



ANGLER RANGER

NEW RANGER ARCHETYPE

Rangers guard the realms against all manner of evil, both natural and unnatural. These intrepid hunters are as capable of felling great beasts as they are hiding in plain sight. Masters of tracking and survival skills, rangers are often the first to discover and warn others of impending danger, calling upon natural magics to aid them in their attempts to rid the world of corruption. Depending on their origin and focus, a ranger is just as likely to be seen traversing cursed swamps as they are to be leaping from rooftops in new and mysterious planes of existence.

ANGLER

Anglers are rangers that revel in maritime battles of attrition and grit. While anyone can be a fisher, an Angler uses the lessons they've learned on the water as a basis for how they hunt across the multiverse.

ANGLER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Angler Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

ANGLER SPELLS

Ranger Level	Spells
3rd	<i>entangle</i> (looks like a large fishing net)
5th	<i>rope trick</i>
9th	<i>water walk</i>
13th	<i>black tentacles</i>
17th	<i>hold monster</i>

ANGLER WEAPONS

Starting at 3rd level when you choose this archetype, using a net at long range doesn't impose disadvantage on the attack roll with it. Furthermore, you can magically repair a destroyed net you're holding using an action. Once you have the Extra Attack feature, attacking with the net does not prevent you from making a second attack as part of the Attack action.

In addition, javelins, spears, and tridents are considered to be finesse weapons for you.

REEL IN

Also at 3rd level, when you hit a creature with a weapon attack, that creature takes an extra 1d4 force damage from the attack as it's pierced by a spectral hook, which remains until the end of your turn. A creature is hooked while the hook remains.

You can use a bonus action on each of your turns to pull any hooked creature that's Large or smaller up to 5 feet toward you, or 10 feet if it's underwater. If you hit a creature with a thrown weapon on your turn, that weapon is magically pulled back to your open hand or dropped at your feet (your choice) as part of this bonus action. Alternatively, you can use a bonus action to magically pull any weapon you've thrown on your turn back to your open hand, provided that you can see the weapon within 60 feet of you. You choose which affected creatures or weapons are pulled each time you use this feature.

SEA LEGS

By 7th level, you're at home on the water and can resist the push and pull of its tides. You gain a swimming speed equal to 10 + your walking speed, and can hold your breath for up to 10 minutes. If you're moved against your will, the distance you're moved is reduced by 10 feet (to a minimum of 0 feet). You also have advantage on saving throws against being knocked prone, and if you're more than 5 feet away from a target that's prone, your attack rolls against it aren't made with disadvantage as a result of that condition.

BARBED

Starting at 11th level, the force damage from Reel In increases to 1d6. Further, when you use the bonus action from that feature, any creature affected by it, even if it isn't moved, can't make opportunity attacks against you for the rest of the turn.

In addition, nets you throw have an escape DC equal to your ranger spell save DC. Whenever a creature fails to escape from a net that you threw or an *entangle* spell that you cast, that creature immediately takes 1d6 piercing damage and is moved horizontally up to 5 feet in a direction of your choice. Moving a creature in this way also moves the net it's restrained by, and if a creature is moved outside the area of an *entangle* spell you cast in this way, it is no longer affected by the spell.

MASTER ANGLER

By 15th level, your skill as an angler is unmatched. You can now move a creature of any size using the bonus action from Reel In. Further, the maximum distance you can move a creature with it is doubled, and you can choose to push, rather than pull, any creature affected by it, as if by a crashing wave. When you push a Medium or smaller creature in this way, it must also make a Strength or Dexterity saving throw against your ranger spell save DC (its choice). On a failure, the creature is knocked prone.

THIS CONTENT IS MADE POSSIBLE BY HEROES LIKE YOU

This monthly content takes multiple artists, designers, writers, and editors to make each month. Your extraordinary pledge helps sustain this monthly effort, and earns you a special place here in this document. Thank you so much for your continued enthusiasm and support: it truly makes a difference to not only me, but to the creators who help produce this content and to everyone around the world who gets to enjoy it. You are truly the legendary heroes among us.

