



BENEOS TOKENS

SOVEREIGN'S GUARD



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock for the world's greatest roleplaying game

SOVEREIGN'S GUARD

Kings and Queens, Hierophants and Arch-Bishops, Emperors and Empresses - these sovereigns dare not resting their wellbeing on the meek shoulders of regular guards or hired mercenaries. A true sovereign requires an elite guard, drilled fighters of supreme ability and mental strength, eager to continuously prove their worth and unwavering loyalty. The Sovereign's Guard represent an elite cadre of bodyguards and combat specialists, well versed in both protecting their liege or carrying out special tasks all over the realm.

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This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

SOVEREIGN'S GUARD

Medium humanoid, neutral

Armor Class 19 (Half Plate; Shield)

Hit Points 89 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	13 (+4)

Saving Throws DEX +7, CON +6

Skills Acrobatics +7, Athletics +6, Insight +6, Perception +6, Stealth +7

Senses passive Perception 16

Languages Common, any additional language

Challenge 5

Martial Pride. The Sovereign's Guard gains a d10 at the start of each of their turns. During their turn, the Guard can roll the die and add the number rolled to one attack or damage roll. They can only have one die at a time.

For the Sovereign! The first time the Sovereign's Guard would drop to 0 hit points as a result of taking damage, they instead drop to 1 hit point. The Guard regains use of this feature after finishing a short rest or reducing an enemy creature to 0 hit points.

Adaptive Tactics. The Sovereign's Guard can switch between weapons as a free action. The Sovereign's Guard can switch between their weapons as a free action on their turn. As long as the Sovereign's Guard is within melee range of two or more enemy creatures, it can take an additional reaction each round.

Actions

Multiattack. The Sovereign's Guard makes three attacks with its Scimitar or Shortbow.

Shortbow. *Melee Weapon Attack:* +7 to hit, range 80/320, one target. *Hit:* 8 (1d6+4) piercing damage. This attack scores a critical hit on a roll of 19 and 20.

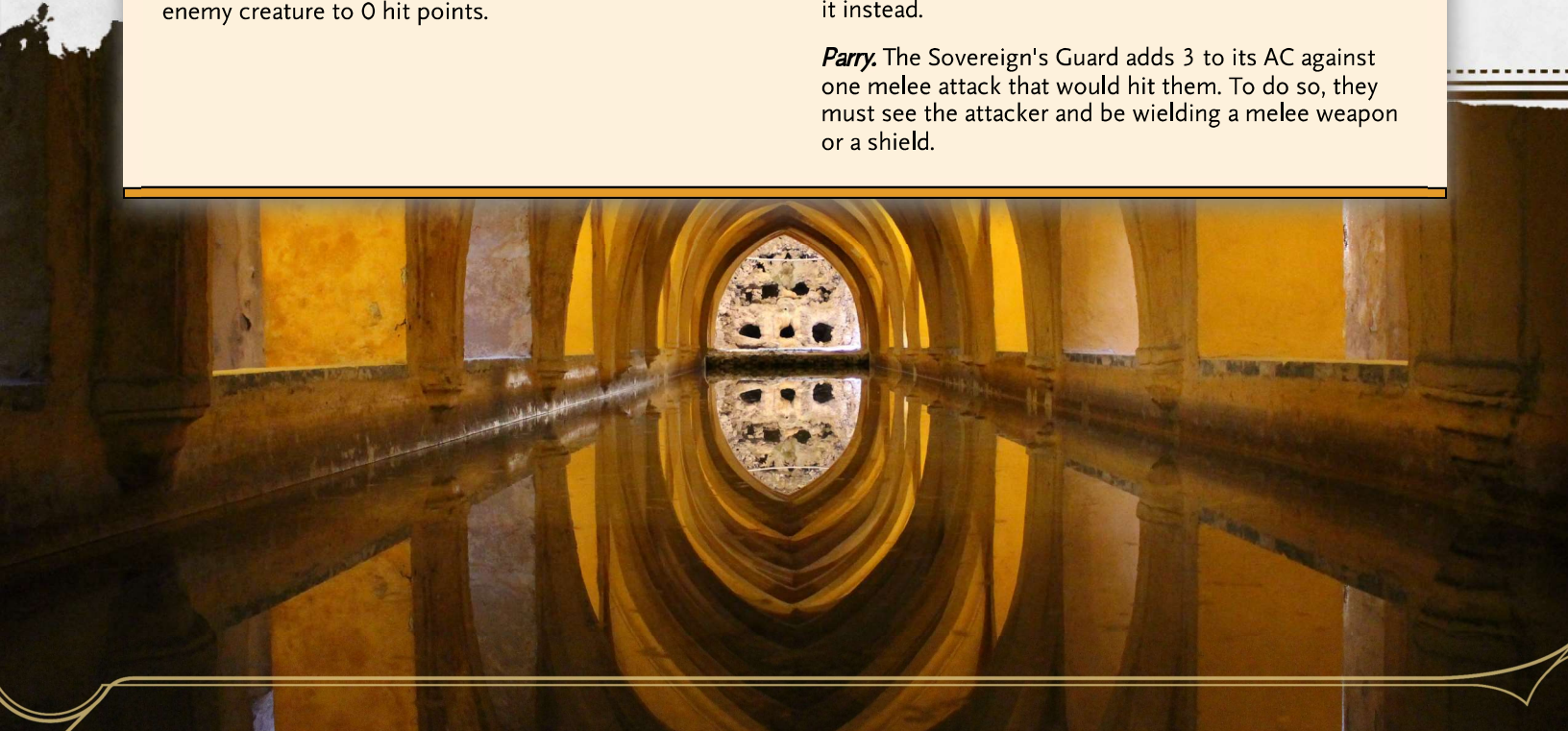
Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+4) slashing damage. This attack scores a critical hit on a roll of 19 and 20.

