



THE EVERGUARD

A DEATH KNIGHT FACTION SUPPLEMENT FOR FIFTH EDITION

THE DM TOOL CHEST



THE EVERGUARD

The Everguard is a faction of undead knights who have existed for over 1000 years, devoted to protecting the innocent and defeating evil. Though they have faced many challenges and been reviled by the people, they have always remained true to their mission and are some of the land's most potent and feared defenders. Throughout the centuries, they have fought against powerful necromancers, demon princes, dragons, and other evil creatures, always standing guard against the forces of darkness.

OATH OF THE EVERGUARD

*I pledge my soul, to this eternal fight,
To embrace the darkness, in service to the light.
To defend the innocent, with an unyielding hand,
Against the hordes of evil, that threaten the land.
I swear to stand steadfast, through death's cold embrace,
I accept this vigil, in these ranks I now take my place.*

HISTORY

The Everguard were once a holy order of paladins, bound by sacred oaths to serve their deity to uphold the tenets of righteousness. However, in the face of an ancient and powerful evil, the Everguard made the fateful decision to break their pact with their god and embrace undeath to become strong enough to fight against the darkness that repeatedly attacked their kingdom.

The origins of the Everguard can be traced back to a time of great turmoil when hordes of demons and undead overran the land. The people were desperate for protection, and a group of brave warriors stepped forward to answer their call. These warriors were led by a mighty paladin named Aric, who the gods had chosen to lead the fight against evil. Aric and his followers were blessed with holy powers, and they quickly made a name for themselves by defeating many of the most powerful demons and undead that plagued the land.

The Everguards' reputation grew, and soon they were called upon to defend the kingdom against even greater threats. One of their most significant victories came against the necromancer Goeban Ironroar, who had risen to power and threatened to enslave the kingdom with an army of undead minotaurs. Aric and his knights fought bravely and ultimately emerged victorious, defeating the undead hordes and imprisoning the necro-

mancer in a secret prison for eternity.

Even with the defeat of Ironroar, Aric knew the threat to the kingdom was not over. He knew that other powerful necromancers and undead lords would seek to rise in his place. So, to prepare for the next great battle, the Everguard embraced undeath. They believed they would become powerful enough to fight evil on equal footing. As they would no longer age, need to eat or drink, and gain the strength of the undead, it would be a more fair fight against their enemies.

The Everguard's decision was not without consequences. Many knights struggled with their new existence, as they became reviled by the people and abandoned by their god. But despite these challenges, they remained steadfast in their mission to protect the innocent and defeat evil. They continued to fight against the forces of darkness, and over time they became known as the kingdom's most ardent and feared defenders.

One of their greatest battles was against the demon prince, Gorgath, a powerful demon prince who had risen to power and invaded the Material Plane. The Everguard fought bravely and ultimately emerged victorious, defeating Gorgath and his demon armies.

Through the centuries, the Everguard has defended the kingdom against all threats. They have fought against dragons, demons, and other vicious creatures, always standing as guardians against the forces of darkness. Today, the Everguard is headquartered in a secret fortress hidden deep in the frigid mountains. The leader of the Everguard is Thorne Nightbreaker, who has led the order for over 300 years. Under his leadership, the Everguard continues to fight against the subterranean forces from the Deepshade, demonic invasions, and other threats to the safety of the realm.

NOTABLE KNIGHTS

The Everguard is filled with powerful members with their own stories and accomplishments. One such knight is Sir Garen, a mighty former paladin who has led the Everguard in many battles for over 150 years. He is known for his valor and bravery, always putting himself in the line of fire to protect his comrades. Another notable member is Lady Aria, a skilled mage known for her wintry spells and ability to turn the tide of battle. She is also known for her compassion and mercy, always trying to find a peaceful solution before resorting to violence.

Despite the challenges they face, the Everguard remains committed to their mission of protecting the innocent and fighting against evil. They are always ready to defend the kingdom and will stop at nothing to ensure that the forces of darkness are kept at bay. The Everguard may be reviled for their appearances, but they care only about standing guard against the forces of darkness, and they will continue to do so for as long as there is evil in the world.



ETERNAL VIGILANCE

CURRENT EVENTS

Currently, the Everguard is fighting against an ancient evil, a powerful drow necromancer who seeks to rise from the depths with a host of undead giants. Thorne and his knights are determined to defeat this threat and are prepared to make any sacrifice necessary to protect the kingdom and the people they have sworn to defend.

EVERGUARD CREST

The crest of the Everguard features a shield with a depiction of a sword and skull, symbolizing their readiness to defend against the forces of darkness through undeath. Above the shield is the holy symbol of their deity, representing their connection to the divine. The crest is usually accompanied by the words "Vigilia Aeterna" or "Eternal Vigilance," which reflects the faction's commitment to always being ready to defend against evil. The colors of the crest are gold, silver, and red, representing the order's nobility, purity, and strength.

