

The Everlasting Order

An Organization for D&D 5e



Jess Harding - Dungeon Crawl

THE EVERLASTING ORDER

Whispers of a secret organization of undead creatures pass through the lips of holy folk and traveling bards alike. Many deny the existence of this group, claiming its sheer existence an impossibility. It's a dark fairy tale meant to scare children and nothing more.

There are few who have come across the evidence and cannot deny the truth: the Everlasting Order is real.

It is known most undead are solitary and the undead that do tend to group up are because of magic or subjugation. However it seems that the Order is the exception to the rule. There are multitudes of undead abominations that have joined the Everlasting Order, and even more unnatural than usual, work together towards an unseen goal.

The undead that are part of the Order work in a hierarchy - multitudes of rank and file zombies, vampires, spectres, and other creatures have been found to claim membership. What benefits they gain seems to differ between undead. Some come for a hope to claim more power than they could have done so on their own, while others seek protection from those that hunt the unholy. Whatever is being offered there are an alarming amount of undead who have joined the Order.

By and large, the group holds to its promises - it has been generally successful in keeping itself safe from outsiders and incursions. This has kept many undead from being destroyed, presenting a danger and threat to the living where the Order has influence. With many holy orders and few willing to believe the whispers, the Order has been able to spread that influence, growing in power and in numbers.

Those who do join and climb the ranks find themselves given titles, powers, and legions of undead to command. The ones who have climbed highest have become leaders of the organization, wielding unparalleled influence in how the Order expands, operates, and moves. These leaders of the Everlasting Order are known as the Dread Ones. These Dread Ones make up the Council, where the day to day affairs are seen to and any issues are raised and dealt with.

The Dread Ones, as powerful as they are, are not the head of the Everlasting Order. In the end all answer to the voice of the immortal Grave King. The Order began under his command, his power is felt in every corner of the organization despite never being seen. Only the Dread Ones are given this honor, though even they rarely meet the Grave King face to face. When these rare meetings do happen, the Order soon moves there after. It is the Grave King's will alone that shapes the Order, and none dare deny him.

When the call of the Grave King rings out all those in the Everlasting Order head to a secret headquarters that the Order has claimed for itself. Its exact location and the extent of what is within it remains unknown. Though it seems they rarely use it, as such a congregation of undead would undoubtedly draw attention to the Everlasting Order; something they avoid at all costs.

The Dread Ones prefer to spend the majority of their time in their personal lairs, vast holdings of power that they rule with an iron fist. There are whispers that the lairs are connected in some way, either through portals, magic circles or other magical means so that when a major threat appears, they can easily aid each other. This has made it near impossible for anything other than a major undertaking to root out these undead masters. Most of the members of the Order know at least where one of the Dread Ones resides. Though they often keep the rank and file from knowing too much, less that info falls into the wrong hands.

The knowledge of the location of the stronghold of Grave King is something even the Order knows nothing but whispered rumors about. This secret is held only by the King and the Dread Ones, who meet there at the Grave King's command. Even then it's argued that the Dread Ones must go to an intermediate place before heading to the Grave King's Citadel, so that even the Dread Ones know little of where the actual stronghold is located. Despite the lack of information there are stories of great treasures, legendary objects, and power beyond compare that are hidden within that stronghold.

The layers of secrets, rumors and whispers serve the Everlasting Order well. The knowledge that does leak out generally serves to keep the Order safe. Though with each passing day the Order grows as a threat, the more their enemies seek to gain a foothold in dismantling them. They move quickly and as methodically as they can to try to figure out more about the enigmatic Everlasting Order, before it's too late.

Those among the living who know the truth of the Everlasting Order hold varying degrees of fear towards it. Some claim that they could never be as organized or powerful as the rumors say, while others know in their bones that if the Grave King were to command it, the armies of the dead could overwhelm even the mightiest cities of the living. With this backdrop of whispers and half-truths, the legend of the Order grows like a shadow at dusk. Some fight against it relentlessly, combatting what they see as an unnatural evil. Others bend the knee, swearing fealty to those that cannot die. In the face of all of this, the Everlasting Order endures.

