

# DREAD NECROMANCER

Dread Necromancer Level

Caster Level

Level Bonus

## SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
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<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	5	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	6	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	7	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	8	<input type="text"/>		<input type="text"/>		<input type="text"/>
<input type="text"/>	9	<input type="text"/>		<input type="text"/>		<input type="text"/>

Spell Save DC = 10 + CHA + Spell Level

## ARCANE SPELL FAILURE THRESHOLD

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

ATTACK DC = 10 + (  ÷ 2 ) + CHA

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 (Round down)

## CHARNEL TOUCH

### NEGATIVE ENERGY DAMAGE

DN Level

= 1d8 + (  ÷ 4 )

### UNDEAD HEALING

DN Level

hp = 1 + (  ÷ 4 ) (Round down)

## REBUKE UNDEAD

REBUKES PER DAY = 3 + CHA +

### 1 REBUKING CHECK

= d20 + CHA

### 2 TO REBUKE CREATURE MAX HIT DICE

Dread Necromancer Level

= ( Rebuking Check ÷ 3 ) +  - 4

### 3 TO DESTROY CREATURE MAX HIT DICE

Dread Necromancer Level

=  ÷ 2 (Round down)

### 4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

= 2d6 + CHA +

## KNOWN SPELLS

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

d4 =

## 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 to 16 → level ÷ 2 : 17 to 20 → level )

## SCABROUS TOUCH

### SCABROUS TOUCH PER DAY

## UNDEAD MASTERY

### STR AND DEX BONUS

### HIT DIE BONUS

### MAX ANIMATE UNDEAD TOTAL HIT DICE

Caster Level

hd = ( 4 + CHA ) ×

### MAX CONTROL UNDEAD TOTAL HIT DICE

Caster Level

hd = ( 2 + CHA ) ×

Negative Levels Today