

OATH OF THE UNDERTAKER

Ladies and gentlemen. The UNDERTAKER! The Oath of The Undertaker takes you from the Material Plane, and brings you to THE MOST ELECTRIFYING PLANE IN D&D... The Plane of Wrestling.

OATH BONUS (REQUIRES GRAPPLER FEAT)

For taking the Oath of the Undertaker, you may use the Grappler feat to grapple a creature into a pin. To do so, you must first grapple a creature. Then, each turn following, you and the opponent must make Opposing Strength rolls. If you Succeed each throw three times in a row, the creature is pinned, and knocked unconscious. If you roll a Nat20, an additional count is made. If the opposing creature rolls a Nat20, they reverse the pin. This process is continued until either a fall is made, or the pin is broken. If either member of the pin is attacked successfully, or the grappled creature Succeeds the roll the pin is broken.

TENETS OF THE TAKER

As the Undertaker, you only work to bring down those who oppose you, making them REST. IN. PEACE.

Hated by Few, Loved by Many. You work for admiration of others. While you take upon the gaze of many, there are those who will inevitably wish for your demise.

Domination. Throughout your long journey in the Plane of Wrestling, you have learned that only one thing matters. Total, Undisputed control.

Darkness. As night falls, your true power is revealed. You and the darkness are one. It is your greatest ally. You do whatever you can to protect it, and it will do what it can to aide you.

Rest In Peace. This should be self-explanatory.

OATH SPELLS

You gain oath spells at the Paladin levels listed.

OATH OF THE UNDERTAKER SPELLS

Paladin Level	Spells
3rd	<i>Bane, Inflict Wounds</i>
5th	<i>Scorching Ray, Darkness</i>
9th	<i>Lightning Bolt, Bestow Curse</i>
13th	<i>Banishment, Speak with Dead</i>
17th	<i>Revivify, Mislead</i>

CHANNEL DIVINITY

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

Cold Dead Hands. If you take an action that involves you either touching or being within touching distance of another creature, you may use your reaction to activate your channel divinity, bringing a chilling touch to your grasp. The creature you use this on must succeed a Wisdom saving throw against your Spell Save DC. On a failed save, you may deal $Xd6$ frost damage, where X is equal to $1/2$ your Paladin Level, rounded up.

Wrath of the Dead. You may call upon the dead to aide you in battle. As an action, you may activate an area of effect around you, 10 feet in any direction. If a hostile creature moves within this area of effect, they must succeed a Dexterity saving throw ($DC8 + Str Mod + Cha Mod$). On a failed save, arms of the fallen reach from the ground and grab the creature, reducing its Speed to 0 and giving all others advantage on attack rolls. The creature may still take its turn, but must remake the saving throw to escape the grasp. The area of effect vanishes when one creature activates it.

AURA OF THE UNDERTAKER

Beginning at 7th level, when day turns to night, the power of the grave rises from deep within your soul. When outside of combat at night, Non-player creatures within 5 feet of you no longer add their proficiency on skill-checks they would usually. At 18th level, this range increases to 10 feet, and friendly creatures within the range double their proficiency bonus on skill checks they would add a proficiency bonus to normally.

DEADMAN WALKING

Starting at 15th level, once per long rest you may rise from the ground after being defeated, able to fight once more. If you are at any point dropped below 0 hit points but not killed outright, you instead drop to 1. You may then choose to either expend 1 hit die to heal, or roll intimidation versus a Charisma saving throw by the attacker. If you succeed, the attacker is frightened of you until the end of combat.

BROTHER OF DESTRUCTION

At 20th level, you may call upon your brother from the Plane of Wrestling. Once per long rest, if your health is below $3/4$, you may summon the spirit of the monster Kane. Kane is rolled into initiative ($D20+2$) and must roll to attack as though they were another PC ($D20+6$). If the attack lands, roll $4d8+4$ fire damage. For all saving throws, add a +4 to the D20 roll. At the begining of every turn but his first, Kane must roll a d20. On a Nat 1, Kane returns to the Plane of Wrestling.

KANE

Level	Health	Initiative	Attack	Damage	Armor Class
20	125	+2	+6	4d8+4 Fire	19

STATS FOR SAVING THROWS

Stat	Modifier
Strength	+6
Dexterity	+2
Constitution	+3
Intelligence	-1
Wisdom	+1
Charisma	0