DEATH MASTER DM level	CONJUROS	PREPARADOS
Bon de Nivel + Nivel de Lanzador		0
CONJUROS		
CD Salv Conjuros = Conjuros + Bonus Spells		
de Conjuros al Día Base INT		
1		
2		1 000
3 7 7 7 7 7		
4		
5		
6		
7		2
8		
9		
CD Salv Conjuro = 10 + INT + Nivel Conjuro		
UMBRAL DE FALLO DE CONJURO ARCANO		
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 CD Level		
$=10+(\div 2)+CAR$		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 ===
Puntos de Golpe Undead's		
Temporales Total Applies to undead under control within 60 ft. If the		
+ pg = 2 × creature saves it is no longer under control		
		6 ===
LICH ABILITIES		
SAVE DC Dados de Golpe		
$=10+(\div 2)+CAR$		
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 + CAR +		8
-3 · CAN ·		
1 REBUKING CHECK		
= d20 + CAR		9
- 420 + CAN	DEDGLAMING	Dogramma
2 TO REBUKE CREATURE DADOS DE GOLPE MAX. Death Master Level	PERGAMINOS •	POCIONES
= (Rebuking ÷ 3) +		
3 TO DESTROY CREATUREDADOS DE GOLPE MAX.		
Death Master Level		
= ÷2		
(Redondear abajo)		
4 CREATURES REBUKED Death Master Level		
= 2d6 + CAR +		