THE SORROW, THE DREAD DESPAIR

In life she was called Rinn'valla, a high elf noblewoman and once heir to her family. Her beauty was legendary, one enshrined in songs that ever fell from bards' lips. No amount of beauty could ever hide her cruelty. She wielded her beauty like a weapon, manipulating others into bringing agony and misery to all those that she was displeased with. What she did to those who trusted and loved her is still whispered about. Years passed until her reign of pain and misery was brought to a sudden end by her assassination.

Those that finally brought her down cursed her for what she did. That she would know the sorrow and pain she caused others, and never would she know peace until she felt the depths of that pain and begged for forgiveness. Rinn'valla was cursed to become a banshee. However, through strength of will she managed to sever the chains that bound her to the place of her death.

She seeks to gain strength and keep her mind intact as she tries to exact revenge on those who brought about her death. She sits as the Sorrow, and few in the Order know how to play the game of diplomacy and patronage as much as she does.

THE SORROW, THE DREAD DESPAIR

medium undead, lawful evil

Armor Class 19

Hit Points 252 (38d8 + 100)

Speed 0ft., 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-4)	18 (+4)	16 (+3)	13 (+2)	12 (+1)	20 (+5)

Saving Throws Wis +7, Cha +11

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 17

Languages Common, Elvish

Challenge 17 (18,000 XP)

Detect Life. The Sorrow can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Everlasting Hate. The Sorrow's hatred for those who are living and have done her wrong are legendary. As a bonus action, she may put a Mark of Vengeance upon a living creature that she can see within 30 feet of her. She can only mark one creature at a time. The Mark leaves a black symbol upon the flesh of the victim. The Mark can only be removed by the Remove Curse spell or at the dawn on the seventh day after being marked. The Mark grants The Sorrow advantage on attacks against the marked victim. The victim also has disadvantage on saving throws against the Sorrow's Wail.

Incorporeal Movement. The Sorrow can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

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

Turn Immunity. The Sorrow is immune to effects that turn undead.

Actions

Multiattack. The Sorrow can make three Corrupting Touch attacks.

Corrupting Touch. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 14 (3d6 + 4) necrotic damage

Horrifying Visage. The Sorrow can twist her face into the very image of evil incarnate. Each non-undead creature within 60 feet of the Sorrow that can see her must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if The Sorrow is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to The Sorrow's Horrifying Visage for the next 24 hours.

Sorrow's Wail (Recharge 5-6). The Sorrow releases a mournful wail containing all her anger and sorrow, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 60 feet of her that can hear her must make a DC 19 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 28 (8d6) psychic damage.

THE DECEIVER, THE DREAD TRICKSTER

Leena Quickstep was a halfling woman and a master manipulator of information and power. She commanded deception and traps like a wizard commanded the elements. Leena delighted in telling her story, that of an urchin abandoned in the gutter and how through a life of deception and shadows she managed to gain rank and power. She held the strings to a variety of powerful people, acting as a power behind many noble houses in several cities. At the top of her game, no one could touch her or dare challenge her.

It took one slip, one mistake for her to nearly lose all of it. Trust placed in the wrong person, too many enemies made along the way, and everything around her began to crumble. Betrayal and blades met her as she fell from grace. Not only did she lose all she had worked for, but she had lost her life as well.

All she had left as left her mortal frame was a deep, endless anger. That rage at what had happened to her denied her the rest of the dead and instead allowed to her remain in this world. She funneled that rage to take life's place inside of her. Now she seeks to use the skills she had in life to exact revenge on all she feels wrong her or failed her. She will not rest until she does so, and while she works she aims to rebuild everything she had lost. She has time after all. She has all the time in the world.

