DEATH MASTER DM	VORBEREI	TETE ZAUBER
Level !		
Level Bonus Zauber-		0
ZAUBER		
Zauber Zauber _ Grund- + Bonus Spells		
Rettungs SG pro Tag zauber INT		
1 7777		
2		1 000
3 000		
4		
5 0 0		
6		
7		2
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		3 ====
components of spells by using a vial of blood while casting the spell		
MASTER OF THE DEAD		
WILL Death Master SAVE DC Level		
=10 + (÷2) + CH		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		5
SUSTENANCE OF THE DEAD		
Temporary Undead's Hit Points Total Applies to undead under		
Hit Dice control within 60 ft. If the creature saves it is no longer under control		
TP = 2 × 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
= 3 + CH +		000
1 REBUKING CHECK		
		9
= d20 + CH		
2 TO REBUKE CREATURE Death Master Level	SCHRIFTROLLEN	TRÄNKE
= (Rebuking ÷ 3) +		
TO DESTROY CREATURE MAX HIT DICE Death Master Level		
= ÷2 (abrunden)		
4 CREATURES REBUKED Death Master Level		
= 2d6 + CH +		