You can use a holy symbol as a spellcasting focus for your cleric spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

**Spell Save DC:** 13
**Spell Attack Modifier:** +5
**Spell Slots:** 1st-level (2)

**Ritual Casting.** You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Spells:**
- Inflict a disease
- Protection from evil
- Protection from good
- Protection from undead
- Protection from alignment

**Damage Resistance:** You take 3 less damage from nonmagical weapons dealing bludgeoning, piercing, or slashing damage.

**Senses:**
- Passive Perception 15

**Languages:**
- Common
- Primordial

**Equipment:**
- Maul, longsword, chain mail, shield, holy symbol (amulet), explorer’s pack, navigator’s tools, money (50 gp)

**Feats:**
- **Heavy Armor Master.** While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3.

**Prepared Spells:**
- **Cantrips:** light, resistance, sacred flame
- **1st-level spells:** bane, fog cloud, healing word, inflict wounds, protection from evil and good, thunderwave

**Actions:**
- **Attack.** You can attack when you take this action, using the following:
  - **Maul.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2d6 + 3 bludgeoning damage.
  - **Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1d8 + 3 slashing damage.

**Reactions:**
- **Wrath of the Storm.** Inflict 2d8 lightning or thunder damage on an adjacent creature who hits you (Dexterity save for half damage).

**Options:**
- **Ritual Casting.** Cleric feature.
- **Spellcasting.** Cleric feature.

**Languages:**
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