THE DECEIVER, THE DREAD TRICKSTER

small undead, neutral evil

Armor Class 18

Hit Points 135 (18d6+54)

Speed 25ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	18 (+4)	16(+3)	12 (+1)	20 (+5)

Saving Throws Str +6, Con +10, Wis +7, Cha + 11

Skills Deception +11, Investigation +12, Stealth +11

Damage Resistances psychic, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 22

Languages Common, Halfling, Elvish, Dwarvish, Gnomish, Thieves' Cant

Challenge 18 (20,000 XP)

Cunning Action. The Deceiver can dash, dodge or hide as a bonus action on each of her turns.

Evasion. When the Deceiver is subjected to an effect that allows the Deceiver to make a Dexterity saving throw to take only half damage, The Deceiver can instead take no damage if she succeeds on the saving throw, and only half damage if she fails.

Legendary Resistances (3/Day). If the Deceiver fails a saving throw, she can choose to make it instead.

Phase Walker. The Deceiver can phase between the Ethereal and back into Material Planes as part of her movement. While phasing she can move through creatures and objects without provoking an attack of opportunity. She cannot stay in the Ethereal Plane and cannot end her turn in the space of a creature or object.

Regeneration. The Deceiver regains 10 hit points at the start of its turn. If the Deceiver takes fire or radiant damage, this trait doesn't function at the start of the Deceiver's next turn. The Deceiver's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Sneak Attack. Once per turn, the Deceiver can deal an extra 6d6 damage on an attack that hits.

Turn Immunity. The Deceiver is immune to effects that turn undead.

Actions

Multiattack. The Deceiver can make one attack with Vengeance and one attack with Regards.

Vengeance. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 10 (1d8 + 6)

Regards. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 8 (1d4 + 6) plus 6 (2d6) cold damage.

Dark Secrets. The Deceiver picks a hostile creature within 30 ft. of her, the target must make a DC 19 Wisdom Save. On a failed save, the target takes 8d6 psychic damage and is stunned until the end of the Deceiver's next turn. On a successful save the target takes half damage and is not stunned.

THE SERVANT, THE DREAD VOICE

When asked for his name, he simply replies to call him Glory. Nobody knows what his true name is, if he even has one, and no one seems to want to know besides. What is known is that the tiefling is a Death Domain cleric of Vecna, and is utterly devout to his deity. It has long been whispered that Vecna gifts one of his followers with undeath to serve in the Order to help direct and assert Vecna's power and influence over it.

Glory constantly offers advice to the other Dread Ones, and even the rank and file of the Order. Divine providence, he says, is what will lead them all to greatness and victory. Most believe there is an ulterior motive, perhaps bringing Vecna back into the Material Plane proper. Despite this, most heed the advice of the Servant and of the Servant's Master when it comes to preservation of their ilk. Glory is current Servant though there have been others before who have met final death at the hands of both the Order itself as well as divine organizations. If this bothers Glory it does not show, all that does matter is serving Vecna.

THE SERVANT, THE DREAD VOICE

Medium humanoid, lawful evil

Armor Class 19 (half-plate with shield)
Hit Points 136 (20d8 + 36)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	20 (+5)	18 (+4)

Saving Throws Wis +11, Cha +10
Skills Intimidation +10, Religion +11, Perception +11
Senses passive Perception 21
Languages Common, Infernal
Challenge 18 (20,000 XP)

Eye of Vecna. The Servant bears the Eye of Vecna and gains the following benefits:

- The Servant has truesight up to 120 ft.
- The Servant can use an action to see as if he was wearing a ring of X-ray vision. He can end this effect as a bonus action.
- The eye has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: clairvoyance (2 charges), crown of madness (1 charge), disintegrate (4 charges), dominate monster (5 charges), or eyebite (4 charges). The eye regains 1d4 + 4 expended charges daily at dawn.

Vecna's Favor. The Servant carries Vecna's Favor, a +2 mace engraved with Vecna imagery upon it. When a target is hit with Vecna's Favor they take an extra 2d8 necrotic damage (included in the attack). The Servant also gains a +2 to spell DC and spell attack and access to necromancy Wizard spells.

