



THE **SWORD WARDEN**

Guarding places most sacred from those
that would defile them for riches.

SWORD WARDEN

The divine machinations of the worlds above and below often produce things that bend our very understanding of the world around us. Magical machinations patrol halls, floating sentries with seemingly endless knowledge reach out to mortals, and occasionally things of extreme power are given to the central realms for reasons known only to the divine. When things of great power or places of great importance need more than mortal protection can safely offer, a Sword Warden may be used to insure that places most holy are never defiled by those that would seek to turn these items and places of power for their own benefits. Never sleeping, never aging or decaying, and never wavering in their singular purpose of defending what they have been placed to protect, these constructs are the perfect tool to stop forces that would defile that which some hold sacred.

The origins of Sword Wardens are well documented as they are often handed down along with powerful artifacts to be used in religious purposes. Various types of Sword Wardens have been constructed by divine creators in order to secure the things they deem too precious to simply be

defended by unreliable mortal beings. They can often be found in places of great power, near portals to divine realms, or in long forgotten holy places housing important artifacts that most have forgotten except the Sword Wardens placed to protect them.

It is rare to find one of these mindless sentries alone in its defense. They are often paired with a series of traps, puzzles, long forgotten passwords, and other means of protecting important divine artifacts. Some have even been found placed in labyrinths stalking them eternally, searching for those that may have accidentally wandered in or are maliciously searching for what the Sword Warden protects. In more civil settings, Sword Wardens are often found in important holy places, kept dormant by their keepers, but ready to spring to life should the need to defend the place arise. In some rare occurrences, they have even been gifted from the divine to protect certain important individuals that divine beings have taken a vested interest in.

Untiring Guardians. The most obvious benefit of the Sword Wardens is that they never tire and never cease from protecting their charge. They can stand unmoving for times eternal before springing to life when their charge is

SWORD WARDEN

CREATURE 10

N **MEDIUM** **CONSTRUCT** **DIVINE** **MINDLESS**

Perception +18; darkvision

Skills Acrobatics +22, Athletics +22

Str +5, **Dex** +7, **Con** +4, **Int** -5, **Wis** +2, **Cha** -5

Stance Dance ➤ **Effect** The sword warden has two stances that it can swap between giving it access to different abilities based on the stance it is in. The stances available are blade fervour and sharpened defense. The sword warden chooses a stance at the beginning of combat.

AC 29; **Fort** +18, **Ref** +20, **Will** +18

HP 172; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Resistances** physical 5 (except adamantite or orichalcum); **Weaknesses** electricity 10, orichalcum 10

Divine Destruction (divine, necromancy) When the sword warden is reduced to 0 HP, it erupts with divine energy in a 30-foot emanation, dealing 10d6 positive damage (DC 29 basic Will save)

Faith Bound (abjuration, divine) The sword warden can't attack a creature that openly wears or displays the religious symbol of the sword warden's patron deity unless that creature uses a hostile action against the sword warden first.

Speed 5 feet

Melee ➤ sword +21 (agile, finesse), **Damage** 2d12+13 slashing

Divine Parry ➤ **Requirements** Sharpened defense stance; **Effect** The sword warden parries attacks against it with its sword, and gains a +2 circumstance bonus to its AC until the start of its next turn as long as it continues to meet the requirement.

Divine Riposte ➤ **Requirements** The sword warden is benefitting from Divine Parry; **Trigger** An opponent within the sword warden's reach critically fails a Strike against it; **Effect** The sword warden ripostes with its sword and makes a melee Strike or uses a Disarm action against the triggering opponent.

Righteous Flurry ➤➤ (agile, finesse); **Requirements** Blade fervour stance; **Effect** The sword warden imbues its weapons with divine magics and makes 3 melee strikes. Strikes that hit deal an additional 3d6 positive damage.

endangered. Unthinking and singular in purpose, there is little that could snap them from their goals. Only the divine voice of their creator themselves could alter their purpose once they are given one.

Loyal to a Fault. While they are untiring, they may be easily fooled by those that maliciously wield the symbols of their patron deity. Sword Wardens can speak, but their intelligence is limited in order to protect their longevity and keep them from abandoning their post. They possess no true spark of life and speak in binary terms of allowable and unallowable actions. It would be possible for someone to convince a Sword Warden that they are simply part of the religious order that the Warden serves, though any attempts to abscond with an item the Warden has been charged with would be seen as a hostile action. It's important to remember when playing the Warden, that it has a singular purpose of protection and will abide by that always.

TACTICS

Sword Wardens are blisteringly quick sword wielders and are devastating in their radiant blows. They possess a stance system that should be used frequently to change up fights with them allowing them to deal remarkable damage or become surprisingly robust in their defense.

- Stance Dance is one of the main features of the Sword Warden and unlocks different abilities based on the stance that the Warden is currently in. Use this feature to access larger damage and defense and don't forget to pick a stance when combat starts.
- Divine Destruction is something to keep in mind and you should probably foreshadow it to your players before it happens. This could end up with a wipe at the end of a fight so be cautious.
- Faith Bound is one of the core tenets of the Sword Warden and should be allowed to present non-combat options in starting discussion with the construct.
- Divine Parry and Riposte work together. It's worth it to save an action in defense.
- Righteous Flurry is the damage skill unlocked by its stance and is quite powerful against softer targets.

SUGGESTED PAIRINGS

Sword Wardens are often found in holy places and in packs of their own. Consider divine beings mostly.

- There could be crossover with other type of construct defenders like golems.
- The Sword Warden is balanced to be a large boss fight on its own. If you do pair it with other things, make sure that they are of low difficulty. It's recommended to use environmental hazards over more enemies.



EXALTED EDGE

ITEM 11

DIVINE **MAGICAL**

Price 1,350 gp

Usage held in 1 hand; **Bulk** 1

Ripped from the clutches of a divine servant, this *+2 striking longsword* is teeming with radiant energy. Holding it in your hand causes a feeling of warmth to rush over your body and fills your mind with images of righteous warriors defending all that is holy. Its handle is wrapped with a cloth bearing a long forgotten prayer that imbues your swordsmanship with new abilities.

While wielding this weapon, when you roll initiative, you can choose to adopt a stance. The stances available are blade fervour and sharpened defense. You can swap between stances on your turn using one action with the manipulate trait. While in a stance you get access to one of the abilities below.

Activate ⬥ divine; **Requirements** Blade fervour stance; **Effect** You imbue your blade with divine magics and make two melee Strikes. Creatures that are critically hit by one of these Strikes become dazzled 1.

Activate ⬤; **Requirements** Sharpened defense stance; **Trigger** An opponent within your reach critically fails a Strike against you; **Effect** You riposte with this sword and make a melee Strike or use the disarm action against the triggering opponent.

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