



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
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ENERGY ROLL

Cleric Level Misc
☐ d6 = (☐ ÷ 2) + ☐ (Round up)

WILL SAVE DC

Cleric Level Misc
☐ = 10 + (☐ ÷ 2) + ☐ + ☐

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