Reaper. When The Servant casts a necromancy cantrip or spells 1st through 5th level that would target only one target, he may target another creature if it is within 5 feet of the first.

Channel Divinity (3/rest): Touch of Death. Whenever The Servant makes a melee attack he may use his Channel Divinity to inflict necrotic damage equal to 5 + twice his caster level (45)

Inescapable Destruction. Necrotic damage dealt by The Servant's spells and Channel Divinity ignore resistances to necrotic damage.

Unholy Strike. The Servant's melee attacks do an extra 2d8 necrotic damage (included in the attack)

Divine Intervention (1/week). The Servant can call upon Vecna for aid. This automatically succeeds.

Spellcaster. The Servant is a Level 20 Death Domain Cleric (DC 21, +13 to attack)

Cantrips (At Will) *guidance, sacred flame, chill touch, mending, thaumaturgy*

Level 1 (4 slots) *false life, ray of sickness, inflict wounds, cure wounds, bless, bane, shield of faith*

Level 2 (3 slots) *ray of enfeeblement, blindness/deafness, spiritual weapon, zone of truth, warding Bond*

Level 3 (3 slots) *vampire touch, animate dead, bestow curse, sending, speak with dead*

Level 4 (3 slots) *deathward, blight, guardian of faith, banishment*

Level 5 (3 slots) *antilife shell, negative energy flood, greater restoration, scrying, mass cure wounds*

Level 6 (2 slots) *heal, circle of death, Harm, create undead*

Level 7 (2 slots) *symbol, finger of death*

Level 8 (1 slot) *abi dazim's horrid wilting, earthquake*

Level 9 (1 slot) *mass heal*

Actions

Vecna's Favor. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 6) bludgeoning damage and 18 (4d8) necrotic damage.

Whispers of Death (1/long Rest). The Eye of Vecna glows with a cold blue light as the Servant channels the might of Vecna to destroy those who oppose him. The Servant points to a place within 60ft of himself, all those within a 20ft radius must make a Con Save (DC 21) or feel the agony of death tear through their bodies and souls. Those who fail take 49 (14d6) necrotic damage and are stunned for one minute. Those who save take half damage and are not stunned. A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

THE ORACLE, THE DREAD SEER

Precious little is known about the Oracle. Rumor says they were once a half-elf known as Brynn and that Ioun granted them Sight. This Sight granted them the ability to see the weave of life and death that binds all of Creation. They decided to preserve themselves so that they can continue their work for the rest of eternity.

THE ORACLE, THE DREAD SEER

Medium undead, lawful neutral

Armor Class 19

Hit Points 86(1d8 + 5)

Speed 0 ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	16 (+3)	22 (+6)	18 (+4)	16 (+4)

Saving Throws Con +9, Int +12, Wis +10

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., truesight 60 ft., passive Perception 22

Languages Common, Celestial, Abyssal, Infernal, Draconic

Challenge 23 (50,000 XP)

Ethereal Being. The Oracle can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa. The Oracle can also take an action to enter the Ethereal Plane from the Material Plane, and vice versa.

Magic Resistance. The Oracle has advantage on saving throws against spells and magical abilities.

Shared Fate (3/day). The Oracle can inflict its fate upon another. If the Oracle fails a saving throw, it can choose to inflict its failure of the saving throw upon the creature that forced the Oracle to make the original save. The Oracle and the creature suffer all damage and effects of the failed saving throw together.

Innate Spellcasting. The Oracle's innate spellcasting ability is Intelligence (spell save DC 20). The Oracle can innately cast the following spells, requiring no material components:

At Will: *mind spike*, *shield*, *tongues*

2/day each: *commune*, *forcecage*, *legend lore*

1/day each: *psychic scream*, *foresight*

Actions

Multiattack. The Oracle can make up to three attacks either of Withering Touch or Thread Cut.

There is often speculation of what kind of undead they became, but most agree that they have never seen anything like The Oracle before. The veiled and hidden Dread Seer does not often speak, nor often involve themselves in most affairs save for the most important.

