

HUMAN CLERIC I



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 4 spells. The spells must be of 1st level.

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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 16 (18 with shield)

Hit Points 9 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Wis +5, Cha +3.

Skills Athletics +5, Insight +5, Medicine +5, Perception +5.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 15

Languages Common, Primordial

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.

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

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*

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

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.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (2)

one. You can use this feature 3 times. You regain all expended uses when you finish a long rest.

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*

EQUIPMENT

Maul, longsword, chain mail, shield, holy symbol (amulet), explorer's pack, navigator's tools, money (50 gp)

HUMAN CLERIC 2



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 5 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 16 (18 with shield)

Hit Points 15 (Hit Dice 2d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Wis +5, Cha +3.

Skills Athletics +5, Insight +5, Medicine +5, Perception +5.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 15

Languages Common, Primordial

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 (3)

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

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

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 must finish a short or long rest to use your Channel Divinity again.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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

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.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (3)

Channel Divinity. Cleric feature: *turn undead or destructive wrath.*

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.

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*

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 3 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*
1st-level spells: *bane, create or destroy water, fog cloud, healing word, inflict wounds, protection from evil and good, thunderwave*

EQUIPMENT

Maul, longsword, chain mail, shield, holy symbol (amulet), explorer's pack, navigator's tools, money (50 gp)

HUMAN CLERIC 3



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 6 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 16 (18 with shield)

Hit Points 21 (Hit Dice 3d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Wis +5, Cha +3.

Skills Athletics +5, Insight +5, Medicine +5, Perception +5.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 15

Languages Common, Primordial

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 (4), 2nd-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.

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

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 must finish a short or long rest to use your Channel Divinity again.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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

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.

Spell Save DC: 13

Spell Attack Modifier: +5

Spell Slots: 1st-level (4), 2nd-level (2)

Channel Divinity. Cleric feature: *turn undead or destructive wrath.*

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.

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*

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 3 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*

1st-level spells: *bane, fog cloud, healing word, inflict wounds, protection from evil and good, thunderwave*

2nd-level spells: *enhance ability, gust of wind, shatter, spiritual weapon*

EQUIPMENT

Maul, longsword, chain mail, shield, holy symbol (amulet), explorer's pack, navigator's tools, money (50 gp)

HUMAN CLERIC 4



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 8 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 16 (18 with shield)

Hit Points 27 (Hit Dice 4d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	18 (+4)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Wis +6, Cha +3.

Skills Athletics +5, Insight +6, Medicine +6, Perception +6.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 16

Languages Common, Primordial

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: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3)

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

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

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 must finish a short or long rest to use your Channel Divinity again.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any 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

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.

Spell Save DC: 14

Spell Attack Modifier: +6

Spell Slots: 1st-level (4), 2nd-level (3)

Channel Divinity. Cleric feature: *turn undead or destructive wrath.*

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.

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*

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 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.

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: *blindness/deafness, enhance ability, gust of wind, lesser restoration, shatter, spiritual weapon*

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.

EQUIPMENT

Maul, longsword, chain mail, shield, holy symbol (amulet), explorer's pack, navigator's tools, money (50 gp)

HUMAN CLERIC 5



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 17 (19 with shield)

Hit Points 33 (Hit Dice 5d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	18 (+4)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Wis +7, Cha +4.

Skills Athletics +6, Insight +7, Medicine +7, Perception +7.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 17

Languages Common, Primordial

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: 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.

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

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 must finish a short or long rest to use your Channel Divinity again.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

ACTIONS

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

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 2d6 + 3 bludgeoning damage.

Longsword. *Melee Weapon Attack:* +6 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.

Spell Save DC: 15

Spell Attack Modifier: +7

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

Channel Divinity. Cleric feature: *turn undead or destructive wrath.*

Destroy Undead. Cleric feature.

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.

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*

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 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)

HUMAN CLERIC 6



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 10 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 17 (19 with shield)

Hit Points 39 (Hit Dice 6d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	18 (+4)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Wis +7, Cha +4.

Skills Athletics +6, Insight +7, Medicine +7, Perception +7.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 17

Languages Common, Primordial

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: 15

Spell Attack Modifier: +7

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

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

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

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.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails

ACTIONS

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

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 2d6 + 3 bludgeoning damage.

Longsword. *Melee Weapon Attack:* +6 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.

Spell Save DC: 15

Spell Attack Modifier: +7

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

Channel Divinity. Cleric feature: *turn undead* or *destructive wrath*.

Destroy Undead. Cleric feature.

Thunderbolt Strike. Tempest domain feature.

its saving throw, it is turned for 1 minute or until it takes any 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.

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*

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 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.

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.

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, water walk*

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)

HUMAN CLERIC 7



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 11 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 17 (19 with shield)

Hit Points 45 (Hit Dice 7d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	18 (+4)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Wis +7, Cha +4.

Skills Athletics +6, Insight +7, Medicine +7, Perception +7.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 17

Languages Common, Primordial

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: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (1)

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

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

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.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails

ACTIONS

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

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 2d6 + 3 bludgeoning damage.

Longsword. *Melee Weapon Attack:* +6 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.

Spell Save DC: 15

Spell Attack Modifier: +7

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (1)

Channel Divinity. Cleric feature: *turn undead* or *destructive wrath*.

