

# OATH OF THE HURLER



GUILD

MATTHEW  WHITBY

# OATH OF THE HURLER

**T**HE OATH OF THE HURLER IS ONE OF battle and balance, determination and deliverance, and, well... ultimately hurling heavy objects at all who oppose you. Paladins of this oath are often athletic specimens whose ability to throw is represented by bulging upper bodies or countless dents across their hurled weapon. They're careful and considerate, knowing that they only have one chance to hurl their weapon, so that strike must be just and aimed true. This oath suits nomads or military paladins, whose concept of justice is delivered one thrown warhammer at a time.

## HURLER ORIGINS

### d6 Origin

- 1 **Olympian.** From all of those in your hometown, none could compete with your athletic talent for throwing things far into the horizon.
- 2 **Stone Skipper.** What started as a pastime turned into an obsession, and that obsession turned into a mastery of hurling stones across both water and land.
- 3 **Heirloom.** Passed down from parent to child for countless generations, this weapon begs to be thrown, with each dent, scuff, and crack telling its own tale.
- 4 **Irreplaceable.** This otherwise unassuming weapon has an uncanny habit of getting lost and always finding its way back to you, no matter how many times it's hurled.
- 5 **Regret.** In your darkest hour you threw something you never should have, losing it forever. You've vowed to only hurl when absolutely necessary.
- 6 **Military.** Perhaps dwarven in nature, you were assigned to and trained by a division of skilled hurlers to rain devastation on your foes.

### IRREPLACEABLE

*Weapon (any thrown), uncommon (requires attunement)*

While attuned to this otherwise unassuming weapon, it has an uncanny ability to return when lost. Regardless of the conditions under which it was lost, when you finish a short or long rest this weapon appears within 10 feet of you as if it was there the entire time.

## TENETS OF THE HURLER

A paladin who takes the Oath of the Hurler vows to be vigilant, to be a distant sentinel who strikes only when absolutely necessary. Such strikes should be deliberate and honed.

***Be Deliberate.*** True strength comes from surveying a situation and knowing when, where, or who to strike. If done correctly, a hurler's intervention should equate to a divine strike.

***Aim True.*** A weapon hurled is a weapon lost. There are no second chances, so when you aim; aim true.

***Strike from Afar.*** Your actions have far reaching consequences. This range of influence is far greater for you, and should be leveraged at every available opportunity.

***Smite the Wrongdoers.*** You are blessed to smite evil without having to come face to face with it. This duty, this responsibility, should only be used against those deserving of smiting.

## SMITE OF THE HURLER

### *3rd-level Oath of the Hurler feature*

When you take this sacred oath, you harness the ancient power of hurlers to empower thrown weapons with the divine energy of your deity. You can use your Divine Smite feature, and trigger your paladin smite spells (such as *branding smite*), when you hit a creature with a ranged attack using a thrown weapon.

## OATH SPELLS

### *3rd-level Oath of the Hurler feature*

You gain oath spells at the paladin levels listed in the Oath of the Hurler table. See the Sacred Oath class feature for how oath spells work.

## OATH OF THE HURLER SPELLS

### Paladin Level    Spells

3rd    *catapult, guiding bolt*

5th    *branding smite, magic weapon*

9th    *conjure barrage, lightning bolt*

13th    *locate creature, staggering smite*

17th    *banishing smite, holy weapon*

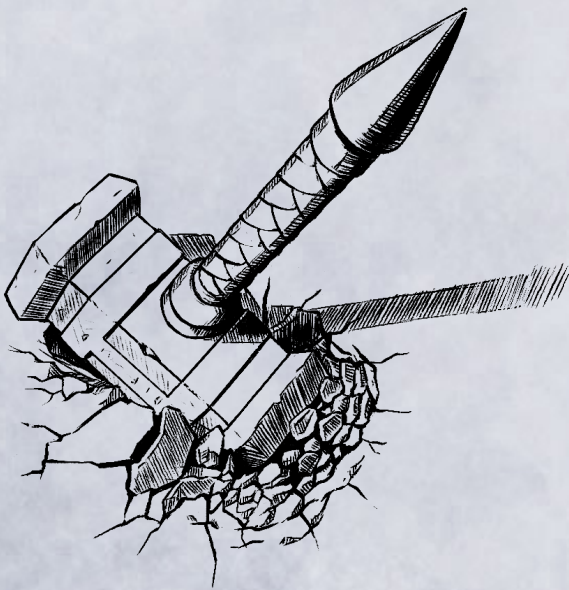
## CHANNEL DIVINITY

### 3rd-level Oath of the Hurler feature

You gain the following Channel Divinity options. See the Channel Divinity class feature for how Channel Divinity works.

**Throw True.** As a bonus action, you can use your Channel Divinity to empower your throws. For the next minute, you add your Charisma modifier to ranged attack rolls made with thrown weapons (minimum of +1), and a creature hit by one of these attacks is outlined by a faint glow until the end of your next turn. The first time a creature makes an attack roll against a glowing creature, it has advantage on the attack roll.

**Recall** Immediately after you deal damage to a creature with your Divine Smite feature or a smite spell, you can use your reaction to recall the thrown weapon in a straight line to your empty hand. Each creature in the line must make a Dexterity saving throw against your paladin spell save DC. On a failed save, a creature takes damage of the weapon's type equal to the weapon's damage die plus your Strength modifier, and is stunned until the end of its next turn.



## AURA OF THE GAMUT

### 7th-level Oath of the Hurler feature

You emit an aura that magically propels projectiles around you with frightening accuracy. Ranged attacks made by you and friendly creatures within 10 feet of you increase their range by 30 feet and ignore half cover while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

## ARMORY OF ELYSIUM

### 15th-level Oath of the Hurler feature

Your unquestionable faith has allowed you to summon forth temporary weapons from the gods' themselves, forged specifically to be thrown. On your turn, you can summon a divine weapon in your hand, no action required, which takes the form of a thrown weapon of your choice. You are proficient with the divine weapon, and it deals radiant damage equal to 2d8 + your Charisma modifier on a hit.

When you take the Attack action and are holding a divine thrown weapon, you can forgo one attack roll to instead throw it unerringly at a creature within range. That creature regains hit points equal to 2d8 + your Charisma modifier.

After you have dealt damage or restored hit points with a divine thrown weapon, it vanishes. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### MAUL OF CAPTURED THUNDER

*Weapon (warhammer), very rare (requires attunement)*

This +2 warhammer has an azure gem embedded into the head that crackles with lightning. When you hit with a ranged attack using this weapon, you can use your reaction to cast *lightning bolt* at that creature without expending a spell slot, no components required. This version of the spell does not extend past the creature you damaged with the triggering weapon attack. Once this property has been used, it can't be used again until the next dawn.

## MORTAL TREBUCHET

### 20th-level Oath of the Hurler feature

You become imbued with the constructed essence of a trebuchet, raining down untold destruction from afar. As a bonus action, you gain the following benefits for 1 minute:

- You have advantage on ranged attack rolls using thrown weapons.
- Your ranged attacks using thrown weapons ignore full cover.
- Your thrown weapon attacks increase their damage by one damage die for every 10 feet between you and the target (rounded down).

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a 5th level spell slot to use this feature again.

The Oath of the Hurler is one of battle and balance, determination and deliverance, and, well... ultimately hurling heavy objects at all who oppose you.

Paladins of this oath are often athletic specimens whose ability to throw is represented by bulging upper bodies or countless dents across their hurled weapon.

Presenting the...

***Oath of the Hurler***

For use with the fifth edition Player's Handbook, Monster Manual, and Dungeon Master's Guide

