

HUGE NERD GAMES  
PRESENTS

# QUICK BUILDS: ARCANE ARCHER



# Quick Builds: Arcane Archer

## HUGE NERD GAMES

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ARCANE ARCHER

# QUICK BUILDS: ARCANE ARCHER

"Wizards? Sorcerers? I'll show them what a real magic missile is."

## ARCANE ARCHERY

When you choose your Fighting Style, you can choose Arcane Archery instead of another option, such as the ones in *Player's Handbook* or *Martial Power*.

**Arcane Archery:** Whenever you make a weapon attack that deals damage that has a type (such as cold, fire, or force), you gain resist 5 to that damage type until the end of your next turn. The resistance increases to 10 at 11th level and 15 at 21st level.

Whenever you make a weapon attack that deals damage that does not have a type, if you have a resistance granted by your arcane archery fighting style, you can choose to change the damage type to that of the granted resistance.

## LEVEL 1 AT-WILL SPELLS

### Arcane Arrow Ranger Attack 1

*A burst of magical force sparks from your enchanted arrow.*

**At-Will** ♦ Arcane, Force, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] damage, and the target and one enemy adjacent to the target take force damage equal to your Dexterity modifier.

## LEVEL 1 ENCOUNTER SPELLS

### Imbued Arrow Ranger Attack 1

*You wrap a simple but effective arcane spell around your arrow and it discharges on impact.*

**Encounter** ♦ Arcane, Varies, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and you choose one of the following options to determine the attack's damage type and effect:

*Acid Splash:* Acid damage, and each creature adjacent to the target takes acid damage equal to your Wisdom modifier.

*Chill Touch:* Cold damage, and the target takes a penalty to damage rolls equal to your Wisdom modifier until the end of your next turn.

*Flare:* Fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

*Shocking Grasp:* Lightning damage, and the target is knocked prone.

### Seeking Shot Ranger Attack 1

*There is no escape from a shot that can seek its target like a faithful hound.*

**Encounter** ♦ Arcane, Weapon

**Standard Action** Ranged weapon

**Special:** Before the attack, choose an unoccupied square within range. You can use that square as the origin square of this attack.

**Target:** One creature designated as your quarry within 5 squares of the origin square

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage.

## LEVEL 1 DAILY SPELLS

### **Black Arrow** Ranger Attack 1

*You equip the fabled black arrow, a deadly enchanted projectile that never fails to return.*

**Daily** ♦ Arcane, Necrotic, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier necrotic damage.

**Effect:** Until the end of the encounter, once per round when you hit with a ranged weapon attack, one target of the attack takes extra necrotic damage equal to your Wisdom modifier.

### USING ARCANE ARCHERY

Managing your arsenal of resistances with the Arcane Archery fighting style might be a bit confusing, so here's an example:

You begin the encounter with no resistances. On your first turn, you use *imbued arrow* and pick lightning for your damage type. Since you've made a weapon attack that deals typed damage, you gain Resist 5 Lightning until the end of your next turn, even if you miss.

On your next turn, you use *arcane arrow*. The initial 1[W] damage from *arcane arrow* has no damage type, so you choose to use the Resist 5 Lightning you gained last turn to change the damage type to lightning. *Arcane arrow* now deals 1[W] lightning damage to the target, and an additional Dexterity modifier force damage to the target and one adjacent enemy. Since you've made an attack that includes lightning damage and force damage, you gain both Resist 5 Lightning and Resist 5 Force until the end of your next turn.

Before your next turn, your Warlord ally grants you a ranged basic attack. You can thus choose to have that attack deal lightning damage, force damage, or no damage type at all.

## LEVEL 3 ENCOUNTER SPELLS

### **Illusory Arrow** Ranger Attack 3

*The hideous gaping wound left by your arrow is an illusion; your foe's panic, however, is real.*

**Encounter** ♦ Arcane, Fear, Psychic, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 2[W] + Dexterity modifier psychic damage, and the target grants combat advantage until the end of your next turn. In addition, while the target grants combat advantage, the target is considered to be bloodied regardless of current hit points.

