DEATH MASTER DM PVE	VORBEREI	TETE ZAUBER
2016		
Stufen Bonus + Zauber- stufe		0
ZAUBER		
Zauber Zauber _ Grund Bonus Spells		
Rettungs SG pro Tag zauber INT	000	
1		
2		1 000
3		
4		
5		
6		
7		2
8		
9		
Spell Save DC = 10 + INT + Spell Level		
ARKANE ZAUBERPATZER 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
=10 + (÷ 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		5
SUSTENANCE OF THE DEAD Temporary Undead's		
Hit Points Total Applies to undead under		
+ TP = 2 × Hit Dice control within but TI. If the creature saves it is no longer under control		
		6
LICH ABILITIES		
SAVE DC Hit Dice		
=10 + (÷2) + CH		
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 Sonstiges		8 000
=3+ CH +		-
1 REBUKING CHECK		
= d20 + CH		9
	SCHRIFTROLLEN	TRÄNKE
2 TO REBUKE CREATURE Death Master MAX HIT DICE Level		
= (Rebuking ÷ 3) +		
TO DESTROY CREATURE MAX HIT DICE		
Death Master Level		
Level		
= ÷2 (abrunden)		
4 CREATURES REBUKED Death Master Level		
= 2d6 + CH +		