



RANGER ARCHETYPE

SEA DOG

These rangers are master fishermen, capable of netting and harpooning deadly prey. They excel at capturing dangerous sea creatures but can also apply their skills against anything else unfortunate enough to draw their ire. Once a target is harpooned or netted by a sea dog, escape becomes painfully difficult as the ranger reels in its prey.

As their name implies, most sea dogs come from coastal or seafaring backgrounds, with many being career fishermen or sailors. However, some specialize in freshwater hunting and prefer to stalk rivers and large lakes.

Sea dogs are notorious for obsessing over specific beasts that have eluded their nets. The more times the creature slips through their grasp, the more the sea dog fixates on capturing its quarry. Epic nautical quests have arisen out of the fisherman's burning desire to hunt down particularly dangerous and elusive sea monsters.

SEA DOG MAGIC

3rd-level Sea Dog Feature

You learn one or more additional spells when you reach certain levels in this class, as shown in the Sea Dog Spells table. These spells count as a ranger spell for you, but they don't count against the number of ranger spells you know.

Additionally, your ranger spells that target a flat surface can target the surface of water, so long as the surface remains relatively calm. Running water does not impede *locate creature* for you, and you can use it to sense creatures in the same body of water as you up to a mile away.



SEA DOG SPELLS

Ranger Level	Spells
3rd	<i>snare</i> **
5th	<i>earthbind</i> *
9th	<i>water walk</i>
13th	<i>locate creature</i>
17th	<i>maelstrom</i> *

WISENED SAILER

3rd-level Sea Dog Feature

You gain proficiency with your choice of cartographer's tools, navigator's tools or water vehicles, and you gain a swim speed equal to your move speed.

Additionally, whenever you make a skill check to interact with a body of water or an aquatic creature, if you have proficiency in that skill, you apply double your proficiency bonus to the check.

Finally, if you would apply your Dexterity modifier to the AC granted by armor, you may apply your Wisdom modifier instead.

*Found in *Elemental Evil Player's Companion*

**Found in *Xanathar's Guide to Everything*

COMBAT ANGLER

3rd-level Sea Dog Feature

You're skilled at overcoming dangerous quarry with nets and harpoons, granting you the following benefits:

- You treat harpoon weapons (described at the end of the document) as having the *light* property while only wielding those weapons or nets and can draw or pull a harpoon back as part of an attack made with it.
- When you make an attack with a harpoon weapon in one hand, you can use a bonus action to make a net attack with the other hand. You can mark a creature with *hunter's mark* as part of the same bonus action.
- When you hit a creature with a net, you may tether your target the same way you tether with a harpoon. The tether has the same DC to snap, AC to hit, and damage needed to break as the net it's attached to, and a creature that breaks free of the net is no longer bound by the tether.
- Being within 5 feet of a creature doesn't impose disadvantage on your attack rolls with nets against it if it's your favored enemy or it's effected by your *hunter's mark*.
- If a target creature is in water and you are out of the water, you have advantage on attacks with harpoons and nets against it and on opposed checks made to prevent it from dragging you by your tethers.

ROPE MASTER

7th-level Sea Dog Feature

You can now net Huge creatures, and the nets you use to restrain creatures and the tethers you have attached to creatures gain the following benefits:

- Their AC and the DC of the check needed to break them both increase by an amount equal to your Wisdom modifier.
- The damage needed to break them increases by an amount equal to half your ranger level (rounded up).

DOGGED FISHERMAN

11th-level Sea Dog Feature

When a creature escapes from the tether of your net or harpoon you gain the following benefits.

- You can treat it as a favored enemy, if you do not do so already.
- You have advantage on Investigation, Survival, and Perception checks made to find or track it.

This effect ends when the target creature is reduced to 0 hit points or when you tether another creature with a net or harpoon attack.

LEVIATHAN HUNTER

15th-level Sea Dog Feature

When a creature attempts to use teleportation or interplanar travel to escape your nets or tethers, it must first make Charisma saving throw against your spell save DC. On a success, the creature can use that magic to escape. On a failure, the creature can't escape and wastes the use of the spell or effect.

