

# ARCANE ARCHER

## PRESTIGE CLASS

Caster  
Level

Arcane  
Archer  
Level

ARCANE ARCHER		
Arcane Archer Level		Spellcaster Level
1	<input type="checkbox"/> Enhance arrows	
2	<input type="checkbox"/> Imbue arrow	+1
3	<input type="checkbox"/>	+2
4	<input type="checkbox"/> Seeker arrow	+3
6	<input type="checkbox"/> Phase arrow	+4
7	<input type="checkbox"/>	+5
8	<input type="checkbox"/> Hail of arrows	+6
10	<input type="checkbox"/> Arrow of Death	+7

## ENHANCE ARROWS

Add magical properties to non-magical arrows as you fire them.

- Level
- Bonus
- 1
- +1 enhancement (does not stack)
- 3
- Flaming, frost, or shock
- 5
- Double the range increment
- 7
- Flaming burst, icy burst, or shocking burst
- 9
- Anarchic, axiomatic, holy, or unholy



## IMBUE ARROW

- Level
- Place an area spell on an arrow and fire as a standard action.
- 2
- The spell's area will be centered wherever the arrow lands.

## SEEKER ARROW

- Level
- Fire one arrow at a known target as a standard action.
- 4
- It will travel round corners and obstacles to hit the target, if at all possible. Negates cover and concealment.

## PHASE ARROW

- Level
- Fire one arrow at a known target as a standard action.
- 6
- It will travel through non-magical obstacles to hit the target. Negates cover, concealment, shields and armor.

## HAIL OF ARROWS

Fire one arrow at each target within range, all at your highest attack bonus.

Level

8

MAX ARROWS PER ROUND

Arcane Archer Level

+

=

## ARROW OF DEATH

Take one day to craft a slaying arrow.

Level

10

WILL SAVE DC

DC

= 20 +

CHA

This arrow can only be fired by you, and lasts up to 1 year.

