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Shadowheart guide bg3

Baldur's Gate 3 Companion Build Guide for Shadowheart # This guide focuses on the optimal setup for Shadowheart, a High Half-Elf Cleric who serves Shar as a Trickery Domain. However, we recommend respecting her immediately to a Life Cleric upon unlocking Withers. # ***Shadowheart's Strengths:** * Great support class * Secretive & withdrawn, proficient in stealth and deception * Versatility outside combat * Innate healing ability regardless of subclass since she's a Cleric **Shadowheart's Weaknesses:** * Weak damage * Lacks area damage # To unlock Shadowheart, follow these steps: 1. During the prologue, free Shadowheart from a tadpole pod. 2. Find the Eldritch Rune near Shadowheart's pod and free her. 3. Once freed, Shadowheart will join you until the completion of the prologue. If you are unable to free her, at least make the effort to speak with her and try. Post-prologue, find Shadowheart on the beach near Abandoned Ruins. Ask her to join, and she will join your party. # * Companions can be respaced or rerolled early in the game. * This means you can change their class, subclass, ability score, and more. * The only feature that cannot be adjusted is their race and story. We suggest using Withers at Camp after he's unlocked to optimize the build. The Life Domain is a great option for Baldur's Gate 3 Clerics. You can default to Trickery, which has similarities with this build and can be modified later on. It's also recommended to respect Shadowheart in your camp with NPC Withers at the beginning of the game for 100g to unlock her full potential as a companion. There are several subcategories within the Life Domain, each focusing on different aspects such as healing spells, radiant damage, and divine power. The Tempest and Trickery domains also offer unique abilities. The Life Cleric subclass provides access to features like Disciple of Life, Heavy Armour Proficiency, and Domain Spells. This includes Channel Divinity Action, Preserve Life, and Blessed Healer. At higher levels, you can unlock spells like Revivify, Beacon of Hope, and Divine Strike: Life. As for Shadowheart's default stats, she is a High Half-Elf with the following racial bonuses: Fey Ancestry, which provides advantage on saving throws against charm and prevents sleep effects; Darkvision, allowing her to see up to 12m in dark locations. She also has an Extra Cantrip called Firebolt, which can cause decent damage and ignite oil or grease. Medicine and Persuasion are considered the best skills for Shadowheart's build due to their synergy with class abilities and effectiveness in various situations. Medicine is a Wisdom Skill for Shadowheart in Baldur's Gate 3, Persuasion is a Charisma Skill. The best ability score for Shadowheart Companion Build is Constitution followed by Dexterity and Wisdom. Wisdom is crucial for optimal spell casting and should be at least 16. Ability scores are the six core stats that determine a character's capabilities. You can adjust them in character creation or reroll with Withers in your Camp. Here's a list of Cleric Spell Slots as they progress: Level 1: - Sacred Flame, Guidance, Thaumaturgy, Guiding Bolt, Healing Word, Inflict Wounds, Bless, Cure Wounds, Shield of Faith Level 2: - Command, Turn Undead, Preserve Life Level 3: - Spiritual Weapon, Aid, Lesser Restoration Level 4: - Revivify, Beacon of Hope, Mass Healing Word Level 5: - Glyph of Warding Level 6: - Death Ward, Guardian of Faith, Freedom of Movement Level 7: - War Caster, Remove Curse, Divine Strike Level 8: - Insect Plague, Flame Strike, Mass Cure Wounds, Greater Restoration Level 9: - Light, Planar Binding Level 10: - Planar Ally, Heal Ability scores are automatically distributed for companions and can be changed via NPC Withers for 100 gold. Each subclass unlocks "always prepared" spells. Cantrips like Sacred Flame and Guidance can be used without a spell slot, while Guiding Bolt deals high damage with its Advantage component. Main offensive spell: 1d4 + healing at up to 18m with bonus action. Combine with Cure Wounds or others for two heals in one turn. Inflict Wounds: 3d10 necrotic damage within melee range. Bless: Up to three creatures gain +1d4 to Attack Rolls and Saving Throws, concentration required but pre-castable before combat. Cure Wounds: 1d8 heal requiring touch, not powerful but can be combined with Healing Word for two heals in one turn. Shield of Faith: Use bonus action to grant 2 AC to a character. Subclass Feature Disciple of Life: Additional HP gained from healing spells equal to 2 + spell level. At this level, gameplay revolves around Guiding Bolt for damage and combining Healing Word and Cure Wounds for two heals in one turn. Shield of Faith or Bless can be used as buffs requiring concentration, but not both. Manage low spell slots by using Fire Bolt cantrips with Shadowheart for damage without consuming a slot. In combat, use Shield of Faith on squishy allies outside of combat to avoid damage. Start turns with buffs like Blessed if not using Shield of Faith. Then fire off Guiding Bolt at range or Sacred Flame when no direct line of sight is possible. For healing, use action-based Cure Wounds and