Withering Touch. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit* 20 (4d6 + 6) necrotic

Thread Cut. *Ranged Weapon Attack:* +12 to hit, reach 60ft., one target. *Hit* 20 (4d6 + 6) psychic damage

Ethereal Step. The Oracle can step between places and move within 30 feet of itself without provoking an attack of opportunity as a bonus action.

Horrifying Visage. The Oracle lifts the veil that hides its face, revealing the true nature of its being. Each non-undead creature within 60 feet of The Oracle that can see it must succeed on a DC 19 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Unravel the Weave (Recharge 5-6). All targets in a 30 ft. radius from the Oracle must make a DC 19 Wisdom saving throw. On a failure the targets take 38 (5d12 + 5) psychic damage and are be afflicted with a short-term madness (p. 259 in the Dungeon Master's Guide). On a successful save, the targets take half damage and are not afflicted with a short-term madness.

Reaction

Reverse Fate. When a creature within 30 ft. of The Oracle makes an attack roll or a saving throw, the Oracle can force them to reroll and use the new result.

Legendary Actions

The Oracle 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. The Oracle regains spent legendary actions at the start of its turn.

Attack. The Oracle can attack either with Withering Touch or with Thread Cut.

Ethereal Step. The Oracle can use its Ethereal Step ability.

Reveal Fate (Costs 2). The Oracle reveals Fate and the weave of Creation to a target within 60 ft. of it. The target must make a DC 19 Wisdom saving throw. On a failure the target takes 30 (10d6) psychic damage and is stunned until the end of their next turn. On a success the failure takes half damage and is not stunned.

THE LADY, THE DREAD MOTHER

The Lady Katarina Duroi is a soft spoken woman whom one might mistake as a kindly, motherly figure but the truth is far more nefarious. Katarina is a vampire of a venerable age and power. In life she had been known to kindly take care of those less fortunate than herself, including orphans. Her fortune and grace became well known far and wide. Someone came for help and after being invited in, turned Katarina.

THE LADY, THE DREAD MOTHER

Medium undead, chaotic evil

Armor Class 20 (natural)

Hit Points 308 (27d8 + 200)

Speed 45ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	24 (+7)	20 (+5)	20 (+5)	26 (+8)

Saving Throws Dex +13, Wis +12, Cha +15

Skills Persuasion +15, History +12, Stealth +13

Damage Resistances cold, lightning

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charm, frightened

Senses darkvision 120ft., blindsight 60 ft., passive Perception 22

Languages Common, Abyssal, Celestial, Elvish

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If The Lady fails a saving throw, it can choose to succeed instead.

Magical Attacks. All of The Lady's melee attacks are considered magical.

Misty Escape. When she drops to 0 hit points outside its resting place, The Lady transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that she isn't in sunlight or running water. If she can't transform, she is destroyed. While she has 0 hit points in mist form, she can't revert to her vampire form, and she must reach her resting place within 2 hours or be destroyed. Once in her resting place, she reverts to her vampire form. She is then paralyzed until she regains at least 1 hit point. After spending 1 hour in her resting place with 0 hit points, she regains 1 hit point.

Regeneration. The Lady regains 30 hit points at the start of her turn as long it has at least 1 hit point and isn't in sunlight or running water. If the Lady takes radiant damage or damage from holy water, this trait doesn't function at the start of the Lady's next turn.

Sense Life. The Lady can sense the presence of living creatures within 120 ft. of her.

Vampire Weaknesses. The Lady has the following flaws:

Stake to the Heart. If a piercing weapon made of wood is driven into The Lady's heart while the Lady is incapacitated in her resting place, the Lady is paralyzed until the stake is removed.

The transformation broke her, and in a fury she managed to slay her sire. Life taken from her, the ability a normal life was gone. She went mad with grief from her loss and attempted to turn several orphans to keep as her children forever. Katarina turns adults as well, seeking lovers and servants. She uses the Order to hide herself from those who would seek to destroy her and her family.

