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

Spellcasting Ability. You have the ability to cast divine spells. Wisdom is your spellcasting ability for your cleric spells. You use your Wisdom whenever a spell refers to your spellcasting ability.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose 9 spells. The spells must be of a level for which you have spell slots.

To cast a spell, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You have the ability to turn undead. When you can see or hear a creature that is a creature and is a construct, plant, or undead, you can try to turn it. A creature you can see or hear within 100 feet of you that you can turn has a special kind of resistance against your Turn Undead action.

A turned creature must spend its turns trying to move as far away from you as it can, and it can’t willingly move to a space within 30 feet of you. A turned creature can’t take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.

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.

You have the ability to channel divine energy directly from your deity whenever you can. You can use this ability a number of times equal to your Wisdom modifier when you prepared the domain for the day. When you use this ability, you can’t cast another spell until you finish a short or long rest.

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: gust of wind, shatter
2nd-level spells: call lightning, sleet storm
3rd-level spells::

Ritual Casting. Cleric feature.

Spells. Cleric feature.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-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. Cleric feature.

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3rd-level spells::

You can attack when you take this action, using the following:


Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 3 slashing damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can’t willingly move to a space within 30 feet of you. It also can’t take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there’s nowhere to move, the creature can use the Dodge action.

Destroy Undead. When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below CR 1/2.

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1st-level spells: gust of wind, shatter
2nd-level spells: call lightning, sleet storm
3rd-level spells::

You can attack when you take this action, using the following:


Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1d8 + 3 slashing damage.
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 4 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.

**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  

**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, revivify, sleet storm

**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)