Aaron P	Danielle "Elle" Lindell	Jamie Chang	Nathan Thompson	The murderous Pango-
Aaron Simrell	Darion Nutter	Jay Sridharan	Nick Howard	lin who secretly lives
Abby	Dark_Lord	Jayden	Odd	in your sock drawer
Adam Hutchens	David Bonney	jeddai	Ofearthandiron	TheBoneMan
Adam Portman	DenimDan	jennifer laitinen	Ofyuff	TheJmanSim
Alex Abbs	DeoRexus	Jesse Mester	Oliver Short	TheMadArkitekt
All-Father Asatru	Derelle Redmond	Jintasan	Pat F	TheNocturnist
Alp Turan	Desmond Wooten	joe somoza	Pearl Taylor	thirteen_one
AmusedSnoopy	Devin White	JollySwagman	Pedro Preciat	Thomas Hull
Andre	Diego Calderon	Jon	Peter Collins	Thomas Nab
Andrew McGregor	DM Dan	Jonatan Pedersen	Peter Lubinsky	Timmy Janick
AndrewRP8023	DomPrez	Jordan Moore	Ploiky	Tirent_Tv
Angela Wanden	Dr.Wolfenstein	Jose miramontes	Qpblazer	Tobias Rohrbasser
Anthony Grabow	DragonQueen73	Joseph Rogers	Quentin Keller	Tom Naylor
Anthony LaGrega	Duncan Cuny	Joseph Siharath	Raoul Blease	Topside21
Anthropos	Elaina	Joshua	Raptor12002	Tori O'Brian
Arkmine	Eldritch Quinn	Joshua Mzingo	Remy Starshade	Trevor Marcene Golden
Arteroc	Eli Reiser	Joshua Pittman	Reyna Stevenson	Trey Steele
Arturo Marin	Elizur Robinson	Juan Rivera	Rhidian	Valken
Ashton Koehler	Emily Kline	Kalei	Richard	Vazir
Axio	EmrakulandtheGang	karin adar	Richard Bristow	Vebril Eladriandill
Bart Reyniers	Eric Hodge	Kassogtha	Righteous	Vhostym
Ben Davies	Erika Promislow	katelin schroeder	Robin Cornell	Vikki Thunder
Ben Turner	Ethan Nestel	Kenny Ritz	Rocco Patel	Violet Phoenix
Benjamin Long	Fortunato Martinez	Keyyan Taylor	Ron Jennings	VoxFatum
Blasticus	Fox90	Kierian Prince	Rose	Walter N Baker
Braden Mount	FreedomXIII	Kisaiya	Roshan Kharbanda	Wren
Brady Woods	G.G Jolteon69	Kobould	Rusty	xander serna
Brandon Waugh	Gavτίας	Krystaline	Ryan Hastings	Yue Chao
BreakingPoint65	Geert Spileers	Law1080	ryoshee	Zach Johanns
Brian Musick	Gerax	Leet Fingies	Saki The Weeb	Zachary Little
Caitlin	Ginge	Lordhighsovereign	Sam	
Captain RoBear	Gourmetgamer001	Lordyeti 30	Sam Whitman	
Cat Fiend	Graves	lucky_steps	Sara	
Celebrouka	GrinningJackal	Mad God Renhak	Sarah Johnson	
Chaot3ch	Hakkoson	Malik The Night Angel	Scrubpowder	
Cheryl Dawley	Harley Petty	Marc Adelman	Sean Scace	
Chris Matosky	Harrison Willing	Mark Garman	Senator Doom	
Chris Meincke	Havok_Shadow	Mark W	Seth Fields	
Chris Miller	Heather Schmidt	Marquette Sexton	Shadow0203	
Chris Perry	Hunter	Mason Macey	Shaun Sullivan	
Christian Smith	Ian Guay	Matthew Brown	SkibbityPapp	
Christopher Hatty	Isaiah Coughran	Matthew Holub	Slim	
Coca_7	J Subscribes	Michael Barnes	Spencer Coffey	
Cole Murski	J.P. Griswold	Michael Collins	Stanislav KolontaeV	
Cong Pham	Jack Parker	Michael Gene Young	Stephen Bowyer	
cristi chifan	Jackson	Michael Walters	Steven Fines	
Curtis Geddes	Jacob Adams	Mickey Robinson	Stiles	
Dan Casey	Jaffy	MrJacob77	Storm Melon	
Daniel Kearns	Jai-Michael McMillian	Nate Gonzalez	Sumaky 93	

WANT TO BE LEGENDARY, TOO?

Patrons who support The Griffon's Saddlebag for \$13 or more each month at the Legendary Hero tier get all the art, cards, compendiums, and Foundry content you already enjoy, plus added Discord perks and their name in the credits of the monthly settings!