

DEATH MASTER

DM
Level

Level
Bonus

Zauber-
stufe

ZAUBER

Zauber Rettungs SG		Zauber pro Tag	= Grund- zauber + Bonus Spells INT
	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8		
	9		

Spell Save DC = 10 + INT + Spell Level

ARKANE ZAUBERPATZER THRESHOLD

%

Death Masters can negate the somatic components of spells by using a vial of blood while casting the spell

MASTER OF THE DEAD

WILL
SAVE DC

Death Master
Level

$$= 10 + (\div 2) + CH$$

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

Temporary
Hit Points

Undead's
Total
Hit Dice

Applies to undead under control within 60 ft. If the creature saves it is no longer under control

$$+ TP = 2 \times$$

LICH ABILITIES

SAVE DC

Hit Dice

$$= 10 + (\div 2) + CH$$

Use this DC for the damage will (halves) save, the Fear Aura will (negates) save, and the Paralyzing Touch fortitude (negates) save

REBUKE UNDEAD

REBUKES PER DAY

Sonstiges

$$= 3 + CH +$$

1 REBUKING CHECK

$$= 20 + CH +$$

2 TO REBUKE CREATURE MAX HIT DICE

Death Master
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$$= (\text{Rebuking Check} \div 3) +$$

3 TO DESTROY CREATURE MAX HIT DICE

Death Master
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$$= \div 2$$

(abrunden)

4 CREATURES REBUKED TOTAL HIT DICE

Death Master
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$$= 2W\% \div 10W\% +$$

VORBEREITETE ZAUBER

	0	
	1	
	2	
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	5	
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	9	

SCHRIFTROLLEN

TRÄNKE