DEATH MASTER DM	PREPAR	RED SPELLS
Level		
Level Bonus + Caster Level		0
SPELLS		
Spell Spells = Basis + Bonus Spells		
Save DC per day Spreuken INT		
1 7777		
2		1 000
3 000		
4 000		
5		
6 000		
7		2
8		
9		
Spell Save DC = 10 + INT + Spell Level		
ARCANE SPREUK MISLUKKING TREDE		
Death Masters can negate the somatic		3
% components of spells by using a vial of blood while casting the spell		
MASTER OF THE DEAD		
WILL Death Master		
SAVE DC Level = 10 + (÷ 2) + CHA		4
=10 + (÷ 2) + CHA		· <u> </u>
Undead must succeed on save or be unable to attack you for 24 hours		
unintelligent undead automatically fail. Use this DC for Sustenance of the		
Dead as well		5
SUSTENANCE OF THE DEAD		
Temporary Undead's Hit Points Total Applies to undead under		
Hit Dice control within 60 ft. If the creature saves it is no		000
+ hp = 2 × longer under control		6 000
LICH ABILITIES		6
SAVE DC Hit Dice		
=10 + (÷ 2) + CHA		
`		
Use this DC for the damage will (halves) save, the Fear Aura will (negates) save, and		7
the Paralyzing Touch fortitude (negates) save		
REBUKE UNDEAD		
REBUKES PER DAY Misc		8
=3 + CHA +		
1 REBUKING CHECK		9
= d20 + CHA		
	SCROLLS	POTIONS
2 TO REBUKE CREATURE Death Master Level	CONCLES	10110110
= (Rebuking ÷ 3)+		
3 TO DESTROY CREATURE		
MAX HIT DICE		
Death Master Level		
= ÷ 2 (Naar beneden afgero	nd)	
4 CREATURES REBUKED Death Master TOTAL HIT DICE Level		
= 2d6 + CHA +		