



# 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 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

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 ☐ Cure Wounds  
Channel Negative Energy ☒ 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 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