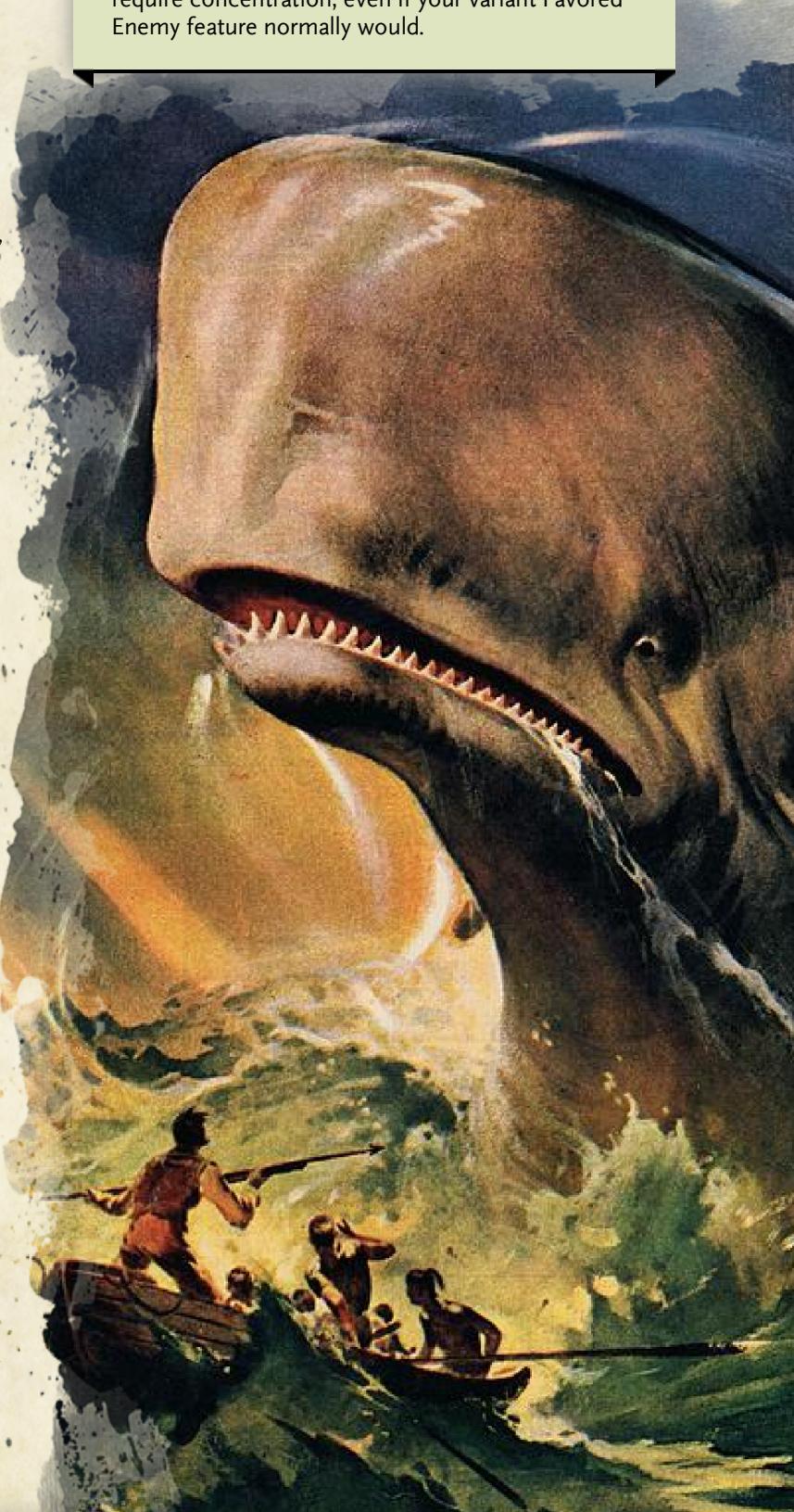
Additionally, once per turn, when you damage a creature restrained or tethered by one of your nets or harpoons with a weapon attack, you can deal additional damage equal to a roll of its hit dice.