### **Shining Shot** Ranger Attack 3

*Your arrow streaks across the battlefield like a shooting star, lighting the way for your allies.*

**Encounter** ♦ Arcane, Radiant, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 2[W] + Dexterity modifier radiant damage, and the target cannot benefit from cover, concealment, or total concealment until the end of your next turn.

## LEVEL 5 DAILY SPELLS

### **Arcane Control Shot** Ranger Attack 5

*Your shot digs into its target and sparks to life, dragging its target to and fro on command.*

**Daily** ♦ Arcane, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and you slide the target 3 squares. Then, the target is under arcane control (save ends). While under arcane control, at the start of each of its turns, you can slide the target 1 square as a free action.

**Miss:** Half damage, and the target is under arcane control until the end of your next turn.

## LEVEL 7 ENCOUNTER SPELLS

### Sizzling Shot **Ranger Attack 7**

*Dripping with a caustic coating, your shot eats away at anything it touches; armor, flesh, and even your foes' allies.*

**Encounter** ♦ **Acid, Arcane, Weapon**

**Standard Action**      **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] damage, and the target and each enemy providing cover to the target take acid damage equal to your Dexterity modifier and a -2 penalty to AC until the end of your next turn.

### Thunderous Bolt **Ranger Attack 7**

*Your arrow detonates on impact, rattling the senses of anything nearby.*

**Encounter** ♦ **Arcane, Thunder, Weapon**

**Standard Action**      **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier thunder damage, and the target is dazed until the end of your next turn. In addition, the target and each creature within 3 squares of the target are deafened until the end of your next turn.

## LEVEL 9 DAILY SPELLS

### Chromatic Arrow **Ranger Attack 9**

*The chaotic magic imbued in your arrow ensures that, whatever its effects, it won't end well for its target.*

**Daily** ♦ **Arcane, Varies, Weapon**

**Standard Action**      **Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage. Roll a d6 to determine the attack's damage type and effect.

1. Yellow: Radiant damage, and the target and each enemy within 2 squares of the target take a -2 penalty to attack rolls (save ends).
2. Red: Fire damage, and ongoing 5 fire damage (save ends). The target takes a -2 penalty to saving throws against this effect.
3. Green: Poison damage, and the target is weakened (save ends).
4. Turquoise: Lightning damage, and the target is dazed and deafened (save ends).
5. Blue: Cold damage, and the target and each enemy within 2 squares of the target take 5 cold damage and are knocked prone.
6. Violet: Psychic damage, and the target takes 10 psychic damage each time it attacks (save ends).

**Miss:** Half damage. Roll a d6 to determine the attack's damage type and effect, as above.

## LEVEL 13 ENCOUNTER SPELLS

### Dragonsbreath Arrow **Ranger Attack 13**

*The mere act of loosing your arrow creates an explosion of elemental power.*

**Encounter** ♦ **Arcane, Varies, Weapon**

**Standard Action**      **Close blast 3**

**Special:** Choose acid, cold, fire, lightning, or poison whenever you use this power. Your choice determines the power's damage type.

**Target:** Each creature in the blast

**Attack:** Dexterity vs. Reflex

**Hit:** 1d6 damage of the chosen type, and you push the target 1 square.

**Effect:** Make a secondary ranged attack.

**Secondary Target:** One creature in weapon range

**Secondary Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage of the chosen type.

### Inevitable Shot **Ranger Attack 13**

*Your arrow senses its destiny, returning to you if it misses. Sooner or later, your foe will bleed.*

**Encounter** ♦ **Arcane, Weapon**

**Standard Action**      **Ranged weapon**

**Target:** One creature designated as your quarry

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier + Wisdom modifier damage.

**Miss:** The power is not expended.

## LEVEL 15 DAILY SPELLS

### Flying Fang **Ranger Attack 15**

*Your arrow's bite cuts as deep as a serpent's, and the magical venom it pumps into its victim is just as painful.*

**Daily** ♦ **Arcane, Necrotic, Poison, Weapon**

**Standard Action**      **Ranged weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier necrotic and poison damage, and the target gains vulnerability to all damage equal to your Dexterity modifier (save ends).

