DREAD	
NECROMANCER	

Dread Necromancer Level	
Caster Level	

LCVCI	
Level	_
Bonus	+

×		SPEL	LS		#
Spell Save DC		Spells per day	=	Base Spells	+ Bonus Spells CHA
	1				7777
	2				0000
	3				
	4				0000
	5				444
	6				
	7				
	8				
	9				
Spell Save	DC = 10 + C	HA + Spell	Lev	/el	

#### ARCANE SPELL FAILURE THRESHOLD

	Spell failure does not apply to
%	Dread Necromancer spells
Li	while wearing light armour.

ATTACK	DC
ALIACK	$\nu$

**Dread Necromancer** Level

	= 10 + (	÷ 2 ) + CHA
--	----------	-------------

Use this DC for the Negative Energy Burst will save,

the Fear Aura will save, the Scabrous Touch fortitude save

and the Enervating Touch removal save

(Round down

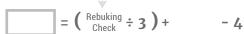
# CHARNEL TOUCH NEGATIVE ENERGY DAMAGE = 1d8 + ( ÷ 4 ) UNDEAD Level HEALING (Round down)

## REBUKE UNDEAD

REBUKES PI	ER DAY	Misc	Today
	= 3 + CHA	+	

1 REBUKING CHECK

2 TO REBUKE CREATURE Dread Necromancer MAX HIT DICE



3 TO DESTROY CREATURE

MAX HIT DICE

Dread Necromancer Level



4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

Level

= 2d6 + CHA + -----

		KNOWN S		,
1	Bane	Bestow Wound	Cause Fear	Chill Touch
1	Detect Magic	Detect Undead	Doom	Hide from Undead
	Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignmen
	Blindness / Deafness	Command Undead	Darkness	Death Knell
2	False Life	Gentle Repose	Ghoul Touch	Inflict Moderate Wound
	Scare	Spectal Hand	Summon Swarm	Summon Undead II
		opeotal Halla	- Cummon owarm	ounner ondedd n
Ш				
3	Crushing Despair	Death Ward	Halt Undead	Inflict Serious Wounds
	Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch
	Animate Dead	Bestow Curse	Contagion	Death Ward
4	Dispel Magic	Enervation	Evard's Black Tentacles	Douter france
4	Giant Vermin	Inflict Critical Wounds		Poison
	Summon Undead IV	minot official wounds	i nantaomai Kinci	1 010011
	- Cummon onacaa iv			
	Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic
5	Insect Plague	Lesser Planar Binding	Magic Jar	Mass Inflict Light Woun
	Nightmare	Oath of Blood	Slay Living	Summon Undead V
	Undeath to Death	Unhallow	Waves of Fatigue	
	Acid Fog	Circle of Death	Create Undead	Eyebite
6	Geas/Quest	Harm	Mass Inflict Moderate	,
	Planar Binding	Waves of Exhaustion	mass minot moderate	Woulds
	Tidilai Billallig	Traveo or Extradotion		
	Control Undead	Destruction	Finger of Death	Greater Harm
7	Control Undead	Destruction	Finger of Death	Greater Harm
<b>7</b>	Control Undead Mass Inflict Serious W		Finger of Death Song of Discord	Greater Harm Vile Death
7	Mass Inflict Serious W	ounds	Song of Discord  Horrid Wilting	
7 8	Mass Inflict Serious W	ounds	Song of Discord	
7	Mass Inflict Serious W Create Greater Undead Mass Inflict Critical W	ounds d ounds	Song of Discord  Horrid Wilting	Vile Death
7	Mass Inflict Serious W Create Greater Undead Mass Inflict Critical W Energy Drain	ounds	Song of Discord  Horrid Wilting	
7 8 9	Mass Inflict Serious W Create Greater Undead Mass Inflict Critical W	ounds d ounds	Song of Discord  Horrid Wilting  Symbol of Death	Vile Death
7 8 9	Mass Inflict Serious W Create Greater Undead Mass Inflict Critical W Energy Drain Wail of the Banshee	ounds Imprison Soul	Horrid Wilting Symbol of Death  Mass Harm	Vile Death Plague of Undead
7 8 9	Mass Inflict Serious W Create Greater Undead Mass Inflict Critical W Energy Drain	ounds Imprison Soul	Horrid Wilting Symbol of Death  Mass Harm	Plague of Undead  JS TOUCH
7 8 9	Create Greater Undead Mass Inflict Critical W  Energy Drain Wail of the Banshee  NEGATIVE ENERGY	ounds Imprison Soul	Horrid Wilting Symbol of Death  Mass Harm	Plague of Undead  JS TOUCH

d4

### MENTAL BASTION

MENTAL BASTION **BONUS** 

Bonus applies to resist sleep, stunning, paralysis, poison or disease.

#### NEGATIVE ENERGY RESISTANCE

### RESISTANCE

**BONUS** 

Bonus applies to resist energy drain, ability drain or inflict spells.

STR AND DEX BONUS

UNDEAD MASTERY

HIT DIE BONUS

MAX ANIMATE UNDEAD TOTAL HIT DICE

TOTAL HIT DICE

Caster Level

Caster

 $|d| = (4 + CHA) \times$ MAX CONTROL UNDEAD

> Level  $_{hd}$  = (2 + CHA)  $\times$

## **ENERVATING TOUCH**

NEGATIVE LEVELS PER DAY

Level

DN

12 to 16 → level ÷ 2 • 17 to 20 → level

Negative Levels Today