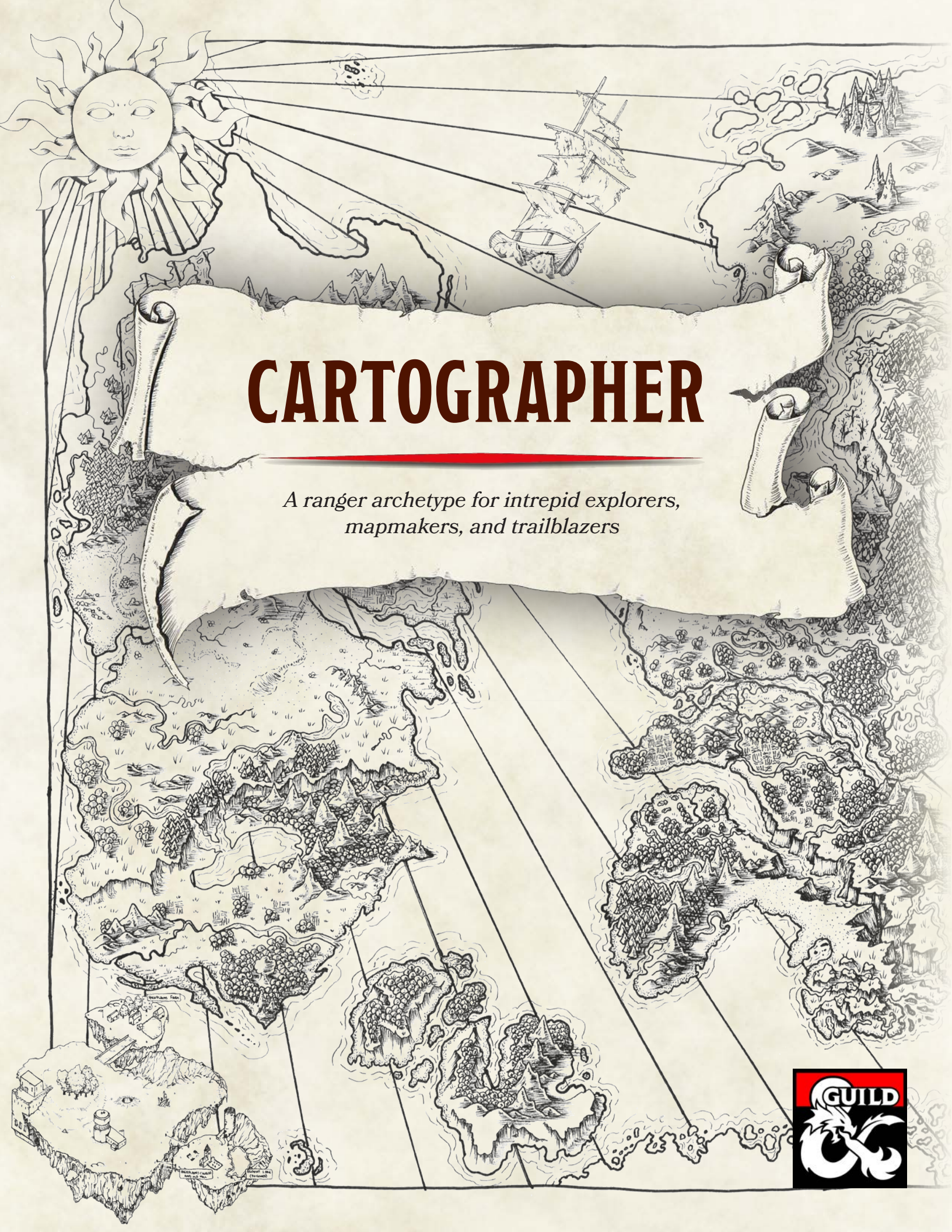
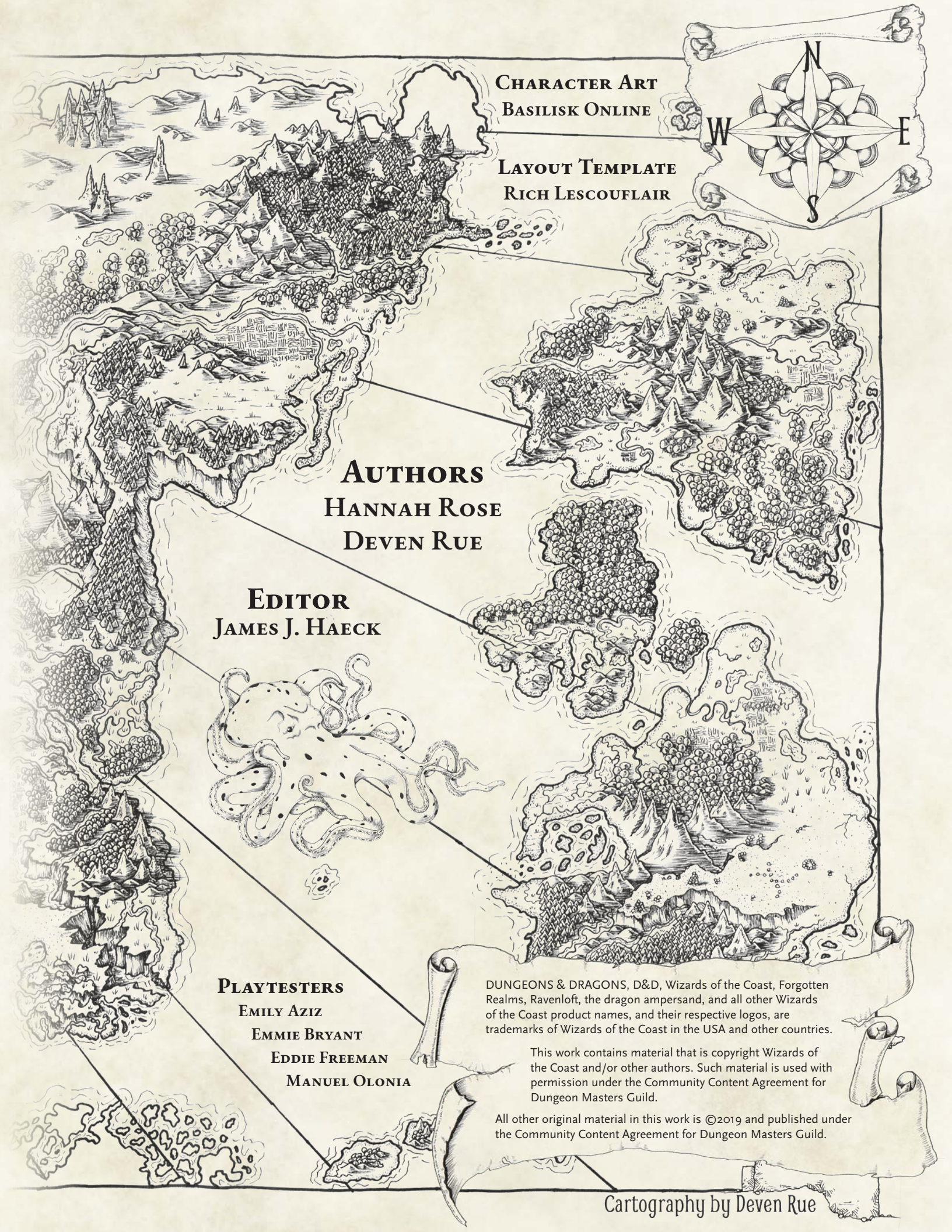