VARIANT RANGERS & FAVORED ENEMY

If you are using the standard PHB ranger, Dogged Fisherman does not grant you languages as the Favored Enemy feature would.

If you are using variant ranger rules which replace the Favored Enemy feature with an ability that marks specific targets, use the effects of that feature in place of Favored Enemy for any Sea Dog abilities that refer to Favored Enemy.

The effect from Dogged Fisherman does not require concentration, even if your variant Favored Enemy feature normally would.



HARPOONS

The following content can be used to add harpoon weaponry to your game world. The Harpoon Master feat can help players specialize in using these weapons, and the statistics for the Rope Qualities can be used to upgrade the reliability of harpoon tethers and net weapons.

HARPOON WEAPONS

HARPOON GUN

ranged weapon (*martial, crossbow*)

Damage: 1d6

Damage Type: Piercing

Properties: Ammunition (range 30/120), loading, special

Cost: 90 gp, ammo: 2gp (1gp for the bolt, 1gp for the rope)

Weight: 4 lb

HARPOON SPEAR

melee weapon (*martial, spear*)

Damage: 1d6

Damage Type: Piercing

Properties: thrown (range 20/60), special, versatile (1d8)

Cost: 2 gp (1gp for the spear, 1gp for the rope)

Weight: 4 lb

Harpoons. You can choose to tether yourself with a rope to a creature or object you hit with the harpoon; otherwise, you can pull the harpoon back to yourself as an object interaction. If you choose to tether yourself, the hand you used to make the attack becomes occupied maintaining the tether. You cannot maintain multiple tethers in one hand.

Once per turn, you can make an opposed Strength check against a creature you have tethered (no action required). On a success, you can drag the tethered creature towards you. Doing so uses up 5 feet of movement for every 5 feet you drag it unless the creature is two or more sizes smaller than you. A tethered creature can attempt to do the same to you on its turn, though if you fail the opposed Strength check, you can choose to drop the tether rather than be dragged by it. Any time an opposed Strength check is made between you and a tethered creature, if both of you roll a 12 or higher on this check, the tether snaps.

Any creature within 5 feet of a tethered creature (including the tethered creature) can use an action to remove the harpoon. Doing so deals an additional 1d6 weapon damage to the creature as the harpoon is removed. Dealing 5 slashing damage to the tether (AC 10) also snaps it.

If you recover a harpoon spear or a harpoon gun bolt with a snapped rope, you can replace the rope over 10 minutes, using 1gp worth of rope and other supplies. This can be done over the course of a short or long rest.



NEW FEAT: HARPOON MASTER

You've learned how to use harpoons to maximum effect in combat. When you take this feat, you gain the following benefits.

- Your Strength or Dexterity score increases by 1, to a maximum of 20.
- Creatures you've hit with harpoons have their speed reduced by 15 feet until they've removed the harpoon.
- If a creature is concentrating on a spell and ends its turn while impaled by a harpoon you hit it with, it must succeed on a DC 10 Constitution saving throw to maintain concentration.

ROPE QUALITY FOR NETS & HARPOONS

Players can gain access to higher-quality rope for nets and harpoon tethers by paying more gold. The following table describes the gp cost for each level of quality. Each table row can be used to describe a net or the rope and supplies needed to attach a tether to a harpoon. In the case of nets, the gp cost describes the overall cost of the net. In the case of harpoon spears and gun bolts, the gp cost describes the added cost of upgrading the item's quality, which can also be done when replacing a snapped tether.

ROPE QUALITIES

Cost	Break DC (Harpoon)	Break DC (Net)	Rope AC	Cumulative Damage to Cut
1gp	12	10	10	5
50gp	15	13	13	10
200gp	18	16	16	15

ART CREDIT

- Deadeye Quartermaster - Josh Hass, Wizards of the Coast
- Moby Dick - James Edwin McConnell
- Deadeye Brawler - Jesper Ejsing, Wizards of the Coast

1.0.0

- Public release

REFERENCED DOCUMENTS

- Harpoons 1.0.0