bonus-action Healing Word. Early levels have minimal damage and buff applications, but expect significant power spikes at levels 4, 5, 7, and 9. Summons, better spells, feats, and items will dramatically increase utility. Be aware of the Cleric's lack of initiative due to lower Dexterity and movement speed, leaving you vulnerable to stuns. Mitigate this with gear suggestions in our gear section. Misty Step is essential for compensating for low speed and movement, providing free use once per short rest. Stock up on scrolls at traders and use Misty Step once per combat round to jump into healing range or out when pressured. Lastly, prioritize using bonus action later rather than multiclassing. You'll want to focus on your survivability with weapons like Misty Step, Shield, and Healing Word. Consider adding fire resistance early on and the Elixir of Universal Resistance later for god-like abilities. With heavy armor and shield, you'll be quite defensive in Life subclass, especially against undead enemies. Explore the Hollowed City shortly after playing, where you can find +1 armor pieces that boost your AC to 17-18. Invest in upgrading your gear and stocking up on scrolls, crafting materials, and camping supplies for long rests. Prioritize acquiring an Amulet of Misty Step for additional benefits during gameplay. This subclass offers amazing utility due to its ability to use a bonus action without costing concentration. It's recommended to utilize spear form, as each form has a different attack that can debuff the enemy. Aid: Bolster your allies with toughness and resolve to heal and increase their hit point maximum. Lesser Restoration: Cure a creature from disease, poison, paralysis, or blindness. Gameplay at this level changes slightly considering how Spiritual Weapon works. Since it's a bonus action, you can use it in conjunction with an action in the same turn. This can also be pre-cast before combat along with Bless if you know an encounter is about to unfold. This spell soaks up damage and does a bit as well, making it powerful at this stage of the game. Consider Inflict Wounds your flex spell which can be dropped for something else (Sanctuary) if you do not use it. Spell Loadout at level 3: Guiding Bolt, Shield of Faith, Healing Word, Command, Inflict Wounds, Spiritual Weapon At level four, the Cleric gets one cantrip, one more prepared spell, and a feat or ability improvement. We suggest increasing your ability score Wisdom by 2. The Ability Improvement feat is chosen to increase the effectiveness of healing. Cantrip Selection: Blade Ward, taking only half of the damage from Bludgeoning, Piercing, and Slashing attacks. This is a decent cantrip when expecting incoming melee damage. Spell Selection: Warding Bond, where the target gains +1 on AC, +1 on saving throws, and resistance to all damage, but the caster shares damage. This helps because it lasts until a long rest and can be pre-cast outside of combat. Sanctuary makes a target un-targetable though it can take area-based damage. Hold Person is another powerful stun that can lock a target in place. This is helpful for humanoid boss fights or annoying Githyanki. Spell Loadout at level 4: Healing Word, Inflict Wounds, Guiding Bolt, Shield of Faith, Command, Spiritual Weapon, Warding Bond At level five, the Life Cleric gets two free spells via your subclass and you get to pick a level 3 spell. The best healing option here is Mass Healing Word because it's massive AOE healing and requires a bonus Action rather than an action. Subclass Spells: Revivify, reviving a companion with 1 hit point. Beacon of Hope, where allies regain the maximum hit points possible when healed, and also gain Advantage on Wisdom Saving Throws and Death Saving Throws. Spell Selection: Mass Healing Word, healing for 1d4+3 up to 6 creatures using a bonus action. This is an upgraded version of Healing Word, allowing for area-based heal of 6 creatures with a bonus action. Additionally, you can drop another level 2 spell and pick up Glyph of Warding if you want more offensive capabilities. Spell Loadout at level 5 includes Guiding Bolt, Shield of Faith, Healing Word, Command, Inflict Wounds, Spiritual Weapon, Warding Bond, Hold Person, Mass Healing Word, Glyph of Warding. At level six for a Life Cleric, you gain another level 3 spell and two other abilities. The best Shadowheart Companion Build is to choose Channel Divinity Charges; either Preserved Life or Turn Undead. Preserved Life heals the caster for 9m points. You should also get Blessed Healer Passive which allows you to regain hit points when casting healing spells on others. Spells Selection Glyph of Warding triggers elemental effects and massive area damage. At this level, summon Spiritual Weapon with a bonus action and usually cast Bless before combat or first turn. Then use Guiding Bolt or Glyph of Warding for damage and Mass Healing Word and another heal Preserved Life for big healing. Make sure to check vendors and stock up on camp and alchemy supplies. Also, look over the best Act 1 items, especially the legendary weapon Blood of Lathander which can be used throughout the game. If possible, complete the Underdark and Grymforge as you gain heavy Adamantine Armour