecedented history of simulating the real and the impossible. From a vast survey of primary sources ranging from eighteenth-century strategists to modern hobbyists, *Playing at the World* distills the story of how gamers first decided fictional battles with boards and dice, and how they moved from simulating wars to simulating people. The invention of role-playing games serves as a touchstone for exploring the ways that the literary concept of character, the lure of fantastic adventure and the principles of gaming combined into the signature cultural innovation of the late twentieth century.

guiding bolt dnd 5e: *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.

guiding bolt dnd 5e: *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.

guiding bolt dnd 5e: *Bladesinger* Keith Francis Strohm, 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.

guiding bolt dnd 5e: *Complete Mage* Ari Marmell, Skip Williams, 2006-10 Taking a fresh look at arcane magic in the D&D game, this guide provides new ideas that put arcane magic into the hands of the players and Dungeon Masters in interesting ways. It also provides new types of feats, spells, warlock invocations, prestige classes, and magic items for characters that cast arcane spells.

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

Guiding Bolt - Spells - D&D Beyond

Guiding Bolt is a 1st level spell. Any spell of 1st level or higher always requires a spell slot to cast (unless you have a feature that specifically states otherwise). Being in combat does not ...

Guiding Bolt - DND 5th Edition

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, ...

Guiding Bolt | D&D 5th Edition on Roll20 Compendium

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, ...

Guiding Bolt 5e [DnD Spell Guide: Uses, Rules, Tips]

Guiding Bolt is a straightforward, single-target attack spell. You simply choose a target within the spell's massive 120-foot range, and make a spell attack against the target. To make a spell ...

Guiding Bolt | D&D 5e Wiki | Fandom

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, ...

Guiding Bolt » Spells - DnD 5e - AideDD

Guiding Bolt. DnD 5e Spell. If the spell attack hits, deals 4d6 radiant damage (damage/lvl) and the next attack roll will have advantage.

Guiding Bolt 2024 and 2014 edition rules | D&D 5e / 5.5e ...

Both versions deal 4d6 radiant damage on a hit, with damage increasing by 1d6 per spell slot above 1st. The 2024 version specifies "You hurl a bolt of light" and "it takes" rather than "a ...

Guiding Bolt - 5etools

Available in the SRD 5.1 and the Basic Rules (2014). A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target.

Guiding Bolt: DnD Spell Guide and Tips - DND Toolkit

Apr 3, 2024 · I'll share everything about Guiding Bolt, including how it works, how to cast it, and mastering it. Guiding Bolt does serious damage and helps your teammates too.

Guiding Bolt - D&D 5e (2024)

Level 1 Evocation (Cleric) You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll ...

Guiding Bolt - Spells - D&D Beyond

Guiding Bolt is a 1st level spell. Any spell of 1st level or higher always requires a spell slot to cast (unless you have a feature that specifically states otherwise). Being in combat does not change ...

Guiding Bolt - DND 5th Edition

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, ...

Guiding Bolt | D&D 5th Edition on Roll20 Compendium

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, ...

Guiding Bolt 5e [DnD Spell Guide: Uses, Rules, Tips]

Guiding Bolt is a straightforward, single-target attack spell. You simply choose a target within the spell's massive 120-foot range, and make a spell attack against the target. To make a spell ...

Guiding Bolt | D&D 5e Wiki | Fandom

Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, ...

Guiding Bolt » Spells - DnD 5e - AideDD

Guiding Bolt. DnD 5e Spell. If the spell attack hits, deals 4d6 radiant damage (damage/lvl) and the next attack roll will have advantage.

Guiding Bolt 2024 and 2014 edition rules | D&D 5e / 5.5e ...

Both versions deal 4d6 radiant damage on a hit, with damage increasing by 1d6 per spell slot above 1st. The 2024 version specifies "You hurl a bolt of light" and "it takes" rather than "a ...

Guiding Bolt - 5etools

Available in the SRD 5.1 and the Basic Rules (2014). A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target.

Guiding Bolt: DnD Spell Guide and Tips - DND Toolkit

Apr 3, 2024 · I'll share everything about Guiding Bolt, including how it works, how to cast it, and mastering it. Guiding Bolt does serious damage and helps your teammates too.

Guiding Bolt - D&D 5e (2024)

Level 1 Evocation (Cleric) You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 Radiant damage, and the next attack roll ...

[Back to Home](#)