			Nooro	Dread	ī	×		*			
	DDE	D	Necroi	mancer Level	1 1		Bane		Bestow Wound	Cause Fear	Chill Touch
	DREA			/eau de		1	Détection de	magie	Detect Undead	Doom	Hide from Undead
N	ECROM	ANCE	Rinceur	de Sort			Inflict Light \	Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment
				Niveau	+						
				Bonus							
•		SORT			,		Blindness / [eafness	Command Undead	Ténèbres	Death Knell
	Sort auvegarde		= Base Sorts		us Spells	2	False Life		Gentle Repose	Ghoul Touch	Inflict Moderate Wounds
טע אנ		par jour	SOLIS		CHA		Scare		Spectal Hand	Summon Swarm	Summon Undead II
	1			- 7							
	2			- 7	777						
	3			_ 🕂	-		Crushing Des	spair	Death Ward	Halt Undead	Inflict Serious Wounds
	4				ф ф b	3	Ray of Exhau		Speak with Dead	Summon Undead III	Vampiric Touch
	5			_							
	6			-							
				_			Animate Dea	Ч	Bestow Curse	Contagion	Death Ward
	7			- 4		4	Dispel Magic		Enervation	Evard's Black Tentacles	
	8			- 7		4	Giant Vermin		Inflict Critical Wounds		Poison
	9						Summon Und	dead IV			
DD	de jet de sauvegard	de d'un sort =	= 10 + CHA	+ nive	au de sort						
RISC	QUE D'ÉCHEC D	ES SORTS	PROFAN	IES							
		failure does		to			Blight		Cloudkill	Fire in the Blood	Greater Dispel Magic
		d Necromand wearing ligl				5	Insect Plagu	e	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds
			cromancei	r		,	Cauchemar		Oath of Blood	Slay Living	Summon Undead V
ATT	ACK DC		evel				Undeath to D	eath	Unhallow	Waves of Fatigue	
		. (ر ۵	. CIIA						
	= 10	+ (2)	+ CHA						
	his DC for the Nega	tive Energy B	Burst will s	ave,			Acid Fog		Cercle de la mort	Create Undead	Eyebite
the Fear Aura will save, the Scabrous Touch fortitude save					6	Geas/Quest		Harm	Mass Inflict Moderate	•	
and the Enervating Touch removal save (arrondi à l'inférieu					ır)	Planar Bindir	ng	Waves of Exhaustion			
CHARNEL TOUCH											
NEGATIVE ENERGY DN											
DAMAGE Level						Control Unde	ad	Destruction	Finger of Death	Greater Harm	
$= 1d8 + (\div 4)$						Mass Inflict	Serious V	Vounds	Song of Discord	Vile Death	
`											
UNDEAD DN						Create Great	er Undea	Ч	Horrid Wilting		
HEALING Level					8	R Create Greater Undead Mass Inflict Critical Wounds			Symbol of Death		
py = 1 + (÷ 4) (arrondi à											
	þν			T /	l'inférieur)		Energy Drain		Imprison Soul	Mass Harm	Plague of Undead
7	DEI	BUKE UN	IDEAD		9	9	Wail of the B		imprison sour	Wass Harri	riagae or onacaa
DEDI	UKES PER DAY	JUKE UI	Divers		Aujourd'hui						
KED				>			NEGATIVE	EMED	CV DIIDOM	SCAPDO	US TOUCH
= 3 + CHA +										SCABROUS TOUCH P	
1	REBUKING CHE	CV				NEGA DAMA	TIVE ENERG AGE		DN evel	SCADROOS TOUCHT	LKDAI
	KEBUKING CITI	CK									
	= d	20 + C	HA				d4	=		UNDEAD	MASTERY
							MENTAL BASTION			STR AND DEX BONUS HIT DIE BONUS	
	TO REBUKE CREATURE Dread Necromancer MAX HIT DICE Level					MEN	TAL BASTION			+	+
						BONU			applies to resist		
	$= \left(\begin{array}{c} \text{Rebuking} \\ \text{Check} \end{array} \div 3 \right) + -4$							sleep, s	stunning, paralysis,	MAX ANIMATE UND TOTAL HIT DICE	Mivedu de
	3 TO DESTROY CREATURE MAX HIT DICE Dread Necromancer Level							poison	or disease.		Lanceur de Sort
						NEC	NEGATIVE ENERGY RESISTANCE hd = (4 + CHA) ×				
							STANCE			MAX CONTROL UND	EAD Niveau de
						BONU	JS	Bonus	applies to resist	TOTAL HIT DICE	Lanceur de Sort
								energy	drain, ability drain	hd = (2	+ CHA)×
	=	÷	2	(arron	ıdi à l'inférieu	r)		or infli	ot spells.		
/.	CREATURES RE	Bliked	Drog	ad Noor	omancer	X			ENERVATIN	G TOUCH	pt (
TOTAL HIT DICE Level NEGATIVE LEVELS DN								us I suels To !			
= 2d6 + CHA +								1		2	ve Levels Today] □ □ □ □
	= 2	uo + Cl	n.a. +				=	(12 to 16 → level ÷ • 17 to 20 → level	·)	