

ARCANE ARCHER

Prerequisite: The ability to cast at least one spell of 1st level or higher, proficiency with the long bow or short bow

As an action, you can imbue a spell of 1st level or higher into an arrow you are holding. You cast the spell as normal, but the spell effect does not occur until after the arrow is used in an attack. You can only imbue a spell that affects one creature or a spell that has an area such as a sphere, cloud, or cylinder. The arrow holds the spell effect until the end of your next long rest or until it is used in an attack that hits.

If you cast a spell that affects one creature, the next time the imbued arrow hits a creature with an attack, the attack deals damage as normal, and then you resolve the spell's effect against the target.

If you imbued a spell that has an area, the creature does not need to be hit for the spell to take effect. Instead, you resolve the spell's effect from the space or creature you targeted. If the arrow hits a creature, damage is dealt as normal.

Once you resolve the spell's effect, the spell vanishes from the arrow.

