DEATH MASTER DM Level	PREPAR	RED SPELLS
Level		
Level + Caster Level		0
SPELLS		
Spell Spells = Base + Bonus Spells		
Save DC per day Spells INT		
1 7777		
2		1
3 000		
4		
5		
6		
7		2
8		
9		
Spell Save DC = 10 + INT + Spell Level		
ARCANE SPELL FAILURE THRESHOLD		
Death Masters can negate the somatic components of spells by using a vial of blood		3
' while casting the spell		
MASTER OF THE DEAD		
WILL Death Master SAVE DC Level		
=10 + (÷ 2) + CHA		4 =====================================
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		
SUSTENANCE OF THE DEAD		5
Temporary Undead's		
Hit Points Total Applies to undead under Hit Dice control within 60 ft. If the		
+ hp = 2 × creature saves it is no longer under control		
		6
LICH ABILITIES		
SAVE DC Hit Dice		
$= 10 + (\div 2) + CHA$		
Use this DC for the damage will (halves) save,		7
the Fear Aura will (negates) save, and the Paralyzing Touch fortitude (negates) save		
REBUKE UNDEAD		
REBUKES PER DAY Misc		
=3 + CHA +		8
-3 · CHA ·		
1 REBUKING CHECK		
= d20 + CHA		9
- u20 + ciii	Caparia	POMIONS
2 TO REBUKE CREATURE Death Master Level	SCROLLS	POTIONS
= (Rebuking ÷ 3) +		
3 TO DESTROY CREATUREMAX HIT DICE		
Death Master Level		
= ÷2		
(Round down)		
CREATURES REBUKED TOTAL HIT DICE Level		
= 2d6 + CHA +		