

PALADIN OATH OF THE UNDEAD

A Paladin of the Undead is sworn to defend those who are dead and to leave corpses undefiled. This results in these paladins being powerful vessels that guide the fallen and preserve the sanctity of their bodies. Paladins of the Undead are effective against the undead, but usually have an affiliation with spirits and seek to preserve the dead properly.

TENETS OF THE UNDEAD

The oath of the undead preserves the sanctity of death and the afterlife from petty material interference.

- **Eternity.** These tenets are everlasting and unchanging, like death.
- **Guidance.** Escort those who are dead towards their afterlife, whatever it may be.
- **Preservation.** Those who are alive are meant to be, as are those who are dead, in accordance with the will of the god or gods.
- **Sanctity.** Protect the fallen, and prevent the bodies of those who are dead from being defiled. Treat the dead properly and with honor.

OATH SPELLS

You gain oath spells at the level listed.

OATH OF THE UNDEAD SPELLS

Ranger Level	Spell
3rd	Armor of Agathys, Ray of Sickness
5th	Blur, Gentle Repose
9th	Feign Death, Speak with Dead
13th	Blight, Sickening Radiance
17th	Dawn, Greater Restoration

CHANNEL DIVINITY

When you take this Oath at 3rd level, you gain the following two Channel Divinity options.

- **Release Soul.** You can use your Channel Divinity to lay the souls of the dead to peace. As a reaction to a creature that is not an undead dying within 60 feet of you, you may use your Channel Divinity to release the soul of the creature to the afterlife. All creatures within 20 feet of the body must make a Wisdom saving throw against your spell save DC. On a failed save, the creature takes psychic damage equal to 1d12 + your Paladin level and is frightened of the effect. You may select any number of creatures you can see in range to be immune to this effect. On a successful save, a creature takes half the damage. The creature may reattempt the save at the end of its turn, ending the frightening effect on a success. Otherwise, the effect lasts for one minute.. If the soul is not willing to enter the afterlife, all other effects take place, but its soul remains on the material plane.
- **Vanquish Undead.** You can use your Channel Divinity to turn the undead. As an action, you present your holy symbol and each undead within 30 feet of you that can see or hear you must make a Wisdom saving throw. On a failed save, the creature takes radiant damage equal to your paladin level.

AURA OF PURIFICATION

Starting at 7th level, you emit an aura that purifies anything that enters it. Creatures within 10 feet of you have resistance to necrotic damage and heal an additional number of hit points equal to your Charisma modifier (minimum of 1) whenever they are healed. This does not apply to healing caused by Lay On Hands.

At level 18, this range extends to 30 feet.

WILLING POSSESSION

Beginning at level 15, whenever you fail a saving throw that would affect your ability to control your body, you may immediately, willingly, give up yourself to the possession of a friendly spirit. For the duration of the effect, up to one hour, you, as a player, retain control of your character entirely, with the effect simply taking control of your soul, which is not commanding your body, and have an Intelligence, Wisdom, and Charisma each of 10. You will likely answer to a different name and behave differently for the duration. While this effect is ongoing, you may not cast, or concentrate on, spells. The effect will still remain if this effect ends.

SPIRITUAL AVATAR

At level 20, you learn to abandon your material form altogether, in favor of the undead. Once per long rest, as a bonus action, you may enter this form for one minute, allowing you to travel through physical objects and creatures, though if you end your turn in one, both take 1d10 force damage and are pushed away. While in this form, your weapon attacks do an additional 2d12 psychic damage, and you have a flying speed of 60 feet and nonmagical attacks against you have disadvantage. While in this form, you cannot be frightened, grappled, paralyzed, petrified, poisoned, restrained, or stunned.