

Monster 4th Edition Core Rulebook

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Starting at 4th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using raise dead or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is ...

Assassin - d20PFSRD

Advanced Dungeons & Dragons. Monster Manual II was a 160-page hardcover book published in 1983, credited solely to Gary Gygax, which featured cover art by Jeff Easley. The book was a supplement describing over 250 monsters, most with illustrations. Many of the monsters were drawn from scenario modules, in particular from S4: Lost Caverns of Tsojcanth. [citation needed] The book included random ...

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Monster Manual II - Wikipedia

At 4th level, an arcane archer can launch an arrow at a target known to him within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally.

Arcane Archer - d20PFSRD

Archmages are powerful (and usually quite old) spellcasters dedicated to the study of the arcane arts. Benevolent ones counsel kings and queens, while evil ones rule as tyrants and pursue lichdom. Those who are neither good nor evil sequester themselves in remote towers to practice their magic without interruption. An archmage typically has one or more apprentice mages, and an archmage's ...

Archmage | D&D 5th Edition on Roll20 Compendium

The Expert Set is an expansion boxed set for the Dungeons & Dragons fantasy role-playing game. It was first published in 1981 as an expansion to the Basic Set. Having been told that Greyhawk was reserved for Advanced Dungeons & Dragons, Schick and Moldvay decided to use their own setting of Mystara specifically around The Known World area which resembled 15th century Europe.

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