			Necrom	Dread 7	7	INCANTESIMI CONOSCIUTI					
	DDEA	D		Level -			Bane		Bestow Wound	Cause Fear	Chill Touch
	DREA			ivello		1	Detect Magic		Detect Undead	Doom	Hide from Undead
N	ECROMA	ANCE	R incant	tatore [Inflict Light W	ounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment
				ivello onus	+						
	IN	ICANTES									
CD :		Incantesimi _		i Bonus	Spells	2	Blindness / De False Life	afness	Command Undead	Darkness	Death Knell
	antesimi	al giorno	Base	CH			Scare		Gentle Repose Spectal Hand	Ghost Touch Summon Swarm	Inflict Moderate Wounds Summon Undead II
	1			77	77				opeotal Halla	Cummon Cwarm	ouninon ondedd n
	2				44						
	3				4		O		Death Mend	Halk Hadaad	In flict Occious Westerde
	4					3	Crushing Desp Ray of Exhaust		Death Ward Speak with Dead	Halt Undead Summon Undead III	Inflict Serious Wounds Vampiric Touch
	5						Truy or Extraus		opeak with beau	Cummon Chacaa m	vampino rodon
	6										
							Animate Dead		Bestow Curse	Contagion	Death Ward
	7			77		4	Dispel Magic		Enervation	Evard's Black Tentacles	
	8			99		4	Giant Vermin		Inflict Critical Wounds	Phantasmal Killer	Poison
	9						Summon Unde	ad IV			
CD	Salvezza Inc. = 10	+ CAR + Liv. I	Incantesimo)							
FAL	LIMENTO INCAL										
	% Drea	l failure does d Necromanc	er spells	0			Blight		Cloudkill	Fire in the Blood	Greater Dispel Magic
	while	wearing ligh	nt armour.			5	Insect Plague		Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds
ΛТТ	ACK DC		cromancer evel				Nightmare Undeath to De	ath	Oath of Blood Unhallow	Slay Living Waves of Fatigue	Summon Undead V
AIII		,					Olideath to be	atti	Ollifatiow	waves of ratigue	
	= 10	+ (÷ 2	2)+	CAR						
	his DC for the Negat	tive Energy B	urst will sav	ve,			Acid Fog		Circle of Death	Create Undead	Eyebite
	ear Aura will save, cabrous Touch forti	tude save				6	Geas/Quest		Harm	Mass Inflict Moderate	*
	he Enervating Touch		ve (A	Arrotond	ato per difet	to)	Planar Binding		Waves of Exhaustion		
CHARNEL TOUCH					*						
NEGATIVE ENERGY DN											
DA	MAGE		Level		.	7	Control Undea	d	Distruzione	Finger of Death	Greater Harm
= 1d8 + (÷ 4))		Mass Inflict Se	erious W	ounds	Song of Discord	Vile Death
	DEAD		N vel			8	Create Greater			Horrid Wilting	
HE.	ALING				/D		Mass Inflict Cr	itical W	ounds	Symbol of Death	
lL.	pf = 1	+ (÷ 4	.)	(Round down)						
						9	Energy Drain		Imprison Soul	Mass Harm	Plague of Undead
*		BUKE UN	IDEAD		#		Wail of the Bar	ıshee			
REB	UKES PER DAY		Varie		Oggi □□□						
	= 3 +	CAR +	F			- N	IEGATIVE I	ENERO			JS TOUCH •
4	DEDUIZING CHE	CV				NEGA' DAMA	TIVE ENERGY GE	D Le	IN	SCABROUS TOUCH P	ER DAY
1	REBUKING CHE	CK					_				
	= d	20 + C	AR				d4			UNDEAD	MASTERY
						*	MENTA	L BAS	TION	STR AND DEX BONUS	HIT DIE BONUS
	TO REBUKE CRI MAX HIT DICE	EATURE	Dread	d Necron Level	nancer	MENT	AL BASTION			+	+
	MAX IIII DICE	+		20101		BONU	S		pplies to resist	MAX ANIMATE UNDI	FAD
	= (Rebuking _ Check	÷ 3) +		- 4				tunning, paralysis, or disease.	TOTAL HIT DICE	EAD Livello incantatore
2	TO DECTROY C	DEATITUE					CATIVE END	<u> </u>		hd = (/	+ CAR) ×
	TO DESTROY CF MAX HIT DICE							CKGY	RESISTANCE -		EAD.
	Dread	Necromancei Level	r			BONU	TANCE S	D.		MAX CONTROL UNDI TOTAL HIT DICE	EAD Livello incantatore
								energy (pplies to resist drain, ability drain	(-	+ CAR) ×
	=	*	2 (A	rrotonda	ato per difet	to)		or inflic	t spells.	hd - (2	· CAR / ^
/.	CREATURES RE	BUKED	,	l Necrom		×			ENERVATIN(G TOUCH	,
	TOTAL HIT DIC		Diedu	Level	idiloCl	NEGA PER D	TIVE LEVELS	DN Lev		Man-4:	ua Lavale Today
		d6 + CA	AR +			I EK D		LEV	12 to 16 → level ÷	2	ve Levels Today
	2		T				=	'	• 17 to 20 → level	,	