

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

## SEEKER ARROW

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

## PHASE ARROW

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

## 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.