

# DEATH MASTER

DM  
Level

Level  
Bonus

+

Caster  
Level

## SPELLS

| Spell<br>Save DC |   | Spells<br>per day | = | Base<br>Spells | + | Bonus Spells<br>INT  |
|------------------|---|-------------------|---|----------------|---|--|
|                  | 1 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|                  | 2 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|                  | 3 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|                  | 4 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|                  | 5 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/>                          |
|                  | 6 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/>                          |
|                  | 7 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/>                          |
|                  | 8 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/>                          |
|                  | 9 |                   |   |                |   | <input type="checkbox"/> <input type="checkbox"/>                          |

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 while casting the spell

## MASTER OF THE DEAD

WILL

SAVE DC

Death Master

Level

$$= 10 + \left( \frac{\text{CHA}}{2} \right) + \text{CHA}$$

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

$$+ \text{hp} = 2 \times \text{Hit Dice}$$

## LICH ABILITIES

SAVE DC

Hit Dice

$$= 10 + \left( \frac{\text{Hit Dice}}{2} \right) + \text{CHA}$$

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

Misc

$$= 3 + \text{CHA} + \text{Misc}$$

### 1 REBUKING CHECK

$$= d20 + \text{CHA}$$

### 2 TO REBUKE CREATURE MAX HIT DICE

Death Master  
Level

$$= \left( \frac{\text{Rebuking Check}}{3} \right) + \text{Level}$$

### 3 TO DESTROY CREATURE MAX HIT DICE

Death Master  
Level

$$= \left( \frac{\text{Hit Dice}}{2} \right) \text{ (Round down)}$$

### 4 CREATURES REBUKED TOTAL HIT DICE

Death Master  
Level

$$= 2d6 + \text{CHA} + \text{Level}$$

## PREPARED SPELLS

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## SCROLLS

## POTIONS