THE VIGIL

The Fortress of the Eternal Vigilance, also known as The Vigil, is the headquarters of the Everguard. It is a formidable stronghold located deep in the mountains, heavily fortified and protected by powerful magic. The fortress serves as their primary base of operations and symbolizes the knights' commitment to protecting the innocent and fighting evil.

Entrance. The entrance of the Vigil is guarded by a pair of iron golems crafted to resemble fierce undead warriors. Inside, the fortress is divided into several essential rooms, each serving a specific purpose.

Great Hall. The first room visitors enter is the Great Hall, a grand chamber serving as the fortress's heart.

Here is where the Everguard hold their most important meetings and ceremonies. The walls are adorned with banners and tapestries depicting the Everguard's prestigious history and legendary accomplishments.

Armory. The armory is where the Everguard keeps their weapons and armor. It is a large room filled with racks of weapons, armor, and a forge where they are maintained. The armory is also where the Everguard's blacksmiths work to create new magical weapons and armor for the order.

Library. The library is where the Everguard keeps its collection of ancient texts and knowledge accumulated over centuries and rivals even the Great Libraries. The library is a vast chamber with rows of bookshelves and tables where Everguards scholars and researchers study the texts and uncover new knowledge.

Infirmary. The infirmary is where the Everguard tends to the damaged undead. It is a large room filled with ritual circles and staffed by necromancers trained to manage the order's particular needs as undead.

Chapel. The chapel is a sacred place where the Everguard members come to pray, meditate and find solace. It is a peaceful and quiet room filled with candles, incense, and a statue of their deity. None have felt their deity's presence or heard their voice since taking the vow of undeath, but they retain the hope their decision will eventually be accepted.

The Vigil is also where the Everguard's leaders reside, such as the leader Thorne, and where the order's most important judgments are made. The knights typically gather here only for significant events or crucial decisions, preferring to travel the lands and keep pushing the fight against the forces of darkness.

ADVENTURE HOOKS

Here are a few examples of adventures plots that could introduce a party to the Everguard.

- The Everguard has received reports of a necromancer raising an army of undead by slaughtering a nearby village. They request the party's assistance in investigating and stopping the necromancer's plans before it's too late.
- The Everguard's secret fortress, the Vigil, has been breached by an order of holy paladins seeking to end the undead faction. The party is asked to aid the Everguard in repelling the invaders and reclaiming the fortress.
- A demon prince has been spotted near the kingdom, and the Everguard believes it may be planning a full-scale invasion. The party is asked to investigate and gather information on the demon's plans and weaknesses to better prepare for the inevitable battle.
- A member of the Everguard has disappeared while on a mission to investigate an ancient temple rumored to contain powerful artifacts. The party is asked to find the

missing knight and uncover the temple's secrets.

- A dragon has been terrorizing a nearby village, and the Everguard cannot deal with it alone. The party is asked to aid the Everguard in defeating the dragon and rescuing the villagers.
- The Everguard has received word that a powerful warlock is planning to summon a horde of devils in a nearby town; the party is sent to stop the ritual and prevent the devils from coming to the material plane.
- The party is approached by the Everguard, who has uncovered a plot by a group of powerful wizards to open a portal to another dimension, unleashing a horde of abominations upon the land. The party is asked to assist the Everguard in stopping the wizards and closing the portal before it's too late.
- The Everguard has received reports of a vampire lord lurking in a nearby castle and killing local residents. The party is sent to infiltrate the castle, gather information, and stop the vampire lord's plans before it's too late.

THORNE NIGHTBREAKER

The current leader of the Everguard is the death knight Thorne Nightbreaker, the former squire of the order's founder, Sir Aric. He is tall and broad-shouldered, with a stern expression and a determined look in his eyes. He wears a suit of dark plate armor adorned with gold filigree and trimmed in red, the colors of the Everguard. He carries his namesake greatsword, which is said to have once been blessed by the deity of the order and is now imbued with powerful necromantic energy. His eyes glow with an unholy light, a sign of his undead condition.

Thorne has been a member of the Everguard since its founding and has served as its leader for over three centuries. He is a skilled warrior with a strong sense of duty and a deep commitment to the order's mission of protecting the innocent and fighting against evil. He is respected and admired by the members of the order and is known for his bravery and leadership. His embrace of undeath has given him immense strength, resilience, and the ability to raise the fallen as allies to aid his comrades in battle.

Thorne has led the Everguard in many battles and has emerged victorious in most. He has a long list of accomplishments and has defeated powerful enemies such as necromancers, demon princes, and vampire lords. One of his most significant victories was against the demon prince Gorgath, who was threatening to enslave the kingdom with a demonic horde. Thorne led the Everguard in a fierce battle and ultimately emerged victorious, defeating Gorgath and sending the demons back to the Abyss.