Sunlight Hypersensitivity. The Lady takes 20 radiant damage when it starts her turn in sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The Lady makes three melee attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +14 to hit, reach 5ft., one target. **Hit:** 24 (3d10 + 8) slashing damage. Instead of dealing damage, the Lady can grapple the target (escape DC 20).

Bite. Melee Weapon Attack: +14 to hit, reach 5ft., one target creature that is grappled by the vampire, incapacitated or restrained. **Hit:** 5 (1d6 + 2) 21 (3d8 + 8) piercing damage and the target's hit points are reduced by damage done. The target dies if this reduces its hit points to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a target dies, it will rise as a vampire upon the next night unless brought back to life with magic before then.

Come My Children. The Lady calls to all creatures within 30 ft. of it, beckoning them to her. Targets must make a DC 20 Wisdom Saving throw. On a failure all targets are charmed by the Lady. Those who succeed take 28 (8d6) psychic damage but are not charmed. Charmed targets regard The Lady as their mother to be heeded and protected. Although the target isn't under The Lady's control, it takes The Lady's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time The Lady or The Lady's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until The Lady is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Legendary Actions

The Lady can take 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. The Lady regains spent legendary actions at the start of its turn.

Claw. The Lady makes a claw attack

Move. The Lady can move at speed without provoking an attack of opportunity.

A Mother's Despair (Cost 2). The Lady unleashes all of her despair into a painful cry. All creatures within 10 ft. of the Lady must make a DC 20 Wisdom saving throw. On a failure targets take 32 (8d8) cold and 32 (8d8) necrotic damage. On a successful save the targets take half damage.

THE WARCALLER, THE DREAD GENERAL

The most ruthless of all the Order is a green dragonborn called Ildrex Argenthrixus. Though most of his scales have worn away from the unkindness of undeath, there are still hints of the powerful warrior and paladin he was in life. Precious little is known about Ildrex the paladin including whom he served and what oaths he took. All that is known is that shortly he cast those oaths aside becoming an Oathbreaker and swearing unholy vengeance. Those names he has engraved upon his sword, Conquest.

THE WARCALLER, THE DREAD GENERAL

Medium undead, lawful evil

Armor Class 20 (plate + shield)
Hit Points 275 (19d8 + 190)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Dex + 8, Wis +10, Cha + 13
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120ft., passive Perception 13
Languages Common, Draconic, Abyssal, Infernal
Challenge 24 (62,000 XP)

Legendary Resistances (3/Day). If the Warcaller fails a saving throw, he can choose to succeed instead.

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

Marshal Undead. Unless The Warcaller is incapacitated, he and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead and gain a bonus to melee weapon damage equal to The Warcaller's Charisma modifier.

Turn Immunity. The Warcaller is immune to effects that turn undead.

Spellcaster. The Warcaller is a 20th-level spell caster. His spellcasting ability is Charisma (spell save DC 21, +12 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *wrathful smite*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave (necrotic)*

Vengeance was not to be as he died shortly after his fall as a paladin. His death, his breaking of his scared oaths turned him into a Death Knight. It's whispered he was offered a place within the Order for his known marital prowess and zeal. When it comes to matters of war and battle, Ildrex is the voice that rings loudest at Order. Most of those with martial strength who swear themselves to the Order serve under Ildrex, and are loyal beyond measure.

Actions

Multiattack. The Warcaller can make three attacks with Conquest.

Conquest. Melee Weapon Attack: +13 to hit, reach 5ft., one target. **Hit:** 13 (2d8 + 5) slashing damage plus 18 (4d8) necrotic damage. Creature was make a DC 21 Constitution save or have their maximum HP reduced by the damage done.

Soul Hook. As a bonus action The Warcaller can reach out and pull upon a creature's soul, pulling them toward him. The target must make a DC 21 Strength saving throw or be pulled 15 ft. up towards the Warcaller.

Hellfire Orb (1/day). The Warcaller hurls a magical ball of fire that explodes at a point he can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 21 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Denied. The Warcaller can use his reaction to gain a +2 to AC, and can make a longsword attack. To do so, The Warcaller must see the attacker and be wielding a melee weapon.