Destroy Undead. Cleric feature.

Thunderbolt Strike. Tempest domain feature.

its saving throw, it is turned for 1 minute or until it takes any 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.

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

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 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.

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.

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*

4th-level spells: *banishment, control water, ice 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)

HUMAN CLERIC 8



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 13 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 17 (19 with shield)

Hit Points 51 (Hit Dice 8d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	20 (+5)	12 (+1)

Proficiencies (+3 proficiency bonus)

Saving Throws Wis +8, Cha +4.

Skills Athletics +6, Insight +8, Medicine +8, Perception +8.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 18

Languages Common, Primordial

ACTIONS

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

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: 16

Spell Attack Modifier: +8

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

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

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.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails

Maul. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 2d6 + 3 bludgeoning damage.

Longsword. Melee Weapon Attack: +6 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.

Spell Save DC: 16

Spell Attack Modifier: +8

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (2)

Channel Divinity. Cleric feature: *turn undead* or *destructive wrath*.

Destroy Undead. Cleric feature.

Thunderbolt Strike. Tempest domain feature.

Divine Strike. Tempest domain feature.

its saving throw, it is turned for 1 minute or until it takes any 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.

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

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.

bit, bridle, riding saddle, saddlebags), money (129 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, 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, mass healing word, revivify, sleet storm*

4th-level spells: *banishment, control water, freedom of movement, ice 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

HUMAN CLERIC 9



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 14 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 17 (19 with shield)

Hit Points 57 (Hit Dice 9d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	20 (+5)	12 (+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Wis +9, Cha +5.

Skills Athletics +7, Insight +9, Medicine +9, Perception +9.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 19

Languages Common, Primordial

ACTIONS

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

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: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

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

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

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.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails

Maul. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 2d6 + 3 bludgeoning damage.

Longsword. Melee Weapon Attack: +7 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.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (1)

Channel Divinity. Cleric feature: *turn undead* or *destructive wrath*.

Destroy Undead. Cleric feature.

Thunderbolt Strike. Tempest domain feature.

Divine Strike. Tempest domain feature.

its saving throw, it is turned for 1 minute or until it takes any 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.

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.

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)

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, mass healing word, revivify, sleet storm*

4th-level spells: *banishment, control water, freedom of movement, ice storm*

5th-level spells: *destructive wave, flame strike, insect plague*

EQUIPMENT

Maul, longsword, splint mail, shield, holy symbol (amulet), holy symbol (emblem on

HUMAN CLERIC 10



“Hail pounding cobbled roofs into rubble, waves pulverizing rocks into pebbles, the crack of trees split by lightning, the crash of thunder, making the strongest men flinch... was there ever a more beautiful symphony?”

You are a worshiper of destructive weather: an initiate devoted to the wrath of thunder and the divine justice of lightning. You may not be the most popular priest in your community, but few are foolish enough to risk your ire.

BACKGROUND (PIRATE)

Your youth was spent on the high seas, as a crewmember on a ship of cutthroats. Your devotion to the gods of wrath began as simple rituals to ward off harsh weather. As you spent more years at sea, your bond with the forces of destruction grew ever stronger.

Bad Reputation. No matter where you go, people are afraid of you due to your reputation. When you are in a civilized settlement, you can get away with minor criminal offenses.

Faction. You are a member of the Zhentarim, an unscrupulous organization that seeks to gather economic and political control through both legitimate and shady means.

Personality Trait. You like a job well done, especially if you can convince someone else to do it.

Ideal. The sea is freedom—the freedom to go anywhere and do anything.

Bond. The ship is most important—crewmates and captains come and go.

Flaw. Once someone questions your courage, you never back down no matter how dangerous the situation.

CLERIC FEATURES

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 15 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.

CHARACTER NAME

Medium humanoid (human), Tempest domain, chaotic neutral

Armor Class 17 (19 with shield)

Hit Points 63 (Hit Dice 10d8)

Speed 30 ft.

STR	DEX	CON
16 (+3)	8 (-1)	13 (+1)
INT	WIS	CHA
10 (0)	20 (+5)	12 (+1)

Proficiencies (+4 proficiency bonus)

Saving Throws Wis +9, Cha +5.

Skills Athletics +7, Insight +9, Medicine +9, Perception +9.

Armor All, shields.

Weapons Simple, martial.

Tools Navigator's tools, vehicles (water)

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

Senses Passive Perception 19

Languages Common, Primordial

ACTIONS

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

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: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-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.

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

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.

Channel Divinity: Turn Undead. As an action, you present your holy symbol. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails

Maul. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 2d6 + 3 bludgeoning damage.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 slashing damage.

Divine Intervention. Cleric feature, see below.

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.

Spell Save DC: 17

Spell Attack Modifier: +9

Spell Slots: 1st-level (4), 2nd-level (3), 3rd-level (3), 4th-level (3), 5th-level (2)

Channel Divinity. Cleric feature: *turn undead* or *destructive wrath*.

Destroy Undead. Cleric feature.

Thunderbolt Strike. Tempest domain feature.

Divine Strike. Tempest domain feature.

its saving throw, it is turned for 1 minute or until it takes any 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.

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.

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)