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		1 000
3 000		
4		
5		
6 000		
7 000		2
8		
9		
Spell Save DC = 10 + INT + Spell Level		
ARCANE SPELL FAILURE THRESHOLD		
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		
		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		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		
+ hp = 2 × longer under control		6
LICH ABILITIES		
SAVE DC Hit Dice		
=10 + (÷ 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		8
=3 + CHA +		
4 DEDUKANG GURGK		
1 REBUKING CHECK		9
= d20 + CHA		
2 TO REBUKE CREATURE Death Master MAX HIT DICE Level	SCROLLS	POTIONS
= (Rebuking ÷ 3)+		
3 TO DESTROY CREATURE MAX HIT DICE Death Master Level		
= ÷ 2 (Round down)		
CREATURES REBUKED Death Master Level		
= 2d6 + CHA +		