



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 WIS - 8 WIS - 12
1	+1	+1	WIS - 4 WIS - 8 WIS - 12
2	+1	+1	WIS - 4 WIS - 8 WIS - 12
3	+1	+1	WIS - 4 WIS - 8 WIS - 12
4	+1	+1	WIS - 4 WIS - 8 WIS - 12
5	+1	+1	WIS - 4 WIS - 8 WIS - 12
6	+1	+1	WIS - 4 WIS - 8 WIS - 12
7	+1	+1	WIS - 4 WIS - 8 WIS - 12
8	+1	+1	WIS - 4 WIS - 8 WIS - 12
9	+1	+1	WIS - 4 WIS - 8 WIS - 12

Spell Save DC = 10 + WIS + 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

= 3 + **CHA** + Today

ENERGY ROLL

d6 = (÷ 2) + (Round up)

WILL SAVE DC

= 10 + (÷ 2) + **CHA** +

CHANNEL RANGE

30 ft Radius centered on the Cleric

UNLIFE HEALER

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

Level 16 All spells, channeling, 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	
Domain Spell +1	