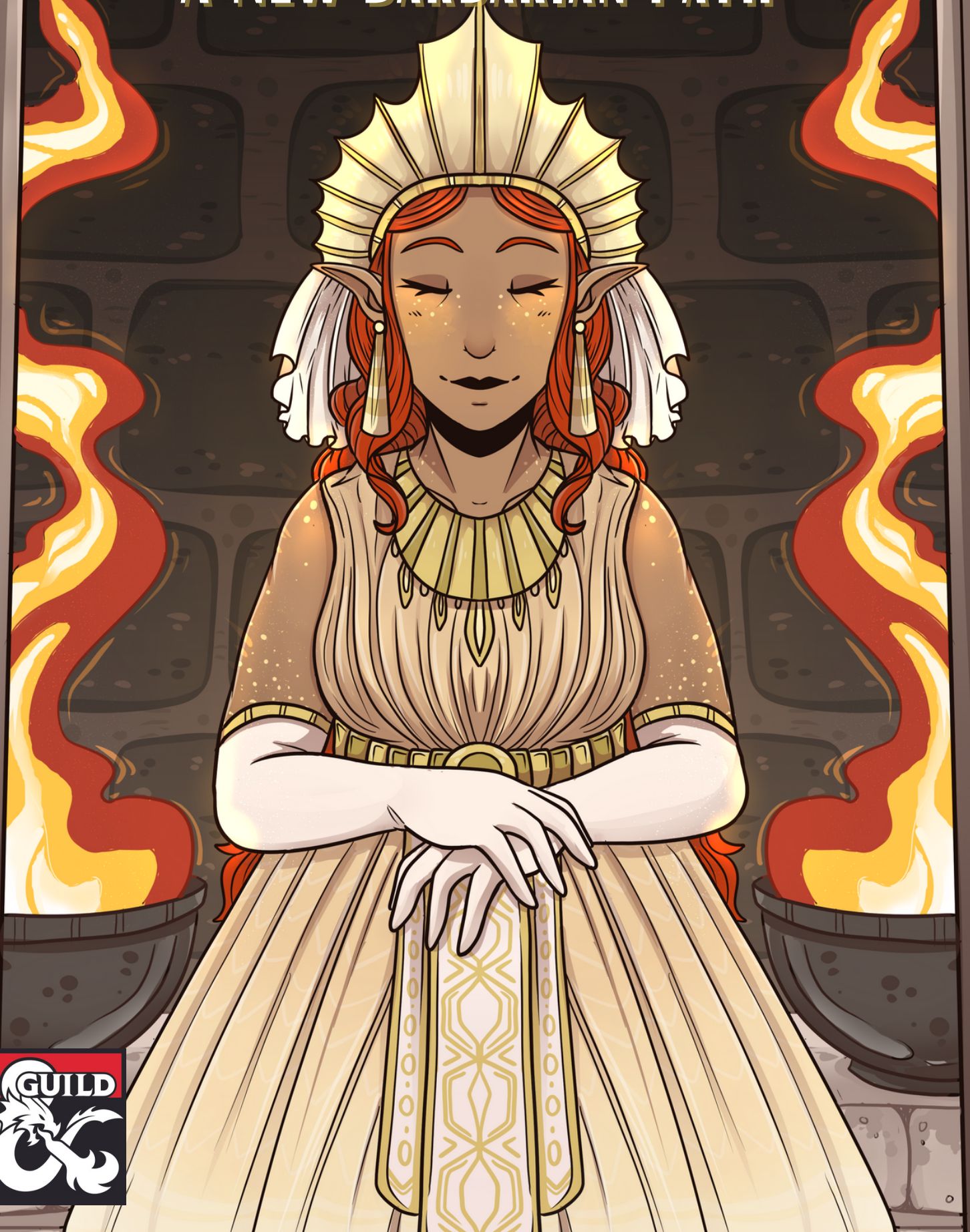


# BLOOD OF THE TITANS

# PATH OF THE HEARTHKEEPER

## A NEW BARBARIAN PATH





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Blood Of The  
TITANS



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# ~ PATH OF THE HEARTHKEEPER ~

Unlike typical barbarians, those who follow the path of the Hearthkeeper are fueled by passion, not rage. The few who take on the mantle of Hearthkeeper serve the goddess Hestia, or others like her, and seek to do their part in stoking the fires of domesticity through serving others. Hearthkeepers consider their adventuring party to be the family chosen for them by whichever deity they follow, and will stop at nothing to protect them.

## FLAME OF THE HEARTH

Starting when you choose this path at 3rd level, you learn the produce flame cantrip if you don't already know it. Constitution is your spellcasting ability for this spell.

As a reaction when an ally within 30 feet would be hit by a weapon attack, you can hurl the flame at their attacker (as long as they are also within 30 feet of you). The attacker must make a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier) or have 1d8 damage deflected from the triggering attack and back at them. You can use this reaction a number of times equal to your Constitution modifier, and regain spent uses upon finishing a long rest.

## FIRST DEVoured

By 6th level, you have been forged by the fires of the hearth and come out stronger. You gain resistance to fire damage, and fire damage you deal ignores resistances.

## LAST YEILDED

At 10th level, you gain the ability to strike with deadly patience. When you first enter combat, after you roll initiative, you can choose to instead take your turn after the last ally in the initiative order. When you do so, you can take two turns back-to-back. After using this feature, you take all further turns at the initiative you rolled in the beginning. Once you've used this feature, you must finish a short or long rest before doing so again.

## EVER BURNING FLAME

Starting at 14th level, you emit a constant aura of flame while raging. Whenever you would be hit with a melee weapon attack while raging, the attacker takes 1d8 fire damage and you gain temporary hit points equal to the damage dealt.

