			D Necroma	read	SORTS CONNUS					
	DDE	D		evel		Bane		Bestow Wound	Cause Fear	Chill Touch
	DREA		Nivea		1	Détection de m	agie	Detect Undead	Doom	Hide from Undead
N	ECROM/	ANCE	Ranceur de	Sort		Inflict Light Wo	ounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment
			Bonu							
			Niv	veau						
•		SORT	rs	#		Blindness / Dea	afness	Command Undead	Ténèbres	Death Knell
	sauvegarde	Sorts	= Sorts +	Bonus Spells	2	False Life		Gentle Repose	Ghoul Touch	Inflict Moderate Wounds
d	u sort	par jour	de base	CHA		Scare		Spectal Hand	Summon Swarm	Summon Undead II
	1			7777						
	2			$\dot{p}\dot{p}\dot{p}\dot{p}$						
	3			$\varphi \varphi \varphi \varphi$		Crushing Despa	oir	Death Ward	Halt Undead	Inflict Serious Wounds
	4				3	Ray of Exhaust		Speak with Dead	Summon Undead III	Vampiric Touch
	5							opoun min zouu		
	6									
						4		D 1 0	0 1 .	D 11 W 1
	7			777		Animate Dead		Bestow Curse Enervation	Contagion Evard's Black Tentacles	Death Ward
	8			444	4	Dispel Magic Giant Vermin		Inflict Critical Wounds		Poison
	9						ad IV	illilict Cittical Woullus	i ilalitasiliai Kilici	1 013011
DD	de iet de sauvegard	de d'un sort	t = 10 + CHA +	niveau de sort			4411			
DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort RISQUE D'ÉCHEC DES SORTS PROFANES										
,			es not apply to			Bl' Li			e' ' pl . l	0 1 11 1
	% Drea	d Necromai	ncer spells ght armour.		_	Blight Insect Plague		Cloudkill Lesser Planar Binding	Fire in the Blood Magic Jar	Greater Dispel Magic Mass Inflict Light Wounds
	WIIIE				5	Cauchemar		Oath of Blood	Slay Living	Summon Undead V
ATT	ACK DC		lecromancer Level				ath	Unhallow	Waves of Fatigue	Julillion Onacaa v
	= 10	+ (÷ 2) + CHA						
Use t	his DC for the Nega	tive Enerav	Burst will save	2.		A 115		0 1 1 1	0 1 11 1	E 12
Use this DC for the Negative Energy Burst will save, the Fear Aura will save,					6	Acid Fog Geas/Quest		Cercle de la mort	Create Undead	Eyebite
the Scabrous Touch fortitude save and the Enervating Touch removal save (arrondi à l'inférieu					_	Planar Binding		Harm Waves of Exhaustion	Mass Inflict Moderate	wounds
CHARNEL TOUCH						- I Idilai Bilidilig		Waves of Exhaustion		
NEGATIVE ENERGY DN										
DAMAGE Level									-1 (5)	
- 1d0 · (· · ·)					7	7 Control Undead Destruction Mass Inflict Serious Wounds			Finger of Death	Greater Harm
= 1d8 + (÷ 4)						Mass Inflict Se	rious w	/ounds	Song of Discord	Vile Death
UNDEAD DN HEALING Level					8	Create Greater			Horrid Wilting	
					Mass Inflict Critical Wounds				Symbol of Death	
	pv = 1	l + (÷ 4) (arrondi à l'inférieur)						
4					9	Energy Drain		Imprison Soul	Mass Harm	Plague of Undead
REBUKE UNDEAD						Wail of the Banshee				
REBU	UKES PER DAY		Divers	Aujourd'hui						
=3 + CHA +						NEGATIVE E	ENER (GY BURST	SCABROU	JS TOUCH
					NEGA	NEGATIVE ENERGY DN			SCABROUS TOUCH PER DAY	
1	REBUKING CHE	ECK			DAMA			evel		
			TT A			– المار				
	= d	20 + (JHA			d4 =			▼ UNDEAD	MASTERY
						MENTA	L BAS	STION	STR AND DEX BONUS	S HIT DIE BONUS
2 TO REBUKE CREATURE Dread Necromancer MAX HIT DICE Level						TAL BASTION			+	+
	*************************************				BONU	Bonus applies to resist			MAY ANIMAME INTO	FAD
	= (Rebuking : 3) + - 4						sleep, s	stunning, paralysis,	MAX ANIMATE UND TOTAL HIT DICE	Niveau de Lanceur de Sort
_	CHECK 2							or disease.		
	TO DESTROY CREATURE MAX HIT DICE					GATIVE ENE	RGY	RESISTANCE	hd = (4	+ CHA) ×
	Dread Necromancer Level					STANCE			MAX CONTROL UND	EAD Niveau de
					RONG	Bonus applies to resist energy drain, ability drain or inflict spells.			TOTAL HIT DICE	Lanceur de Sort
									hd = (2	+ CHA) ×
	=		÷ 2	arrondi à l'inférieu	r)		OI IIIIII	·		
4	CREATURES RE	BUKED	Dread I	Necromancer				ENERVATIN	GTOUCH	<u> </u>
TOTAL HIT DICE Level						TIVE LEVELS	Di Lev		Moneti	va Lavals Today
						Negative Levels Today				
	= 2	uv + 0	T			= (<u></u>	12 to 16 → level ÷ • 17 to 20 → level)	