**Miss:** Half damage, and the target gains vulnerability to all damage equal to your Dexterity modifier until the end of your next turn.

## LEVEL 17 ENCOUNTER SPELLS

### Arrow of Corruption **Ranger Attack 17**

*The deadly enchantment on your arrow affects its victim's mind and body, becoming more dangerous if the target exerts itself.*

**Encounter** ♦ **Arcane, Necrotic, Psychic, Weapon**

**Standard Action**      **Ranged weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier necrotic and psychic damage. The first time the target attacks or moves more than 1 square before the start of your next turn, it takes additional necrotic and psychic damage equal to 3 + your Wisdom modifier and falls prone after the triggering attack or move is resolved.

**Flashfire Bolt** Ranger Attack 17

*Your burning shot streaks across the battlefield, its powerful brightness shining in the eyes of your enemies.*

**Encounter** ♦ Arcane, Radiant, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] fire and radiant damage, and the target and each enemy providing cover to the target take radiant damage equal to your Dexterity modifier and a -2 penalty to attack rolls until the end of your next turn.

### LEVEL 19 DAILY SPELLS

**Arcane Implosion Shot** Ranger Attack 19

*Spears of arcane force explode from your arrow on impact, then suddenly rush inwards.*

**Daily** ♦ Arcane, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier force damage, and you slide each creature within 3 squares of the target 2 squares towards the target.

**Miss:** Half damage, and you slide each creature within 3 squares of the target 1 square towards the target.

**Effect:** For each creature that ends a slide caused by this power adjacent to the target, that creature and the target each take force damage equal to 5 + your Wisdom modifier.

### LEVEL 23 ENCOUNTER SPELLS

**Storm Bolt** Ranger Attack 23

*Your projectile discharges with arcing bolts of lightning that strike any targets nearby.*

**Encounter** ♦ Arcane, Lightning, Thunder, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier lightning and thunder damage, and each enemy within 3 squares of the target takes lightning damage equal to 2 + your Wisdom modifier and is pushed 1 square away from the target.

**Burning Blizzard Volley** Ranger Attack 23

*One arrow sizzles and cracks in mid-flight, your attack becoming a raining storm of acid and ice that sweeps over your foes.*

**Encounter** ♦ Acid, Arcane, Cold, Weapon

**Standard Action** Area burst 2 within 10

**Target:** Each enemy in the burst

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier acid and cold damage, and the target is slowed until the end of your next turn.

## LEVEL 25 DAILY SPELLS

### Cataclysm Arrow Ranger Attack 25

*Your overcharged arrow unleashes a hellish storm of energy, its imbued spells detonating simultaneously and creating havoc.*

**Daily** ♦ Arcane, Varies, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** Each creature in a burst 3 centered on the target takes 10 damage. Roll 2d6 to determine the attack and burst's damage type, and any additional effects.

1. Call Lightning: Lightning damage, and the target is stunned (save ends).
2. Fireball: Fire damage, and the burst's damage is increased by an amount equal to twice your Wisdom modifier. In addition, each creature the burst is knocked prone.
3. Ice Storm: Cold damage, the target is immobilized (save ends), and each creature in the burst is slowed (save ends).
4. Shout: Thunder damage, and each creature in the burst is dazed and deafened (save ends).
5. Symbol of Pain: Psychic damage, and the damage caused by the burst becomes ongoing (save ends).
6. Contagion: Poison damage, and each creature in the burst take a penalty to attack rolls equal to your Wisdom modifier (save ends).

## LEVEL 27 ENCOUNTER SPELLS

### Phase Arrow Ranger Attack 27

*Neither brick nor stone nor armor can keep your arrow from its target.*

**Encounter** ♦ Arcane, Force, Weapon

**Standard Action** Ranged weapon

**Special:** Before the attack, you learn the location your quarry if it is within 20 squares.

**Target:** One creature designated as your quarry. You do not need line of sight or line of effect to the target, but you do need to know its location.