CARTOGRAPHER

*A ranger archetype for intrepid explorers,
mapmakers, and trailblazers*





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Cartography by Deven Rue

CARTOGRAPHER

Rangers who chart the lands they travel are known as cartographers. A cartographer's knowledge of the land goes beyond mere geography—they must be familiar with every aspect of a region, from flora and fauna to the customs of local cultures. These rangers are consummate wanderers, and are dedicated to sharing knowledge through the maps they craft.

CARTOGRAPHER MAGIC

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

CARTOGRAPHER SPELLS

Ranger Level	Spell
3rd	<i>entangle</i>
5th	<i>skywrite</i>
9th	<i>speak with plants</i>
13th	<i>hallucinatory terrain</i>
17th	<i>tree stride</i>

WISDOM OF THE WILDS

When you choose this archetype at 3rd level, you gain proficiency in either the Medicine or Survival skill. You also gain proficiency with cartographer's tools.

ARCANE CARTOGRAPHY

Starting at 3rd level, you map your travels with exceptional accuracy and artistry, creating a Master Map.

Additionally, when you are in a location you have mapped, you gain the following benefits:

- You always know which way is north, and you cannot become lost except by magical means.
- You have advantage on Wisdom (Survival) and Intelligence (Nature) checks.

CARTOGRAPHER'S VISION

When you reach 7th level, the maps you create become imbued with the magical energy of the land itself. By concentrating on a location on your Master Map, you can see the chosen location as if you were standing in that space. You can concentrate on that location (as if concentrating on a spell) for up to 10 minutes, during which time you are blind with regard to your own senses.

Once you use this feature, you can't use it again until you complete a short or long rest.

HOSTILE GEOGRAPHY

Starting at 11th level, you can cause the land around you to rise up against your foes. As a bonus action, you designate one creature within 60 feet of you as the target of this feature. Whenever the creature moves without teleporting, it must make a Dexterity saving throw against your spell save DC or take 1d6 slashing damage for each five feet of movement. This effect lasts for 1 minute or until you use this feature again.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

MASTER MAP

The areas that you map during your travels form a body of work that reflects your knowledge of the land and local geography.

Adding to the Map. You can spend 2 hours and use 10 gp worth of specially prepared ink and parchment to inscribe up to 10 square miles of territory that you have traveled through in the past week to your map.

Replacing the Map. You can copy areas from your Master Map onto another map. This is faster and easier than creating the original version, so the process of copying a map takes 1 hour per 10 square miles. If you want to create a replica of your existing Master Map, this process also costs 10 gp worth of parchment and ink. Only you can use the magical properties of your Master Map.

The Map's Appearance. Your Master Map is a unique work of artistry, with its own notation and decorative flourishes. It might be a leather case of parchment scrolls, a finely bound sketchbook that was a gift from an ancient druid, or a carefully preserved collection of tanned hides inscribed with homemade dyes.

MAPWALKING

When you reach 15th level, the power of your Master Map allows you to travel between locations as easily as folding a map. As an action, you can transport yourself and up to six willing creatures of your choice within 10 feet of you to a location on your Master Map. Once you use this feature, you can't use it again until you complete a long rest.

