



UNDEAD LORD

OF

Cleric Level
Caster Level

(CLERIC)

DEATH DOMAIN

Domain	
Granted Power	
Level	Level
DC	DC
Uses per day	Uses per day

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
0	+1	+1	WIS - 4
1	+1	+1	WIS - 8
2	+1	+1	WIS - 12
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

INFLECT	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	