



# 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

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

INFLECT

Spell Level

Mass Spell Level

## 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 = ( ÷ 2 ) + (Round up)

WILL SAVE DC  
Cleric Level Misc

= 10 + ( ÷ 2 ) + CHA +

### 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

1

2

3

4

5

6

7

8

9