which lasts until Act 3. At level 7, the Life Cleric gains one level 4 spell slot, two subclass-specific spells: Death Ward and Guardian of Faith. Subclass Spells Death Ward returns a target to 1 hp when they drop to 0 for the first time, while Guardian of Faith creates a guardian that deals damage in a 10ft radius. You can use these spells on turn one by dropping down Guardian along with Spiritual Weapon without requiring concentration. We recommend utilizing Bless to emphasize healing and buffs while employing Glyph of Warding for area damage and Guiding Bolt for single-target applications. If CC is lacking, consider swapping Freedom of Movement for Banishment. Alternatively, utilize scrolls for crowd control to maintain spell slots or prepared spells. The Cleric class allows for flexible spell substitutions outside of combat. Feel free to experiment with our suggested spell loadout at level 7 and deviate if necessary. At this level, the Life Cleric gains Divine Strike, an additional spell slot, and a feat, War Caster. This feat aids in maintaining concentration by granting Advantage on Saving Throws. I recommend fully leveling the Life Cleric to reach level 6 spells. Here's a brief breakdown of options: Fighter (two levels): This gives you Action Surge, an additional action once per fight that recharges on short rest. It helps the Cleric lack multiple actions but is still an option. Thief Rogue (four levels): The Thief and Rogue combination increases Shadowheart's mobility and bonus action, allowing Dash, Hide, and Disengaged to be used with a bonus action rather than an action. Cleric Level 12: This is the preferred way, as you get access to level 5 and 6 spells, another feat, and War Caster. Summoning a Cambion and Spiritual Weapon on turn one makes it very effective. Level 9 Cleric Prepared Spells include Guiding Bolt, Shield of Faith, Healing Word, Command, Inflict Wounds, and Spiritual Weapon. The Life Cleric also gets a subclass feature Divine Intervention, allowing for one-time use in a critical situation. Damage, distraction and aesthetics! You'll want to use this spell after every long rest because your ally will follow you around and not interrupt the dialogue. Plus, it can deal some serious damage and create a diversion for enemies. Just remember, you won't get another level 6 spell slot unless you find that legendary staff early on in Act 3. Consider combining quarterstaff and shields as an option. Congratulations on reaching max level 12 with Shadowheart! At this point, the Life Cleric gets one more feat and a spell. Here are the recommended final choices: Feat: +2 ability improvement to 20 Wisdom. This will help with healing, damage, and success chance. Spell Selection: Heroes' Feast or Planar Ally. Both have good utility, but it's up to you. Gameplay-wise, you should feel extremely powerful at max level using summons, area-based healing, and great damage. The Life Cleric has a surprising amount of damage and can quickly turn your team around with the right combination of actions and bonus actions. Level 12 Prepared Spells: Guiding Bolt, Shield of Faith, Healing Word, Command, Inflict Wounds, Spiritual Weapon, Warding Bond, Hold Person, Mass Healing Word, Glyph of Warding, Freedom of Movement, Insect Plague, Flame Strike, Planar Ally, Heal, Hero's Feast In Baldur's Gate 3, you'll explore the world, loot chests, and complete quests. All these activities can reward you with useful items like potions, armor, weapons, scrolls, and more. Progression is key, and you'll organically get better gear as you journey on. The best consumable items for aiding Shadowheart in Baldur's Gate 3 include potions that provide healing, invisibility, and flying abilities, as well as elixirs that grant focus, vigilance, and resistance to damage. These items can be crafted using various ingredients such as Sublimate of Belladonna, Solution of Night Orchid, and Vitriol. For gameplay tips, it's essential to focus on healing allies rather than dealing damage, making the most of bonus action heals, and utilizing area-based spells like Guiding Bolt for early nuke potential. Additionally, using cantrips when lacking spell slots or committed to a major offensive spell helps keep some slots in reserve. Area healing should be prioritized over single-target spells if multiple players need healing. The recent Patch 7 update has introduced minor bug fixes and cinematics changes affecting Shadowheart, but the developer's main focus is on modding capabilities, allowing for community-created content within the game. To continue crafting unique stories, this build guide maintains the core of Shadowheart while introducing fresh approaches in Baldur's Gate 3. As before, Shadowheart remains a reliable companion and character. For optimal results, recruit Shadowheart at the Abandoned Ruins beach with Life Domain Subclass. Stats: * Strength: 10 * Dexterity: 14 * Constitution: 16 * Intelligence: 8 * Wisdom: 16 * Charisma: 10 Feats: * Level 4: +2 Wisdom * Level 8: War Caster * Level 12: +2 Wisdom Looking for more Baldur's Gate 3 content? Check out our latest news and guides, or watch me play on Twitch or visit my YouTube channel!

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