

# Arcane Archer (Arcane Tradition)

## Arcane Archer

The arcane archer combines an archer's martial mastery of the bow and arrow with a wizard's mastery of arcane magic. Many arcane archers focus heavily on the offensive magic of evocation spells, supplementing them with the defensive magic of abjuration spells to make up for their lack of martial training, though most arcane archers dabble in the other schools as well. Their signature abilities allow them to blend arrow and spell into one seamless, devastating attack. Arcane archers have a tendency to be more comfortable around seasoned combat veterans, soldiers, and mercenaries than among the relatively refined company of their more academic wizardly brethren.

The tradition of arcane archery arose among the elves, for whom mastery of both bow and spell is a matter of heritage, but their practices have spread wide; you can find arcane archers of any race, though elves and half-elves continue to be the most common.

## Arcane Archery (Arcane Archer)

When you select this tradition at second level, you become proficient with longbows and shortbows if you aren't already. Additionally, you can use a longbow or shortbow as an arcane focus. When used as an arcane focus, a bow is considered a one-handed item.

## Imbue Arrows (Arcane Archer)

Also at second level, you learn to imbue arrows with spell energy. As an action, you may imbue an arrow with any spell you have prepared that affects only a single creature and fire it at any valid target within your weapon's range. This spell must have a casting time of one action or one bonus action, and you expend a spell slot as if you were casting it normally. Make a regular ranged weapon attack roll for the arrow; this attack replaces any spell attack roll normally required by the imbued spell. If the arrow hits, it inflicts damage as normal, and then the target is affected by the spell.

An imbued arrow counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. An imbued arrow attack counts as neither the attack action nor the cast a spell action for purposes of any feature which refers to those actions.

## Expert Archer (Arcane Archer)

At 6th level, when you use the attack action with a shortbow or longbow, you can make a second attack. (This feature does not combine with any other class feature which grants you an additional attack, such as Extra Attack or the Thirsting Blade warlock invocation).

Alternately, when you use the attack action with a shortbow or longbow, you can make a single attack. If this attack hits, add your Intelligence modifier to the arrow's damage, and the arrow

counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Finally, add *Conjure Barrage* to your spellbook as a 3rd level spell. This spell is considered a wizard spell for you.

## **Imbued Blast (Arcane Archer)**

At 10th level, your ability to imbue your arrows with spell energy improves. As an action, you may imbue an arrow with any spell you have prepared whose area of effect is a line, cube, cone, sphere, or cylinder, and fire it at any valid target within your weapon's range. This spell must have a casting time of one action or one bonus action, and you expend a spell slot as if you were casting it normally. Make a regular ranged weapon attack roll for the arrow; this attack replaces any spell attack roll normally required by the imbued spell. If the arrow hits, it inflicts damage as normal. Whether the arrow hits or not, treat the target's square as the point of origin for the spell effect and resolve the spell normally. If the area of effect is a line, cone, or cube, you choose the direction in which it emanates as usual.

Additionally at 10th level, a target hit by any imbued arrow you fire has disadvantage on any saving throws allowed by the imbued spell.

Finally, add *Swift Quiver* to your spellbook as a 5th level spell. This spell is considered a wizard spell for you.

## **Imbued Multishot (Arcane Archer)**

At 14th level, your mastery of arcane archery allows you to imbue and fire enchanted arrows with alarming speed. As an action, you can imbue two arrows at once with any spell you have prepared that affects only a single target, and fire both at either a single valid target or at two valid targets within your weapon's range. You must imbue both arrows with the same spell, and you expend spell slots for each arrow separately. Make a normal ranged attack roll for each arrow; this attack replaces any spell attack roll normally required by the imbued spell. If an arrow hits, it inflicts damage as normal, and then the target is affected by the spell.

Additionally, add *Conjure Volley* to your spellbook as a 5th level spell. This spell is considered a wizard spell for you.