Dread Necromancer	×	SORTS CONNUS				
Lovol	Bane		Bestow Wound	Cause Fear	Chill Touch	
DREAD Niveau de	1 Detec	ct Magic	Detect Undead	Doom	Hide from Undead	
NECROMANCER nceur de Sort		t Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment	
Niveau +						
Bonus						
SORTS	Blind	ness / Deafness	Command Undead	Darkness	Death Knell	
Sort Sorts = Base + Bonus Spells	2 False	Life	Gentle Repose	Ghost Touch	Inflict Moderate Wounds	
DD sauvegarde par jour Sorts CHA	□□□ Scare	9	Spectal Hand	Summon Swarm	Summon Undead II	
1						
2						
3 0 0 0 0 0	Crus	ning Despair	Death Ward	Halt Undead	Inflict Serious Wounds	
4	3 Ray o	of Exhaustion	Speak with Dead	Summon Undead III	Vampiric Touch	
5						
6						
	Anim	ate Dead	Bestow Curse	Contagion	Death Ward	
7 - 7		el Magic	Enervation	Evard's Black Tentacles		
8 000		Vermin	Inflict Critical Wounds	Phantasmal Killer	Poison	
9 🗎	Sumr	mon Undead IV				
DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort						
RISQUE D'ÉCHEC DES SORTS PROFANES						
Spell failure does not apply to	Bligh	t	Cloudkill	Fire in the Blood	Greater Dispel Magic	
% Dread Necromancer spells while wearing light armour.	_	t Plague	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds	
Dread Necromancer		hemar	Oath of Blood	Slay Living	Summon Undead V	
ATTACK DC Level	Unde	ath to Death	Unhallow	Waves of Fatigue		
=10 + (÷2) + CHA						
-10 · (
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		/Quest	Harm	Mass Inflict Moderate	Wounds	
and the Enervating Touch removal save (arrondi à l'inférieu		ar Binding	Waves of Exhaustion			
CHARNEL TOUCH						
NEGATIVE ENERGY DN DAMAGE Level						
DAMAGE Level	7 Cont	rol Undead	Destruction	Finger of Death	Greater Harm	
= 1d8 + (÷ 4)	□□□ Mass	Inflict Serious V	lounds	Song of Discord	Vile Death	
UNDEAD DN	8 Creat	te Greater Undea	d	Horrid Wilting		
HEALING Level	□□□ Mass	Inflict Critical W	ounds o	Symbol of Death		
pv = 1 + (÷ 4) (Round down)						
pv down)	Energ	gy Drain	Imprison Soul	Mass Harm	Plague of Undead	
REBUKE UNDEAD		of the Banshee	•			
REBUKES PER DAY Divers Aujourd'hui						
= 3 + CHA +		ATIVE ENER	GY BURST	SCABROU	JS TOUCH	
- 3 · CHA ·	NEGATIVE			SCABROUS TOUCH P		
1 REBUKING CHECK	DAMAGE		evel			
		-				
= d20 + CHA	0	<u> </u>		UNDEAD	MASTERY	
	MENTAL BASTION			STR AND DEX BONUS HIT DIE BONUS		
2 TO REBUKE CREATURE Dread Necromancer MAX HIT DICE Level	MENTAL BA	ASTION		+	+	
	BONUS	Bonus	applies to resist	MAX ANIMATE UNDI	EAD	
= (Rebuking : 3) + -4			stunning, paralysis,	TOTAL HIT DICE	EAD Niveau de Lanceur de Sort	
			or disease.	(.		
TO DESTROY CREATURE MAX HIT DICE	NEGAT	NEGATIVE ENERGY RESISTANCE And Hd = (4 + CHA) ×				
Dread Necromancer	RESISTANO BONUS	CE		MAX CONTROL UNDI	Nivedu de	
Level	DUNUS		applies to resist	TOTAL HIT DICE	Lanceur de Sort	
= :2			drain, ability drain et spells.	hd = (2	+ CHA) ×	
(arrondi à l'inférieur			ENERVATIN			
4 CREATURES REBUKED Dread Necromancer	MECATIVE	LEVELS D		3-TOUCH		
* TOTAL HIT DICE Level	NEGATIVE PER DAY	LEVELS D		Negativ	re Levels Today	
= 2d6 + CHA +		= (12 to 16 → level ÷ • 17 to 20 → level	2		
			• 17 to 20 → level	, ::		