DREAD	
NECROMANCER	

Dread	7	
Necromancer		
Level	i	
Caster Level		

Level + Bonus

×		SPEL	LS		*
Spell Save DC		Spells per day	=	Base Spells	+ Bonus Spells CHA
	1				7777
	2				0000
	3				
	4				000
	5				444
	6				
	7				+ + +
	8				
	9				
Spell Save	DC = 10 + CI	HA + Spell	Lev	el	_

ARCANE SPELL FAILURE THRESHOLD

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

ATTACK DC

Dread Necromancer Level

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 = 1d8 + (÷ 4) DN UNDEAD Level HEALING (Round down)

REBUKE UNDEAD

= 3 + CHA +	oday

1 REBUKING CHECK

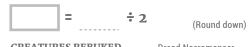
2 TO REBUKE CREATURE Dread Necromancer MAX HIT DICE

Rebuking ÷ 3) + Check

3 TO DESTROY CREATURE

MAX HIT DICE

Dread Necromancer Level



4 CREATURES REBUKED TOTAL HIT DICE

Dread Necromancer Level

Level

= 2d6 + CHA + -----

*		KNOWN S		,
4	Bane	Bestow Wound	Cause Fear	Chill Touch
1	Detect Magic	Detect Undead	Doom	Hide from Undead
	Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignme
	Blindness / Deafness		Darkness	Death Knell
2	False Life	Gentle Repose	Ghost Touch	Inflict Moderate Wound
	Scare	Spectal Hand	Summon Swarm	Summon Undead II
2	Crushing Despair	Death Ward	Halt Undead	Inflict Serious Wounds
3	Ray of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch
	Animate Dead	Bestow Curse	Contagion	Death Ward
4	Dispel Magic	Enervation	Evard's Black Tentacles	
	Giant Vermin Summon Undead IV	Inflict Critical Wounds	Phantasmal Killer	Poison
	Summon Undead IV			
	Blight	Cloudkill	Fire in the Blood	Greater Dispel Magic
5	Insect Plague	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wour
	Nightmare	Oath of Blood	Slay Living	Summon Undead V
	Undeath to Death	Unhallow	Waves of Fatigue	
	Acid Fog	Circle of Death	Create Undead	Eyebite
6	Geas/Quest	Harm	Mass Inflict Moderate	Wounds
	Planar Binding	Waves of Exhaustion		
7	Control Undead	Destruction	Finger of Death	Greater Harm
	Mass Inflict Serious W	/ounds	Song of Discord	Vile Death
	Create Greater Undead	1	Horrid Wilting	
8	Mass Inflict Critical W		Symbol of Death	
			,	
9	Energy Drain	Imprison Soul	Mass Harm	Plague of Undead
	Wail of the Banshee			
1	NEGATIVE ENER			JS TOUCH
NEGA DAMA		N vel	SCABROUS TOUCH P	EK DAY
	_			
1	44 =	_		

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.

UNDEAD MASTERY STR AND DEX BONUS HIT DIE BONUS

MAX ANIMATE UNDEAD TOTAL HIT DICE

Caster Level

Caster

Level

hd = (4 + CHA) ×

MAX CONTROL UNDEAD TOTAL HIT DICE

 $_{hd}$ = (2 + CHA) ×

ENERVATING TOUCH

NEGATIVE LEVELS PER DAY

DN Level

12 to 16 → level ÷ 2 • 17 to 20 → level

Negative Levels Today