

Dread necromancer Spell List

0st Level (Added by DM)

Detect Magic
Detect Poison
Disrupt Undead
Inflict Minor Wounds
Slash Tongue
Touch of Fatigue

1st Level

Bane
Bestow Wound (H. of Horror)
Cause Fear
Chill Touch
Detect Magic
Detect Undead
Doom
Hide from Undead
Inflict Light Wounds
Ray of Enfeeblement
Summon Undead I (S. Comp.)
Undetectable Alignment

2nd Level

Blindness/Deafness
Command Undead
Darkness
Death Knell
Desecrate (Added by DM)
False Life
Gentle Repose
Ghoul Touch
Inflict Moderate Wounds
Scare
Spectral Hand
Summon Swarm
Summon Undead II (S. Comp.)

3rd Level

Animate Dead (Added by DM)
Crushing Despair
Death Ward
Halt Undead
Inflict Serious Wounds
Magic Circle against
 Good/Evil/Law/Chaos (Added by DM)
Ray of Exhaustion
Speak with Dead

Summon Undead III (S. Comp.)
Vampiric Touch

4th Level

Animate Dead
Bestow Curse
Contagion
Death Ward
Dispelling Magic
Enervation
Evard's Black Tentacles
Fear
Giant Vermin
Inflict Critical Wounds
Phantasmal Killer
Poison
Summon Undead IV (S. Comp.)

5th Level

Blight
Cloudkill
Fire in the Blood (H. of Horror)
Greater Dispelling Magic
Insect Plague
Lesser Planar Binding
Magic Jar
Inflict Light Wounds, Mass
Nightmare
Oath of Blood (H. of Horror)
Slay Living
Summon Undead V (S. Comp.)
Undeath to Death
Unhallow
Waves of Fatigue

6th Level

Acid Fog
Circle of Death
Create Undead
Eyebite
Geas/Quest
Harm
Inflict Moderate Wounds, Mass
Planar Binding
Waves of Exhaustion

7th Level

Control Undead
Destruction
Finger of Death
Greater Harm (H. of Horror)
Inflict Serious Wounds, Mass
Song of Discord
Vile Death (H. of Horror)

8th Level

Create Greater Undead

Horrid Wilting
Inflict Critical Wounds, Mass
Symbol of Death

9th Level

Energy Drain
Imprison Soul (H. of Horror)
Mass Harm (H. of Horror)
Plague of Undead (H. of Horror)
Wail of the Banshee

Note:

(Added by DM) = Spell added by the DM based on the Giant in the Foreground Playground, what makes sense for a Dread Necromancer. The DM also added the 0 Level spell list.

(H. of Horror) = Heroes of Horror

(S. Comp.) = Spell Compendium