Despite his many victories, Thorne has also suffered some defeats. One of the most notable is the loss of a powerful artifact, the Ring of Eternal Vigilance, an artifact which was stolen from the Everguard's secret fortress, the Vigil. Thorne and his knights searched high

THORNE NIGHTBREAKER

Medium Undead, lawful good

Armor Class 18 (plate)
Hit Points 180 (19d8 + 95)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Con +11, Wis +10
Skills Perception +10, Stealth +13
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 20
Languages Common, Elvish, Infernal
Challenge 17 (18,000 XP) **Proficiency Bonus:** +6

Legendary Resistance (3/day). If the Thorne fails a saving throw, it can choose to succeed instead.

Aura of Protection. Thorne radiates a powerful aura that provides a +4 bonus to AC and saving throws to all allies within 30 ft.

Divine Sense. Thorne can sense the presence of evil and undead within 60 ft. of him at will.

Magic Resistance. The Thorne has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless Thorne is incapacitated, he and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Undead Fortitude. If damage reduces Thorne to 0 hit points, he must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, Thorne drops to 1 hit point instead.

Equipment: Nightbreaker. Thorne wields a magical greatsword called the Nightbreaker. The Nightbreaker is a +3 magical weapon that deals 9 (1d6 + 6) necrotic damage on a hit (included in the attack). When Thorne scores a critical hit with the Nightbreaker, it deals an additional 7 (2d6) necrotic damage and the target must make a DC 18 Constitution saving throw or be paralyzed until the end of its next turn. The Nightbreaker also grants resistance to necrotic damage and advantage on saving throws against spells and other magical effects. In addition, attacks that hit an undead or an evil creature deal an additional 7 (2d6) radiant damage.

ACTIONS

Multiattack. The Thorne makes two Greatsword attacks. Thorne can replace one attack with his Heavy Crossbow.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (1d6 + 6) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed until the end of its next turn.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 18 Constitution saving throw or be poisoned for 1 minute.

LEGENDARY ACTIONS

Thorne can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Thorne regains spent legendary actions at the start of his turn.

Attack. Thorne makes a Greatsword attack.

Aura of Fear (Costs 2 actions). Thorne radiates an aura of fear, causing all creatures within 30 ft. to succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. Creatures that succeed on their save are immune to Thorne's Aura of Fear for 24 hours.

Raise Champion (Costs 3 actions). Thorne raises a fallen champion from the dead to fight by his side. He can raise a creature within 60 ft. of him that has died within the last minute, and has a challenge rating of 17 or lower. The creature is raised as an Undead with maximum hit points and the statistics of the original creature, but is under Thorne's command for 1 hour or until it is destroyed. In addition, it is immune to being charmed and has advantage on saving throws against spells and other magical effects.

and low for the ring, but it was never found. This failure is still a sore point for Thorne, as the ring was said to have been imbued with powerful magic that could have helped the Everguard fight against evil.

Thorne's undead nature has caused some of the people and the order's allies to view him with suspicion and disgust. The Everguard knights stand by their leader's decision, knowing that to truly fight evil, they must use their own powers against them.

Despite the challenges he faces, Thorne remains committed to his mission of protecting the innocent and fighting against evil. He is always ready to defend the kingdom and will stop at nothing to ensure that the forces of darkness are kept at bay. Thorne may be reviled for being undead, but he cares only about standing guard against the forces of darkness, and he will continue to do so for as long as there is evil in the world.

THE RANK AND FILE

The Everguard is made up of a diverse group of individuals, all united in their mission to protect the innocent and fight against the forces of darkness. The ranks of the order include:

Knights. These are the backbone of the Everguard. They are skilled warriors, trained in the art of combat and sworn to defend the innocent. They wear plate armor and wield swords, crossbows, and other weapons in battle. All have embraced undeath to succeed in their mission and to make the ultimate sacrifice for their cause.

Mages. These are spellcasters who use their magic to support the knights in battle. They specialize in evocation, divination and abjuration magic. They are responsible for providing magical protection and enhancing the fighting capabilities of their comrades, as well as unleashing devastating magical attacks. They also help with research and analysis of the enemies and artifacts that the Everguard faces.

Squires. These are young men and women who are in training to become full-fledged knights of the Everguard. They assist the knights in battle and learn the ways of combat and magic from them. They are eager to prove themselves and are known for their bravery and dedication.

Alchemists. These are members of the Everguard who specialize in the creation of potions and other alchemical items. They use their knowledge of chemistry and magic to create powerful elixirs and potions to augment the knights and mages. They also create magical oils and



THORNE NIGHTBREAKER

that can be used to enhance weapons. They are an important part of the Everguard's support team.

