Dread Necromancer		CONJUROS CONOCIDOS				
Lovol		Bane	Bestow Wound	Cause Fear	Chill Touch	
DREAD Nivel de	1	Detect Magic	Detect Undead	Doom	Hide from Undead	
NECROMANCER Lanzador		Inflict Light Wounds	Ray of Enfeeblement	Summon Undead I	Undetectable Alignment	
Bon +						
de Nivel						
CONJUROS		Blindness / Deafness	Command Undead	Darkness	Death Knell	
CD Salv Conjuros = Conjuros + Bonus Spells	2	False Life	Gentle Repose	Ghost Touch	Inflict Moderate Wounds	
de Conjuros al Día Base CHA		Scare	Spectal Hand	Summon Swarm	Summon Undead II	
1						
2 0 0 0 0						
3		Owenhine Deeneis	Dooth Word	Hali Hadaad	Inflict Coviews Wave de	
4	3	Crushing Despair Ray of Exhaustion	Death Ward Speak with Dead	Halt Undead Summon Undead III	Inflict Serious Wounds Vampiric Touch	
		ndy of Exhaustion	Speak with Deau	Summon Ondead in	vanipinic rouch	
5						
6 000						
7		Animate Dead	Bestow Curse	Contagion	Death Ward	
8	4	Dispel Magic	Enervation	Evard's Black Tentacles		
9		Giant Vermin	Inflict Critical Wounds	Phantasmal Killer	Poison	
		Summon Undead IV				
CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro	. "					
UMBRAL DE FALLO DE THRESHOLD 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	Lesser Planar Binding	Magic Jar	Mass Inflict Light Wounds	
Dread Necromancer		Nightmare	Oath of Blood	Slay Living	Summon Undead V	
ATTACK DC Level		Undeath to Death	Unhallow	Waves of Fatigue		
$=$ 10 + (\div 2) + CAR						
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	6	Geas/Quest	Harm	Mass Inflict Moderate	Wounds	
and the Enervating Touch removal save (Redondear hacia a	المال أ	Planar Binding	Waves of Exhaustion			
CHARNEL TOUCH						
NEGATIVE ENERGY DN DAMAGE Level						
DAMAGE Level	7	Control Undead	Destrucción	Finger of Death	Greater Harm	
= 1d8 + (÷ 4)		M I - fl' - + O M	lounds	Song of Discord	Vile Death	
UNDEAD DN		Create Greater Undea	4	Horrid Wilting		
HEALING Level	8	Mass Inflict Critical W		Symbol of Death		
= 1 + (÷ 4) (Round		Mass IIIIIct Offical W	ounus	Symbol of Death		
pg - 1 · down)						
	9	Energy Drain	Imprison Soul	Mass Harm	Plague of Undead	
REBUKE UNDEAD		Wail of the Banshee				
REBUKES PER DAY Misc Hoy						
=3 + CAR +	× 1	NEGATIVE ENER	GY BURST	SCABROU	JS TOUCH	
	NEGA	TIVE ENERGY	N	SCABROUS TOUCH P	ER DAY	
1 REBUKING CHECK	DAMA	AGE Le	evel			
= dag + CAB		d4 =	,		7. A. G. T.	
= d20 + CAR		u4			MASTERY •	
D 11	•	MENTAL BAS	STION	STR AND DEX BONUS	HIT DIE BONUS	
2 TO REBUKE CREATURE DADOS DE GOLPE MAX. Dread Necromancer Level		TAL BASTION		+	+	
	BONU	JS Bonus	applies to resist	MAX ANIMATE UNDI	FAD NO L	
$= \left(\begin{array}{c} \text{Rebuking} \\ \text{Check} \end{array} \div 3 \right) + -4$			stunning, paralysis, or disease.	DADOS DE GOLPE TO	INIVELUE	
		· .		-(.		
3 TO DESTROY CREATUREDADOS DE GOLPE MAX.	► NE	EGATIVE ENERGY	RESISTANCE -	hd = (4	+ CAR) ×	
Dread Necromancer		STANCE		MAX CONTROL UNDI	INIVELUE	
Level	BONU	Bonus	applies to resist	DADOS DE GOLPE TO	TALES Lanzador	
		energy	drain, ability drain	hd = (2	+ CAR) ×	
= ÷2 (Redondear hacia al	oajo)	or intilo	et spells.			
⚠ CREATURES REBUKED Dread Necromancer	X		ENERVATIN	G TOUCH	*	
DADOS DE GOLPE TOTALES Level	NEGA PER I	ATIVE LEVELS DI		A1 **	ro Lovelo Todov	
= 04(± CAD ±	rekl		12 to 16 → level ÷	2	re Levels Today	
= 2d6 + CAR +		= (• 17 to 20 → level)		