Smoke Bomb. The Guard can throw the grenade at a point up to 60 feet away. On impact, it emits a cloud of smoke that creates a heavily obscured area in a 20-foot radius. The cloud automatically dispersed after two rounds.

Reactions

Protect. When a creature within 5 ft. of the Sovereign's Guard is targeted by an attack roll, the Guard can interpose themselves and force the attack roll to target it instead.

Parry. The Sovereign's Guard adds 3 to its AC against one melee attack that would hit them. To do so, they must see the attacker and be wielding a melee weapon or a shield.



HOW TO RUN A SOVEREIGN'S GUARD

1. Guard the VIP. It sounds simple, but its important! Keep the Guard close to the VIP in need of protection. Its primary purpose should be assuring the VIP's continued survival.

2.Be flexible, but don't overextend.If you move away from the VIP, try not to put too much distance between the two of them. However, the Guard can act as a powerful roadblock on the path towards the VIP. Be sure to have a backup plan when leaving the VIP's side, though!

3.Remember your passive abilities! **Martial Pride**, **For the Sovereign!** and **Adaptive Tactics** are powerful abilities that make the Guard *reliable*. With the ability to boost their AC to a staggering 22 two times a turn (Parry + Adaptive Tactics), an inspiration die to ensure reliable hits or damage (Martial Pride) and the ability to keep on fighting (and regain the ability to do so!) via FtS!, the Sovereign'S Guard has massive staying power and, again, reliable damage output. They get the job done!

4. Adapt! The Sovereign's Guard is an ideal joker to keep in your pocket. Let the flashy Court Mage, the reliable Guards or some Inquisitorial Acolytes suffer the party's unleashed rage. As long as the Sovereign is safe, the Guard can relax and deliver three Shortbow shots a turn from comfortable distance. But if there is a shift towards the VIP, you can plan for devastating maneuvers using the **Smoke Bomb** and utilizing the high chance for critical hits. One or two party members caught by surprise might just eat dirt before even realizing what is going on!

5. Work in pairs. Two Sovereign's Guard working in tandem are a powerful force multiplier. One can protect the VIP, while the other one can engage even multiple opponents and still come out on top (they are best supported with a few minions to keep the action economy rolling, though!). If things get hairy, the offensive SG can fall back, while the fresh one can push into an offensive position, supported by a hail of arrows from their colleague