Engineers. These are members of the Everguard who specialize in the design and construction of siege engines, traps and other devices to aid the order in battle. They are skilled in mathematics and physics, and have a deep understanding of mechanical engineering. They are responsible for designing and building the fortifications of the Vigil and other Everguard's fortresses.

MAGIC ITEMS

In their quest to protect the innocent and vanquish evil, the Everguard have amassed a collection of powerful magic items, each with its own unique history and abilities. These items are not only symbols of the Everguard's strength and determination, but also powerful tools in their fight against darkness. In this section, we will introduce a selection of the most notable magic items in the Everguard's arsenal, detailing their origins, abilities, and the heroes who wielded them.



NIGHTBREAKER

Weapon (greatsword), legendary (requires attunement)

This powerful greatsword was wielded by Thorne, the death knight leader of the Everguard. It is made of an ebon-black metal and is enchanted to deal extra radiant damage to undead and evil creatures. The sword's hilt is made of silver and bears the skull and sword crest of the Everguard. You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with an attack using this weapon, it takes an extra 2d6 radiant damage if it is an undead or an evil creature. Additionally, you have resistance to necrotic damage while wielding this weapon.

Curse: The *Nightbreaker* is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. Additionally, you have disadvantage on attack rolls made with weapons other than the *Nightbreaker*.

ELIXIR OF UNLIFE

Potion, uncommon

This potion was created by the alchemists of the Everguard. It is a dark, thick liquid that gives off a faint aura of necrotic energy. When consumed, the potion grants the drinker temporary hit points equal to their level + their Constitution modifier. Additionally, it grants resistance to necrotic damage for 1 hour.

Additionally, the potion grants the drinker the ability to cast the *animate dead* spell as if they were a 3rd-level spellcaster. The spell can be cast once, and the effect of the spell last for 1 hour or until dispelled.

The potion's power is limited, after 1 hour the temporary hit points fade, and the effect of *animate dead* spell

ends. Consuming another of this potion in a 24 hour period will cause the drinker to gain 1 level of exhaustion and be unable to benefit from the potion's effects for the next 24 hours.

RING OF THE UNDEAD

Ring, very rare (requires attunement)

This ring is said to have been worn by a powerful necromancer who was defeated by the Everguard. It is made of a dark metal and has a small skull engraved on it. The ring grants the wearer the ability to cast *animate dead* and *create undead* spells as if they were a 3rd-level spellcaster. Each can be cast once per day.

When you cast *animate dead* or *create undead* using this ring, the created undead are under your control and act as if you had cast the spell using a 3rd-level spell slot. You can only control a number of undead equal to your proficiency bonus and if you exceed this limit the oldest undead you created fall under the control of the nearest undead or necromancer.

Curse: The ring is cursed, and becoming attuned to it extends the curse to you. Upon attuning to the ring and each time you cast a spell using the ring, you must make a DC 15 Constitution saving throw. On a failure, you are immediately turned into an undead creature with the statistics of a zombie, but retain your intelligence and abilities. This effect can only be reversed by a *wish* spell or similar magic. Removing the ring does not remove the curse.

As an undead, you no longer age, do not need to eat or drink, and are immune to disease. However, you are vulnerable to radiant damage and cannot regain hit points except through a short or long rest or through the use of certain spells or magic items.

EVERGUARD KNIGHT

Medium undead (any race), typically lawful good

Armor Class 18 (plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Con +5, Wis +4
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP) Proficiency Bonus: +2

Dark Devotion. The knight has advantage on saving throws against being charmed or frightened.

Divine Sense. The knight can sense the presence of evil and undead within 60 ft. of itself at will.

Undead Fortitude. If damage reduces the knight to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the knight drops to 1 hit point instead.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Undead Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile Undead creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



EVERGUARD MAGE AND KNIGHT

EVERGUARD MAGE

Medium undead (any race), typically lawful good

Armor Class 12 (15 with mage armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages any four languages
Challenge 6 (2,300 XP) Proficiency Bonus: +2

Divine Sense. The Everguard Mage can sense the presence of evil and undead within 60 ft. of itself at will.

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, message, prestidigitation*
1st level (4 slots): *magic missile, protection from evil and good, shield*
2nd level (3 slots): *detect thoughts, invisibility, scorching ray*
3rd level (3 slots): *counter spell, fireball, protection from energy*
4th level (2 slots): *ice storm, wall of force*
5th level (1 slot): *cloudkill*

Undead Fortitude. If damage reduces the Everguard Mage to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Everguard Mage drops to 1 hit point instead.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands.

REACTIONS

Abjure (1/Day). Themage can use its reaction to disrupt a spell being cast within 60 ft. of it, requiring the spellcaster to make a DC 15 Intelligence saving throw. On a failure, the spell is wasted.

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