

Dread Necromancer Level	
Livello dell'incantatore	
Level Bonus	+

$$CD \text{ Tiro Salvyz. Dell'incntsm.} = 10 + CAB + Liv.Incntsm.$$

<div style="border: 1px dashed black; padding: 5px; width: 100px; height: 100px; display: flex; align-items: center; justify-content: center;"> <div style="font-size: 2em; margin-bottom: 5px;">%</div> </div>	<p>Spell failure does not apply to Dread Necromancer spells while wearing light armour.</p>
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Dread Necromancer  
Level

$$\boxed{\phantom{000}} = 10 + (\phantom{00} \div 2) + \text{CAR}$$

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 (Arrotondato per difetto)

DN  
Level

$$\boxed{\phantom{000}} = 1d8 + (\phantom{00} \div 4)$$

DN  
Level

$$\boxed{\phantom{00}}_{\text{pf}} = 1 + \left( \phantom{00} \div 4 \right) \quad (\text{Round down})$$


## Ogqi

$$\boxed{\phantom{000}} = 3 + \text{CAR} + \begin{array}{|c|c|c|c|} \hline & & & \\ \hline & & & \\ \hline & & & \\ \hline \end{array}$$

$$\square = d20 + CAR$$

Dread Necromancer  
Level

**2 TO REBUKE CREATURE** Dread Necromancer Level  
**MAX HIT DICE**



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

Dread Necromancer  
Level

$$\boxed{\phantom{00}} = \phantom{00} \div 2 \quad (\text{Arrotondato per difetto})$$

### Dread Necromancer Level

$$\square = 2d6 + \text{CAR} +$$

1	Bane	Bestow Wound	Cause Fear	Chill Touch
	Detect Magic	Detect Undead	Doom	Hide from Undead
	Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment

2	Blindness / Deafness	Command Undead	Darkness	Death Knell
	False Life	Gentle Repose	Ghost Touch	Inflict Moderate Wounds
<div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> </div> </div>	Scare	Spectral Hand	Summon Swarm	Summon Undead II
3	Crushing Despair	Death Ward	Halt Undead	Inflict Serious Wounds
	Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch
<div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> </div> </div>				
4	Animate Dead	Bestow Curse	Contagion	Death Ward
	Dispel Magic	Enervation	Evard's Black Tentacles	Fear
<div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> </div> </div>	Giant Vermin	Inflict Critical Wounds	Phantasmal Killer	Poison
	Summon Undead IV			
5	Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic
	Insect Plague	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds
<div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> <div></div> <div></div> </div> <div> <div></div> </div> </div>	Nightmare	Oath of Blood	Slay Living	Summon Undead V
	Undeath to Death	Unhallow	Waves of Fatigue	

6	Acid Fog	Circle of Death	Create Undead	Eyebite
	Geas/Quest	Harm	Mass Inflict	Moderate Wounds
	Planar Binding	Waves of Exhaustion		
7	Control Undead	Destruction	Finger of Death	Greater Harm
	Mass Inflict	Serious Wounds	Song of Discord	Vile Death
8	Create Greater Undead		Horrid Wilting	
	Mass Inflict	Critical Wounds	Symbol of Death	
9	Energy Drain	Imprison Soul	Mass Harm	Plague of Undead
	Wail of the Banshee			

DN  
Level

d4 =

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

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

$$\text{Negative Levels per Day} = \left( \begin{array}{l} \text{12 to 16} \rightarrow \text{level} \div 2 \\ \text{17 to 20} \rightarrow \text{level} \end{array} \right)$$

11/1/2016

+

Livello  
Dell'incantatore

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

Livello  
Dell'incantatore

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

## ENERVATING TOUCH

DN  
Level

$$\boxed{\phantom{0000}} = \left( \begin{array}{c} 12 \text{ to } 16 \rightarrow \text{level} \div 2 \\ 17 \text{ to } 20 \rightarrow \text{level} \end{array} \right)$$

### Negative Levels Today