

# DREAD NECROMANCER

Dread Necromancer Level

Poziom Czarującego

Poziomy Premiowe

## CZARY

ST Rzutu Obronnego		Czary Dziennie	= Czary Bazowe	+ Czary premiowe CHA
	1			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

ST Rz. Obr. = 10 + CHA + Poziom CZaru

## NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

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

## ATTACK DC

Straszny Nekromanta Poziom

$$= 10 + ( \div 2 ) + CHA$$

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 (Zaokrąglane w dół)

## CHARNEL TOUCH

### NEGATIVE ENERGY DAMAGE

DN Level

$$= 1d8 + ( \div 4 )$$

### UNDEAD HEALING

DN Level

$$pw = 1 + ( \div 4 ) \text{ (Round down)}$$

## REBUKE UNDEAD

### REBUKES PER DAY

Inne

Dziś

$$= 3 + CHA +$$

### 1 REBUKING CHECK

$$= k20 + CHA$$

### 2 TO REBUKE CREATURE MAX KW

Straszny Nekromanta Poziom

$$= ( \text{Rebuking Check} \div 3 ) + - 4$$

### 3 TO DESTROY CREATURE MAX KW

Straszny Nekromanta Poziom

$$= \div 2 \text{ (Zaokrąglane w dół)}$$

### 4 CREATURES REBUKED TOTAL HIT DICE

Straszny Nekromanta Poziom

$$= 2k6 + CHA +$$

## ZNANE CZARY

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 Zadawanie Średnich Ran 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 Trucizna
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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

$$= ( 12 \text{ to } 16 \rightarrow \text{level} \div 2 ; 17 \text{ to } 20 \rightarrow \text{level} )$$

Negative Levels Today

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## SCABROUS TOUCH

### SCABROUS TOUCH PER DAY

## UNDEAD MASTERY

### STR AND DEX BONUS

### HIT DIE BONUS

+

+

### MAX ANIMATE UNDEAD TOTAL HIT DICE

Poziom Czarującego

$$hd = ( 4 + CHA ) \times$$

### MAX CONTROL UNDEAD TOTAL HIT DICE

Poziom Czarującego

$$hd = ( 2 + CHA ) \times$$