



BENEOS TOKENS

SWORD GUARDIAN



D&D HOMEBREW



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

SWORD GUARDIANS

Not long after the invention of the trusty Shield Guardian demand for a more attack-oriented counterpart spiked. This led to the development of the Sword Guardian, a more nimble, albeit less hardy construct that excels at close quarter combat. Their combat tactics can be switched at a moment's notice, making them both capable bodyguards and assertive enforcers. While their stiff movements appear predictable, incautious opponents often find themselves blocked in by an unending barrage of precise Greatsword blows. Like their defensive brother-constructs, they are valuable assets for wizards in need of some artificial muscle or wealthy merchants looking for an effective deterrent.

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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.

SWORD GUARDIAN

Medium construct, unaligned

Armor Class 17 (Natural armor)

Hit Points 135 (18d8+54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 10

Languages Any language spoken by the crew of its chosen vessel

Challenge 7

Command Rod. The Sword Guardian is controlled by an techno-arcane scepter called a Command Rod. As long as the guardian and the Command Rod are on the same plane of existence, the Rod's wielder can telepathically call the Sword Guardian to travel to it, and the guardian knows the distance and direction to the Command Rod. If the Sword Guardian is within 60 feet of the Command Rod's wielder, the wielder can also sacrifice all attacks when they take the Attack action to command the Sword Guardian to take the Multiattack action.

Self-Repair. The Sword Guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Protocol Shift. The wielder of the Command Rod can use a bonus action on their turn to activate or change the Sword Guardian's command protocol. Once activated, the chosen command protocol stays active until changed. The wielder can choose either the *Aggressor Protocol* or the *Defensor Protocol*.

Aggressor Protocol. When the Aggressor Protocol is active, the Sword Guardian can take a bonus action on its turn to make an additional Guardian Greatsword attack.

Defensor Protocol. When the Defensor Protocol is active, the Sword Guardians can take two reactions each battle round.

Actions

Multiattack. The Sword Guardian makes two attacks with its Guardian Greatsword.

Guardian Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) slashing damage. For each d6 rolled, treat a damage roll of 1 or 2 as a 3.

Reactions

Parry. The Sword Guardian adds 3 to its AC against one melee attack that would hit it. If the **Defensor Protocol** is active, it can use this reaction to protect an allied creature within 5 ft., conferring the bonus to the AC to the ally against one attack that would hit it instead.

Riposte. When a creature misses the Sword Guardian with a melee attack, it can make a melee weapon attack against the creature. If the **Aggressor Protocol** is active, the Sword Guardian can riposte if a melee attack misses an allied creatures within 5 ft. of it.