

PATH OF THE MIGHTY

You began with throwing sticks, then stones. Eventually the sticks and stones changed, becoming darts, shotput, or other sports. But you were destined for more. Heavier and heavier stones, larger and larger sticks - boulders and cabers, ever increasing in heft. Anything you can lift, you can throw. And anything you can throw, you can triumph with.

BLADE FLINGER

When you take this archetype at 3rd level, you gain proficiency with throwing weapons not usually meant to be thrown. You can treat clubs, greatclubs, morning stars, battleaxes, greataxes, mauls, war picks, and warhammers as throwing weapons, which gain the Thrown property with a range of 15/30. Attacks with these weapons benefit from your bonus Rage damage and can be used with your Reckless Attack feature.

Additionally, you can use any log, stone, or other object of a similar size and weight to a club as a thrown weapon, treating it as a club if wood, or a greatclub if stone or metal. These benefit from your bonus Rage damage, but cannot be used with your Reckless Attack feature.

TOSSING SHOVE

Also at 3rd level, your skill with lifting and tossing objects extends to throwing allies and sending enemies flying. To do so, you must be raging and the affected creature must be your size or smaller.

You can throw willing creatures a distance equal to five times your Strength modifier. You fall prone immediately after throwing unless the creature is at least one size smaller than you. The thrown creature must make a DC 15 Acrobatics check or fall prone when they land.

Additionally, once per turn you can double the distance you shove a creature by using a bonus action. You can also turn the creature and shove it in any horizontal direction that isn't directly behind you. A creature that is two or more sizes smaller than you can be shoved in any direction horizontal to you.

LONG THROW

Also at 6th level, the range of thrown weapons from your Blade Flinger feature increases to 25/50. This increases again to 30/60 at 20th level.

Additionally, you can throw any object bigger and heavier than a handaxe but smaller and lighter than a maul up to 300 feet, though you can't aim with precision and can only choose a 10ft square where the object will land. You can throw a grappling hook or other object with a rope attached up to 200ft. Objects thrown for these distances do not deal damage on impact.

HURL CREATURE

Beginning at 6th level, you truly master throwing other creatures. While grappling a creature your size or smaller, you can use an action to throw them at a targeted location or creature. When thrown, the creature has a range of 10/20. The effects of the throw depend on the size of the thrown creature.

When targeting a creature, it must make a Dexterity saving throw. Your save DC is equal to 8 + your Strength modifier + your proficiency bonus. A thrown creature falls prone after landing. All damage dealt is bludgeoning damage. After throwing a creature your size or larger, you had disadvantage on all grappling checks until the end of your next turn.

Tiny. The thrown creature takes damage equal to 2d6 plus your Strength modifier. A targeted creature takes damage equal to twice your Strength modifier on a failure, and none on a success.

Small. The thrown creature takes damage equal to 1d12 plus your Strength modifier. A targeted creature takes damage equal to 1d12 plus your Strength modifier and bonus rage damage on a failure, or half as much on a success.

Medium. The thrown creature takes damage equal to 1d10 plus your Strength modifier. A targeted creature takes damage equal to 1d10 plus your Strength modifier and bonus rage damage on a failure, or half as much on a success.

Large. Exactly as above, save that all creatures within 5 feet of the target location or creature must also make a saving throw. Larger creatures function identically, and only improve the size of the impact area by 5 feet per size category above Large.

INCREASING MIGHT

Starting at 10th level, you may now use Tossing Shove and Hurl Creature while not raging. You can shove a creature one size larger than you with Tossing Shove, but only directly forwards. You can also throw a creature one size larger than you with Hurl Creature, but the range is decreased by half.

Additionally, you do not suffer disadvantage when making ranged attacks with throwing weapons without the Finesse property.

WIELD CREATURE

Starting at 14th level, your enemies become just another weapon in your arsenal. While raging, you can grapple a creature and choose to wield them as a weapon. You can make only one attack per turn in this way, and cannot wield any other items. After each attack, hit or miss, the creature can attempt to escape. On a hit, roll damage both for the creature you struck as well as the creature being wielded as a weapon.

Creatures that are Tiny or smaller cannot be used for this feature. Small creatures deal damage as a greatclub, while Medium creatures deal damage as a warhammer when wielded in two hands. Large creatures deal damage as a maul that has the Reach property. Creatures of larger sizes continue to deal damage as a maul with Reach, but add +5 in bonus damage for each size category above Large.