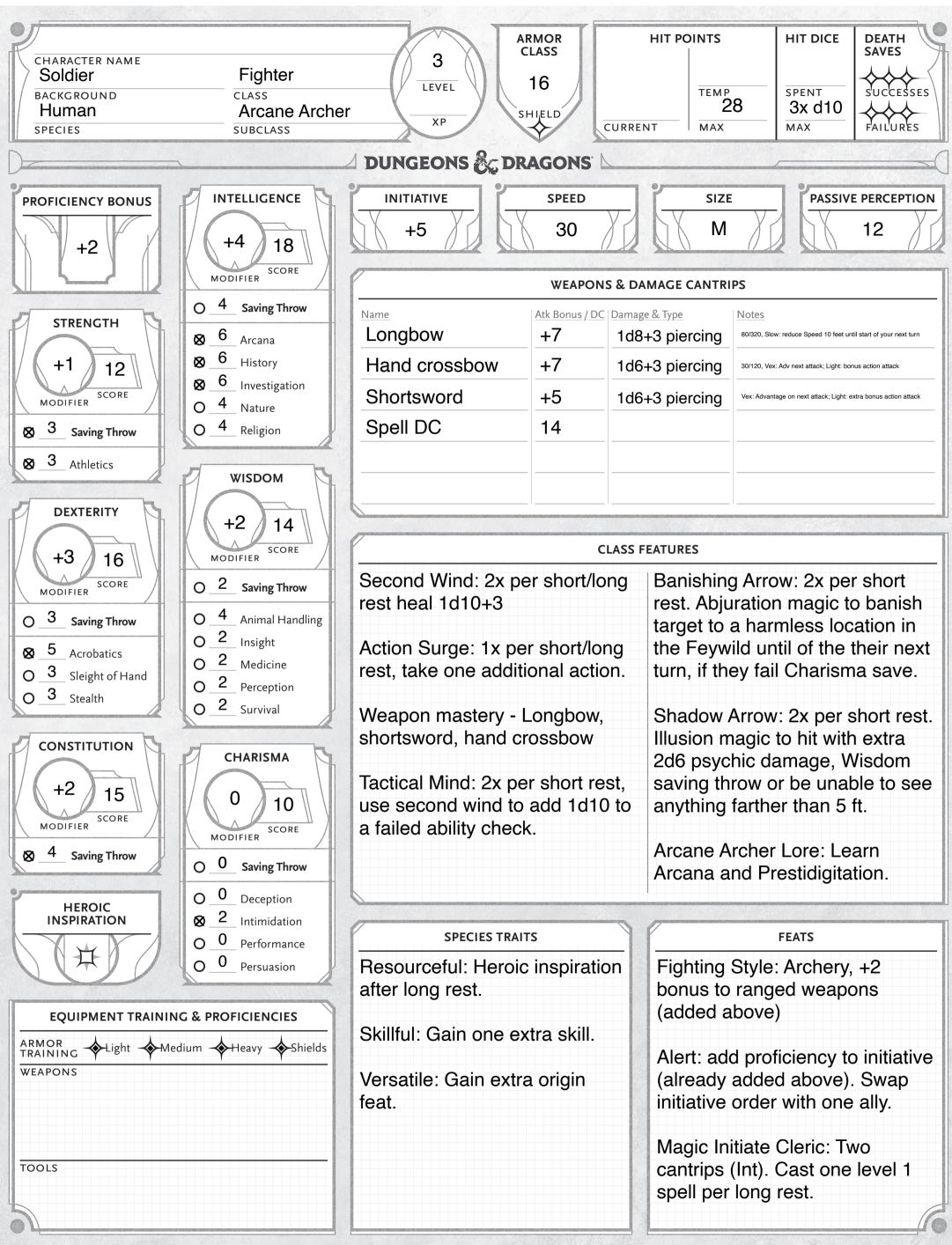
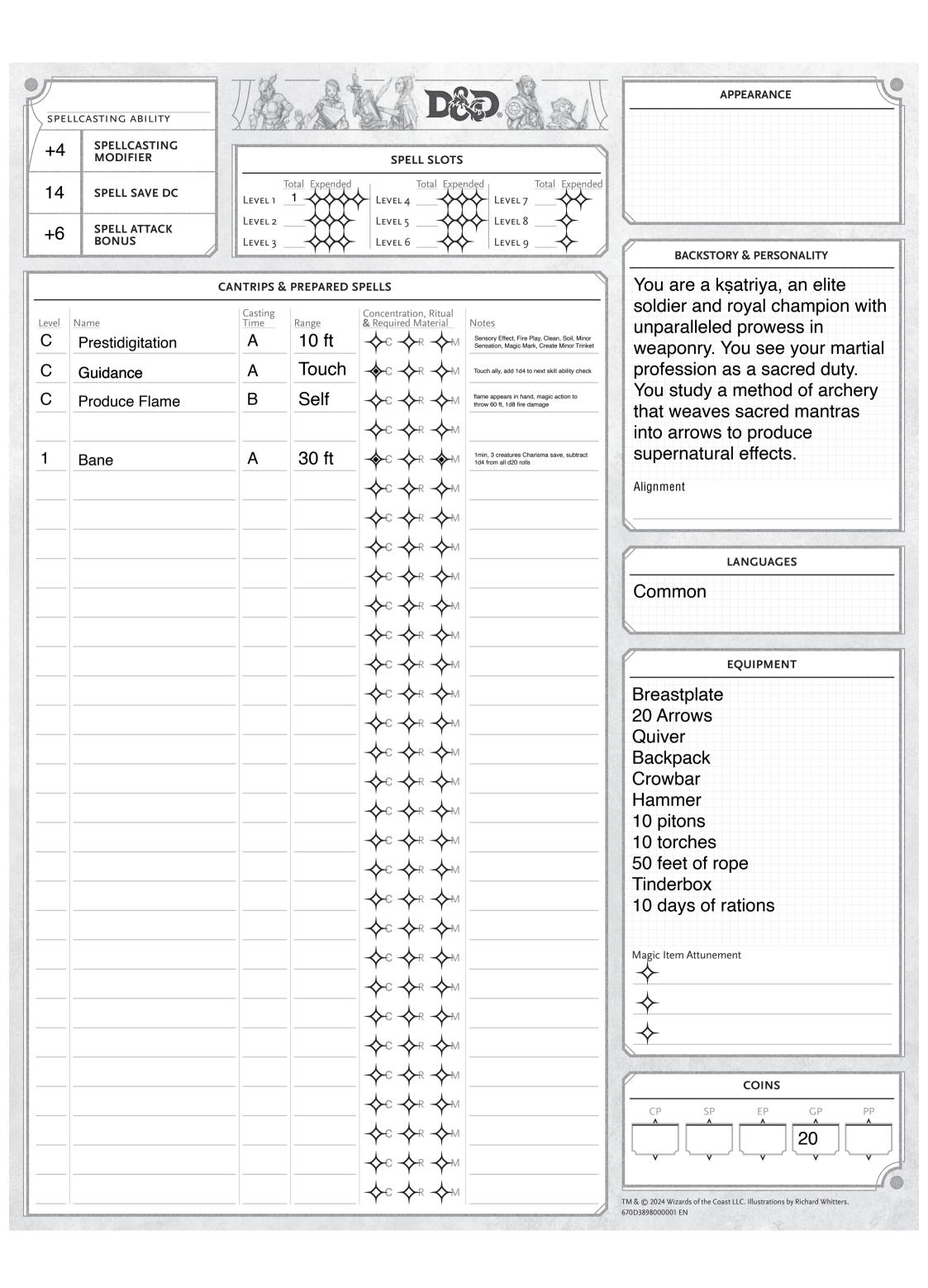


# Arcane Archer Fighter





# **S**pellbook

## CANTRIPS

#### **GUIDANCE**

level o - divination

**Casting Time**: Action **Range**: Touch **Components**: V, S **Duration**: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

#### PRESTIDIGITATION

level o - transmutation

**Casting Time**: Action **Range**: 10 feet **Components**: V, S **Duration**: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time.

**Sensory Effect**. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.

**Fire Play**. You instantaneously light or snuff out a candle, a torch, or a small campfire.

**Clean or Soil**. You instantaneously clean or soil an object no larger than 1 cubic foot.

**Minor Sensation.** You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.

**Magic Mark**. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.

**Minor Creation**. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

#### **PRODUCE FLAME**

level 0 - conjuration

**Casting Time**: Bonus Action **Range**: Self **Components**: V, S **Duration**: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. The spell ends if you cast it again. Until the spell ends, you can take a Magic action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 Fire damage.

*Cantrip Upgrade*. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

### **LEVEL 1**

#### BANE

level 1 - enchantment

**Casting Time**: Action **Range**: 30 feet **Components**: V, S, M (a drop of blood) **Duration**: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

*Using a Higher-Level Spell Slot*. You can target one additional creature for each spell slot level above 1.