

DEATH MASTER

DM
Level

Level
Bonus

+

Caster
Level

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells 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"/>
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	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

$$= 10 + (\div 2) + \text{CHA}$$

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

+ hp = 2 ×

LICH ABILITIES

SAVE DC

Hit Dice

$$= 10 + (\div 2) + \text{CHA}$$

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

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

1 REBUKING CHECK

$$= \text{d}20 + \text{CHA}$$

2 TO REBUKE CREATURE MAX HIT DICE

Death Master
Level

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

3 TO DESTROY CREATURE MAX HIT DICE

Death Master
Level

$$= \div 2$$

(Round down)

4 CREATURES REBUKED TOTAL HIT DICE

Death Master
Level

$$= 2\text{d}6 + \text{CHA} +$$

PREPARED SPELLS

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SCROLLS

POTIONS