



UNDEAD LORD OF

Cleric
Level

Caster
Level

(CLERIC)

DEATH DOMAIN

Domain

Granted Power

Granted Power

Level	DC	Uses per day

SPELLS

Spell Save DC	Spells per day	Base Spells	Bonus Spells
0	+1	+1	WIS - 4 WIS - 8 WIS - 12
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

Concentration = **WIS** + Caster Level

INFLICT	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 Cure Wounds
Channel Negative Energy Inflict Wounds

CHANNEL
PER DAY

Misc

Today

= 3 + **CHA** +

ENERGY
ROLL

Cleric
Level

Misc

d6 = (÷ 2) + (Round up)

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%.

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