**Attack:** Dexterity + 2 vs. Reflex, ignoring the penalty to attack rolls imposed by cover and concealment

**Hit:** 4[W] + Dexterity modifier force damage.

### Pierce the Planes Ranger Attack 27

*Your arrow pierces not just your enemy's flesh but the fabric between worlds as well, bringing with it the essence of the planes.*

**Encounter** ♦ Arcane, Varies, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage, and you pierce the planes. Choose two of the options below. While you pierce the planes, this attack gains those effects:

*Astral:* The attack deals radiant damage, and the target is blinded until the end of your next turn.

*Elemental:* The attack deals your choice of acid, cold, fire, or lightning damage, and the target gains vulnerability 10 to each damage type caused by this power until the end of your next turn.

*Fey:* The attack deals psychic damage, and you slide the target a number of squares equal to your Wisdom modifier and knock it prone.

*Shadow:* The attack deals necrotic damage, and the target is weakened until the end of your next turn.



## LEVEL 29 DAILY SPELLS

**Arrow of Death** Ranger Attack 29

*Your shot strike's the target's very soul, and its body quivers as a piece of it forever dies.*

**Daily** ♦ Arcane, Necrotic, Weapon

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. Will

**Hit:** 6[W] + Dexterity modifier necrotic damage. If this damage bloodies the target, it takes 20 extra necrotic damage.

**Miss:** Half damage.

**Effect:** If the power reduces the target to 20 hit points or fewer, the target drops to 0 hit points.

## ARCANE DEADEYE

*"If I can see it, I can kill it. If I can't see it, I haven't used the right spell yet."*

**Prerequisite:** Ranger, Arcane Archery fighting style, Hunter's Quarry class feature

What good is magic if you don't have a target? Booming spells, goutts of fire and lightning, flashy effects; these are all fine and good, but what use is a cataclysm without a world to end? A deadly curse can drop a quarry, but why bother binding it to an arrow that can't hit? The path of the arcane deadeye is the answer.

With a bit of practice, you've crafted the divination spells you need to become the world's greatest archer, far surpassing the skills of mere mortals. The deadliness of your shots, combined with the accuracy of your magic, has turned you into a hunter that can see, hit, and kill anything. Some might call you a cheat, but you don't let their jealousy sway you; you're perfection in the making.

### ARCANE DEADEYE PATH FEATURES

**Deadeye's Action (11th Level):** When you spend an action point to take an extra action, your ranged attack rolls take no penalties for cover, superior cover, concealment, or total concealment until the end of your next turn.

**Arcane Quarry (11th Level):** Whenever you deal the extra damage dealt by your Hunter's Quarry class feature, you can choose for the damage to be of the same type as a resistance granted by your Arcane Archery fighting style.

**Powerful Perception (16th Level):** You gain a +2 bonus to Perception checks, initiative checks, and saving throws against effects that cause you to be blinded.

## ARCANE DEADEYE EVOCATIONS

### Contrary Arrow Arcane Deadeye Attack 11

*With a bit of magic imbued in your arrow, your foe's strengths become weaknesses.*

**Encounter** ♦ **Arcane, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** If the target has any resistances, choose one of them. The target loses that resistance and gains vulnerable 5 to the same type until the end of your next turn. Then, the target takes 3[W] + Dexterity modifier damage.

### True Strike Aura Arcane Deadeye Utility 12

*Your magical accuracy extends to your allies, granting them incredible powers of perception.*

**Daily** ♦ **Arcane**

**Minor Action** Personal

**Effect:** You activate an aura 5 that lasts until the end of the encounter. You and allies within the aura gain a +1 power bonus to attack rolls, cannot be blinded, and gain truesight 5.

### Heartseeking Arcane Deadeye Attack 20

*A magic arrow enables you to see right through your enemy, setting up a perfectly-aimed shot to a deadly weak point.*

**Daily** ♦ **Arcane, Weapon**

**Standard Action** Ranged weapon

**Target:** One creature designated as your quarry

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Effect:** While the target is your quarry, your next attack that hits before the end of the encounter is a critical hit.