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

**Divine Strike.** Tempest domain feature.

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.

**Divine Intervention.** Cleric feature, see below.

You can use your action to call on your deity. Describe the assistance you seek, then roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or domain spell would be appropriate. If your deity intervenes, you can’t use this feature again for 7 days. Otherwise, you can use it again after a long rest.

**Channel Divinity.** You have the ability to channel divine energy directly from your deity. When you use your Channel Divinity, you choose which effect to create. You can use this feature twice, then finish a short or long rest to replenish these uses.

**Ritual Casting.** Cleric feature.

**Spellcasting.** Cleric feature.

**Spells.**

- **1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2)**

**Options**

- **Ritual Casting.** Cleric feature.

**Spells.**

- **1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2)**

**Features**

**Divine Intervention.** You can use your action to call on your deity. Describe the assistance you seek, then roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or domain spell would be appropriate. If your deity intervenes, you can’t use this feature again for 7 days. Otherwise, you can use it again after a long rest.

**Channel Divinity.** You have the ability to channel divine energy directly from your deity. When you use your Channel Divinity, you choose which effect to create. You can use this feature twice, then finish a short or long rest to replenish these uses.

**Divine Strike.** Tempest domain feature.
**Domain: Tempest**

**Domain Spells.** Your clerical domain grants you certain spells that are always prepared, which do not count against the number of spells you can prepare each day. All of your domain spells count as cleric spells for you.

- **1st-level spells:** fog cloud, thunderwave
- **2nd-level spells:** gust of wind, shatter
- **3rd-level spells:** call lightning, sleet storm
- **4th-level spells:** control water, ice storm
- **5th-level spells:** destructive wave, insect plague

**Wrath of the Storm.** When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. You can use this feature 5 times. You regain all expended uses when you finish a long rest.

**Channel Divinity: Destructive Wrath.** When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

**Thunderbolt Strike.** When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

**Divine Strike.** Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 thunder damage to the target.

**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, spare the dying, thaumaturgy
- **1st-level spells:** bane, fog cloud, healing word, inflict wounds, protection from evil and good, thunderwave
- **2nd-level spells:** enhance ability, gust of wind, lesser restoration, shatter
- **3rd-level spells:** bestow curse, call lightning, dispel magic, mass healing word, revivify, sleet storm
- **4th-level spells:** banishment, control water, freedom of movement, ice storm
- **5th-level spells:** dispel evil and good, destructive wave, flame strike, insect plague

**Equipment**

Maul, longsword, splint mail, shield, holy symbol (amulet), holy symbol (emblem on shield), explorer’s pack, navigator’s tools, potion of healing (2), flask of holy water (2), vial of antitoxin, riding horse (with bit, bridle, riding saddle, saddlebags), money (129 gp)