Legendary Actions

The Warcaller 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. The Warcaller regains spent legendary actions at the start of its turn.

Longsword Attack. The Warcaller can make an attack with its longsword.

Shield Rush. The Warcaller can move up to speed towards a creature without provoking an attack of opportunity and bash with his shield. The creature must make a DC 21 Strength saving throw or be knocked prone.

Spell (Costs 2). The Warcaller casts a spell.

THE GRAVE KING

If the Grave King had a name, it's been lost and no one seems keen to find it. He stands over 7 feet tall, pitch black armor with silver runes upon it. Cold radiates from his body and his voice barely reaches above a whisper. However the silence that his presence commands makes sure that no matter what he is always heard.

The Grave King's skills have most guessing as to what he truly is the with the closest guess being that of a lich. Unlike most liches, the Grave King has decided to forgo a decaying body for a near immortal metal one. The truth is that the Grave King is a soul that has been bound to a magical core that is embedded in the armor, a truth that few know. The Grave King has led the Everlasting Order since its inception and guides the rest of the undead that have join its ranks. His will is done, his power protects them and it will continue to do so forever. He is the Everlasting Order.

THE GRAVE KING

Large undead, lawful evil

Armor Class 23

Hit Points 600(50d10 + 350)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	18 (+4)	16 (+3)	20 (+5)	24 (+7)

Saving Throws Strength +18, Con +13, Cha +16

Damage Resistances acid, cold, fire, lightning

Damage Immunities necrotic, poison, bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 23

Languages Common, Elvish, Celestial, Infernal, Abyssal

Challenge 30 (155,000 XP)

Ethereal Sight The Grave King can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Immutable Form. The Grave King is immune to any spell or effect that would alter his form.

Legendary Resistances (3/Day). If the Grave King fails a saving throw, it can choose to succeed instead.

Limited Magical Immunity. The Grave King is immune to 5th level or lower spells unless he chooses to be affected. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The Grave King's weapon attacks are magical

Turn Immunity. The Grave King is immune to any effect that turns undead.

Unholy Form. When the Grave King drops to zero hit points the Grave King does not die but goes unconscious, regaining consciousness and half of his hit points in 1d10 hours. The Grave King can only be fully destroyed if his core is broken. Dispel magic and such spells have no effect on the core, which can only be destroyed by physical means.

The Core has an AC of 18 and 100 HP. After each strike against the core, the creature must make a DC 23 Constitution saving throw. On a failed save the creature takes 30 (10d6) necrotic damage and reduce their maximum HP by that amount. On a successful save they take the half damage and do not reduce their maximum HP.

Actions

Multiple Attack. The Grave King can make a mix four slam or four Denouement attacks.

Denouement. Melee Weapon Attack: +18 to hit, reach 15ft., one target. *Hit* 29 (4d10 + 9) plus 16 (4d8) necrotic damage.

Slam. Melee Weapon Attack: +18 to hit, reach 10ft., one target. *Hit* 29 (5d8 + 9). The target must make a DC 23 Strength saving throw or be knocked prone.

Tombshatter. The Grave King slams his weapon, Denouement, onto the ground. All creatures in a 60 ft. radius from that point must make a DC 23 Constitution saving throw as waves of necrotic energy engulfs the creatures. On a failed save creatures take 60 (20d6) necrotic and 60 (20d6) cold damage and are stunned until the end of the Grave King's turn. On a successful save creatures takes half damage and are not stunned.

Legendary Actions

The Grave King 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. The Grave King regains spent legendary actions at the start of his turn.

Attack. The Grave King can make an attack with Denouement or Slam

Move. The Grave King can move up to half his speed.

Soul Drain (Cost 2). The Grave King teleports to a creature and makes a melee weapon attack against the creature. On a hit the creature takes 24 (8d6) necrotic damage and the Grave King heals half the amount of damage dealt.

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