

DREAD NECROMANCER

Dread Necromancer Level

Zauberstufe

Level Bonus

ZAUBER

Zauber Rettungs SG		Zauber pro Tag	= Grund- zauber	+ Bonus Spells CHA
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

Zauber Rettungs SG = 10 + CH + Zaubergrad

ARKANE ZAUBERPATZER THRESHOLD

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

ATTACK DC

Dread Necromancer Level

$$= 10 + (\div 2) + CH$$

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 (abrunden)

CHARNEL TOUCH

NEGATIVE ENERGY DAMAGE

DN Level

$$= 1W\% \div 8W\% + 4$$

UNDEAD HEALING

DN Level

$$TP = 1 + (\div 4) \text{ (Round down)}$$

REBUKE UNDEAD

REBUKES PER DAY

Sonstiges

Heute

$$= 3 + CH +$$

1 REBUKING CHECK

$$\div 20W\% + CH$$

2 TO REBUKE CREATURE MAX HIT DICE

Dread Necromancer Level

$$= (\text{Rebuking Check} \div 3) + - 4$$

3 TO DESTROY CREATURE MAX HIT DICE

Dread Necromancer Level

$$= \div 2 \text{ (abrunden)}$$

4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

$$= 2W\% \div 16W\% +$$

BEKANNTE ZAUBER

1	Bane Detect Magic Inflict Light Wounds	Bestow Wound Detect Undead Ray of Enfeeblement	Cause Fear Doom Summon Undead I	Chill Touch Hide from Undead Undetectable Alignment
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2	Blindness / Deafness False Life Scare	Command Undead Gentle Repose Spectral Hand	Darkness Ghost Touch Summon Swarm	Death Knell Inflict Moderate Wounds Summon Undead II
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3	Crushing Despair Ray of Exhaustion	Death Ward Speak with Dead	Halt Undead Summon Undead III	Inflict Serious Wounds Vampiric Touch
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4	Animate Dead Dispel Magic Giant Vermin Summon Undead IV	Bestow Curse Enervation Inflict Critical Wounds	Contagion Evard's Black Tentacles Phantasmal Killer	Death Ward Fear Poison
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5	Blight Insect Plague Nightmare Undeath to Death	Cloudkill Lesser Planar Binding Oath of Blood Unhallow	Fire in the Blood Magic Jar Slay Living Waves of Fatigue	Greater Dispel Magic Mass Inflict Light Wounds Summon Undead V
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6	Acid Fog Geas/Quest Planar Binding	Circle of Death Harm Waves of Exhaustion	Create Undead Mass Inflict Moderate Wounds	Eyebite
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7	Control Undead Mass Inflict Serious Wounds	Destruction Finger of Death Song of Discord	Greater Harm Vile Death
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8	Create Greater Undead Mass Inflict Critical Wounds	Horrid Wilting Symbol of Death
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9	Energy Drain Wail of the Banshee	Imprison Soul Mass Harm	Plague of Undead
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NEGATIVE ENERGY BURST

NEGATIVE ENERGY DAMAGE

DN Level

$$W\% \div 4 =$$

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.

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY

DN Level

$$= (12 \text{ to } 16 \rightarrow \text{level} \div 2 : 17 \text{ to } 20 \rightarrow \text{level})$$

SCABROUS TOUCH

SCABROUS TOUCH PER DAY

$$=$$

UNDEAD MASTERY

STR AND DEX BONUS

HIT DIE BONUS

$$+ =$$

$$+ =$$

MAX ANIMATE UNDEAD TOTAL HIT DICE

Zauberstufe

$$\text{hd} = (4 + CH) \times$$

MAX CONTROL UNDEAD TOTAL HIT DICE

Zauberstufe

$$\text{hd} = (2 + CH) \times$$

Negative Levels Today

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