UNDEAD LORD OF

(CLERIC)

Cleric Level

Caster Level

PREPARED SPELLS

0

Domain Spell **+ 1**

1

Domain Spell **+ 1**

2

Domain Spell **+ 1**

3

Domain Spell **+ 1**

4

Domain Spell **+ 1**

5

Domain Spell **+ 1**

6

Domain Spell **+ 1**

7

Domain Spell **+ 1**

8

Domain Spell **+ 1**

9

DEATH DOMAIN

Domain

Granted Power | Granted Power

Level | Level

DC | DC

Uses per day | Uses per day

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
						WIS / WIS - 4 / WIS - 8 / WIS - 12
	0					
	1	+ 1		+ 1		
	2	+ 1		+ 1		
	3	+ 1		+ 1		
	4	+ 1		+ 1		
	5	+ 1		+ 1		
	6	+ 1		+ 1		
	7	+ 1		+ 1		
	8	+ 1		+ 1		
	9	+ 1		+ 1		

Spell Save DC = 10 + WIS + Spell Level

INFLICT					Spell Level		Mass Spell Level	
	Light Wounds	**1d8** + Level	(1 - 5)		**1**		**5**	
	Moderate Wounds	**2d8** + Level	(3 - 10)		**2**		**6**	
	Serious Wounds	**3d8** + Level	(5 - 15)		**3**		**7**	
	Critical Wounds	**4d8** + Level	(7 - 20)		**4**		**8**	
	Heal / Harm	**10 ×** Level			**6**		**9**	

CORPSE COMPANION

Companion

Creating a corpse companion takes 8 hours, and the companion may have hit dice up to your cleric level.

CHANNEL ENERGY

Good Cleric ☐   ■ **Evil Cleric**

Channel Positive Energy   Channel Negative Energy

Cure Wounds   Inflict Wounds

CHANNEL PER DAY

Misc | Today

= **3** + **CHA** +

ENERGY ROLL

Cleric Level   Misc

d6 = (⎯ ÷ **2**) + ⎯ **(Round up)**

WILL SAVE DC

Cleric Level   Misc

= **10** + (⎯ ÷ **2**) + **CHA** +

CHANNEL RANGE

30 ft Radius centred on the Cleric

UNLIFE HEALER

Level 8 All spells, channelling and other effects to heal undead are "empowered" for +50%.

Level 16 All spells, channelling and other effects to heal undead always do their maximum effect +50%.