



# UNDEAD LORD

OF

Cleric  
Level

Caster  
Level

(CLERIC)

## DEATH DOMAIN

Domain

Granted Power

Granted Power

Level  
DC

Level  
DC

Uses  
per day

Uses  
per day

Uses  
per day

## SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

INFLECT

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

Spell Level  
1  
2  
3  
4  
6

Mass Spell Level  
5  
6  
7  
8  
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  
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

### ENERGY ROLL

Cleric Level Misc  
 $d6 = \left( \frac{\text{Cleric Level}}{2} \right) + \text{Misc}$  (Round up)

### WILL SAVE DC

Cleric Level Misc  
 $\text{Will Save DC} = 10 + \left( \frac{\text{Cleric Level}}{2} \right) + \text{CHA} + \text{Misc}$

### 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