



# UNDEAD LORD

OF

Cleric  
Level

Caster  
Level

(CLERIC)

## DEATH DOMAIN

Domain

Granted Power

Granted Power

Level

Level

DC

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

## 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