Prepared Spells = 7 per day

Tempest Domain Spells (always known, but take spell slots)

**Fog Cloud (1st)** You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

**Thunderwave** (1st) A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

**Wrath of the Storm**

When hit with an attack within 5ft, make attacker do dex saving throw against Spell Save. If fail, 2d8 lighting or thunder damage, or 2d8/2 on success. Can do (wis mod) times per day, regain with long rest.

**Channel Divinity**

Once per long or short rest.

Turn Undead – Undead within 30 feet must make wisdom saving throw. If fails, 1 minute of being ‘turned’. Turned means they most try to get away from you, and will try to as fast as possible (Dash). It may also try to escape any effect that prevents it from moving or will use a dodge action if it cannot get away from you.

Destructive Wrath – When you roll thunder or lighting damage, deal max damage instead of rolling.

# Cantrips

**Sacred Flame**

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

**Spare the Dying**

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

**Word of Radiance**

You utter a divine word, and burning radiance erupts from you. Each creature of your choice that you can see within range must succeed on a Constitution saving throw or take 1d6 radiant damage.  
The spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

**Guidance**

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

# 1st Level

**Detect Evil and Good**

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

**Healing Word**

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

**Protection from Evil and Good**

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, celestials, elementals, fey, fiends, and undead.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be [charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed), [frightened](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Frightened), or possessed by them. If the target is already [charmed](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Charmed), [frightened](https://www.dndbeyond.com/compendium/rules/basic-rules/appendix-a-conditions#Frightened), or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

# 2nd Level

**Aid**

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, a target's hit points increase by an additional 5 for each slot level above 2nd.

**Spiritual Weapon**

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above 2nd.

**Prayer of Healing**

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

**At Higher Levels.**When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.