Cleric Hearth dOMAIN

FOSTERED AROUND THE
warmth of the hearth, community is
the heart of a thriving society. It is a
place where virtues like compassion,
cooperation, and resilience are
seeded and cultivated. The gods of this domain
inspire the nurturing of communal bonds and
protection of the vulnerable, often likening the
capacity for growth they offer to the hearth’s
firelight.
Clerics of the Hearth bless new homes,
mediate conflicts, and reinforce mutual
support, acting as stewards of unity.
They see every act of kindness
and shared meal as strengthening
the community as a whole.
Their magic heals and
protects, embodying
the enduring power
of unity.

Domain Spells
1st-level Hearth feature
You gain domain spells at the cleric levels listed
in the Hearth Domain Spells table. See the
Divine Domain class feature for how domain
spells work.

Hearth Domain Spells

Cleric Level Spells

1st alarm, sanctuary

3rd aid, calm emotions

5th beacon of hope, tiny hut

7th guardian of faith, private sanctum

9th hallow, telepathic bond

PBonus Proficiencies

1st-level Hearth feature

When you choose this domain at 1st level, you gain proficiency with cook’s utensils. You also gain proficiency in the Insight or Persuasion skill (your choice).

Embrace and Exile

1st-level Hearth feature

Also at 1st level, your magic embodies the warmth of your community or the coldness towards those who reject or harm it. When you cast a spell using a spell slot that targets a willing creature, that creature also regains 1d6 hit points. If you cast a similar spell that targets an unwilling or hostile creature, and they are hit by the spell or fail their saving throw, you may deal 1d6 psychic damage to them.

This die increases to a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Channel Divinity: Hearth’s Spark

2nd-level Hearth feature

Starting at 2nd level, you can use your Channel Divinity to bolster the resolve and spirit of your community.

As an action, you present your holy symbol and choose a number of creatures within 30 feet of you, up to a maximum of your Wisdom modifier (minimum of one). Each creature gains

temporary hit points equal to 2d6 + your Cleric level. While these temporary hit points last, a creature can take the Help action as a bonus action.

United we Stand

6th-level Hearth feature

At 6th level, you inspire unity among your allies even in dire circumstances. As a reaction, when you and one or more allies within 30 feet are required to make a saving throw, you can allow your allies to use your saving throw result in place of their own against the effect.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Potent Spellcasting

8th-level Hearth feature

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Kidred’s Hearth

17th-level Hearth feature

Starting at 17th level, you can infuse an area with the radiant energy of unity and warmth shared around the hearth, creating a sanctum of protection. As an action, you can create a stationary sphere with a 30-foot radius centered on you that lasts for 1 hour. Whenever an ally starts their turn in the aura, they gain temporary hit points equal to 1d6 + your Wisdom modifier. In addition, they gain a bonus to all attack rolls and saving throws equal to the roll on the d6, until the start of their next turn. You can use this feature once before you finish a long rest.

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