Dread Necromancer	×	INCANTESIMI CONOSCIUTI				
Lovel		Bane	Bestow Wound	Cause Fear	Chill Touch	
DREAD Livello	1	Detect Magic	Detect Undead	Doom	Hide from Undead	
NECROMANCE Rell'incantatore		Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment	
Livello bonus						
INCANTESIMI		Blindness / Deafness	Command Undead	Darkness	Death Knell	
Incantesimi Incantesimi Incantesimi Bonus Spells DC Tiri Salvz. al giorno Base CHA	2	False Life	Gentle Repose	Ghost Touch	Inflict Moderate Wounds	
DC Tiri Salvz. al giorno Base CHA		Scare	Spectal Hand	Summon Swarm	Summon Undead II	
2						
3	3	Crushing Despair	Death Ward	Halt Undead	Inflict Serious Wounds	
4 - 111		Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch	
5						
6			D		D 11 W 1	
7	/.	Animate Dead Dispel Magic	Bestow Curse Enervation	Contagion Evard's Black Tentacles	Death Ward	
8	4	Giant Vermin	Inflict Critical Wounds		Poison	
9 🗅 🗅		Summon Undead IV				
CD Tiro Salvz. Dell'incntsm. = 10 + CAR + Liv.Incntsm.						
SOGLIA DEL FALLIMENTO DEGLI INGNESISPORTATIONE does not apply to						
% Dread Necromancer spells	_	Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic	
'' while wearing light armour.	5	Insect Plague Nightmare	Lesser Planar Binding Oath of Blood	Magic Jar Slay Living	Mass Inflict Light Wounds Summon Undead V	
Dread Necromancer ATTACK DC Level			Unhallow	Waves of Fatigue	ouninon on acua i	
=10 + ( ÷ 2 ) + CAR						
Use this DC for the Negative Energy Burst will save, the Fear Aura will save.		Acid Fog	Circle of Death	Create Undead	Eyebite	
the Scabrous Touch fortitude save and the Enervating Touch removal save (Arrotondato per dife	6	Geas/Quest	Harm	Mass Inflict Moderate	Wounds	
CHARNEL TOUCH		Planar Binding	Waves of Exhaustion			
NEGATIVE ENERGY DN						
DAMAGE Level	_	Control Undead	Destruction	Finger of Death	Greater Harm	
= 1d8 + ( ÷ 4)	7	Mass Inflict Serious W		Song of Discord	Vile Death	
`						
UNDEAD DN HEATING Level	8	Create Greater Undead	d	Horrid Wilting		
III AMARIAN O		Mass Inflict Critical W	ounds	Symbol of Death		
pf = 1 + (						
	9	Energy Drain	Imprison Soul	Mass Harm	Plague of Undead	
REBUKE UNDEAD		Wail of the Banshee				
REBUKES PER DAY Altro Oggi		NEGATIVE ENER	CV DIIDCT	SCAPROI	IS TOUCH	
=3 + CAR +				SCABROUS TOUCH P	JS TOUCH *	
1 REBUKING CHECK	DAMA		N evel			
T doo L CAR		<sub>d4</sub> =				
= d20 + CAR			l		MASTERY	
2. TO REBUKE CREATURE Dread Necromancer	*	MENTAL BAS	STION	STR AND DEX BONUS		
MAX HIT DICE Level	MEN' BONU	TAL BASTION JS		+	+	
= ( Rebuking : 3 ) + -4			applies to resist stunning, paralysis,	MAX ANIMATE UNDI TOTAL HIT DICE	LIVEIIO	
Check		poison	or disease.		Dell'incantatore	
3 TO DESTROY CREATURE MAX HIT DICE	► NE	EGATIVE ENERGY I	RESISTANCE -	hd = ( 4	+ CAR ) ×	
Dread Necromancer	RESIS	STANCE IS		MAX CONTROL UNDI	LIVEIIO	
Level	DOM	Bonus a	applies to resist drain, ability drain		Dell'incantatore	
= ÷ 2 (Arrotondato per dife	HO)		et spells.	hd = ( 2	+ CAR ) ×	
	1.0)		ENERVATIN	G TOUCH	*	
4 CREATURES REBUKED Dread Necromancer TOTAL HIT DICE Level		TIVE LEVELS DI				
= 2d6 + CAR +	PER I	DAY Lev		_	re Levels Today	
- 200 + CAR +		= (	12 to 16 → level ÷ • 17 to 20 → level	<u> </u>		