| Dread | ` . | ZNANE CZARY | | | |
|---|---------------|----------------------------------|---|--------------------------------------|--|
| Necromancer Level | | Bane | Bestow Wound | Cause Fear | Chill Touch |
| DREAD Poziom | 1 | Detect Magic | Detect Undead | Doom | Hide from Undead |
| NECROMANCER Czarującego | | Inflict Light Wounds | Ray of Enfeeblement | Summon Undead I | Undetectable Alignment |
| Poziomy Premiowe | | | | | |
| CZARY | | Diada / Darfa | 0 | Dadanasa | Death Worll |
| ST Rzutu Czary = Czary + Bonus Spells | 2 | Blindness / Deafness False Life | Gentle Repose | Darkness Ghost Touch | Death Knell Zadawanie Średnich Ran |
| Obronnego na dzień Bazowe CHA | | Scare | Spectal Hand | Summon Swarm | Summon Undead II |
| 1 - 7777 | | | | | |
| 2 | | | | | |
| 3 | 3 | Crushing Despair | Death Ward | Halt Undead | Inflict Serious Wounds |
| 4 - 7770 | | Ray of Exhaustion | Speak with Dead | Summon Undead III | Vampiric Touch |
| 5 | | | | | |
| 6 | | | | | ll |
| 7 | | Animate Dead Dispel Magic | Bestow Curse Enervation | Contagion Evard's Black Tentacles | Death Ward |
| 8 | 4 | Giant Vermin | Inflict Critical Wounds | | Poison |
| 9 🗅 | | Summon Undead IV | | | |
| ST Rz. Obr. = 10 + CHA + Poziom CZaru | | | | | |
| NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO Spell failure does not apply to | | | | | |
| % Dread Necromancer spells | | Blight | Cloudkill | Fire in the Blood | Greater Dispel Magic |
| while wearing light armour. | 5 | Insect Plague Nightmare | Lesser Planar Binding Oath of Blood | Magic Jar Slay Living | Mass Inflict Light Wounds Summon Undead V |
| Straszny Nekromanta ATTACK DC Poziom | | Undeath to Death | Unhallow | Waves of Fatigue | outilition officeact v |
| =10 + (÷2) + CHA | | | | | |
| -10 * (+2) * CHA | | | | | |
| 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 and the Enervating Touch removal save (Zaokrąglane w dół | (J) | Geas/Quest | Harm | Mass Inflict Moderate | Wounds |
| CHARNEL TOUCH | | Planar Binding | Waves of Exhaustion | | |
| NEGATIVE ENERGY DN | | | | . <u> </u> | |
| DAMAGE Level | | Control Undead | Destruction | Finger of Death | Greater Harm |
| = 1d8 + (÷ 4) | 7 | Manada di di atao ai ana M | | Song of Discord | Vile Death |
| ` | | | | | |
| UNDEAD DN HEALING Level | 8 | Create Greater Undead | 1 | Horrid Wilting | |
| IIIAMITO | | Mass Inflict Critical W | Vounds | Symbol of Death | |
| pw = 1 + (÷ 4) (Round down) | | | | | |
| | 9 | Energy Drain Wail of the Banshee | Imprison Soul | Mass Harm | Plague of Undead |
| REBUKE UNDEAD | | | | | |
| REBUKES PER DAY Inne Dziś | | NEGATIVE ENER | TV BIIDCT | SCARDOI | JS TOUCH |
| = 3 + CHA + | | | N N | SCABROUS TOUCH P | |
| 1 REBUKING CHECK | DAM | | vel | | |
| Theo I CIIA | | d4 = | , | | |
| = k20 + CHA | | | l | | MASTERY |
| 2. TO REBUKE CREATURE Straszny Nekromanta | * | MENTAL BAS | TION | STR AND DEX BONUS | |
| MAX KW Poziom | MEN' BONU | TAL BASTION US | | + | + |
| = (Rebuking : 3) + -4 | | Bonus a | applies to resist tunning, paralysis, | MAX ANIMATE UNDI TOTAL HIT DICE | 1 0210111 |
| Check | | poison | or disease. | | Czarującego |
| 3 TO DESTROY CREATUREMAX KW | × NI | EGATIVE ENERGY I | RESISTANCE - | hd = (4 | + CHA) × |
| Straszny Nekromanta | RESIS BONU | STANCE US | | MAX CONTROL UNDI TOTAL HIT DICE | 1 0210111 |
| Poziom | 2011(| Bonus a | applies to resist drain, ability drain | | Czarującego |
| = ÷ 2 (Zaokrąglane w dół | ₄₎ | | t spells. | hd = (2 | + CHA) × |
| | 1 | | ENERVATIN | G TOUCH | * |
| 4 CREATURES REBUKED Straszny Nekromanta TOTAL HIT DICE Poziom | | ATIVE LEVELS DI | | | |
| = 2k6+ CHA + | PER I | | 12 to 16 → level ÷ | 2 | re Levels Today |
| - 2k0+ CHA + | | = (| • 17 to 20 → level | | |