



# BENEOS TOKENS

---

## ORC DEATHSWORN



 **HOMEBREW**



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



# DEATHSWORN

Seeing a Deathsworn fight is witnessing a ceremonial choreography, as they seamlessly weave their opponents into an intimate dance of death. Deathsworn exhibit great respect towards their enemies, going so far as to carry the ritually cleaned and hallowed skulls of particularly worthy opponents alongside of those of their closest kin - signifying their bond forged in battle, either on equal or opposing sides. The certainty of their own death is meaningless to a Deathsworn, as they resign to it each time they take up their spear and shroud their face with the *Sho'ufa*, expressing their resolve to kill and die honorably in the eyes of their ancestors.

## BENEOS TOKENS

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.

## DEATHSWORN

Medium humanoid (orc), neutral

**Armor Class** 16 (Chain Shirt)

**Hit Points** 67 (8d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	13 (+1)	16 (+3)	12 (+1)

**Saving Throws** : DEX +7

**Skills** Acrobatics +7, Performance +4

**Condition Immunities:** Frightened

**Senses** Darkvision 30 ft., passive Perception 13

**Language** Common, Orc, Goblin

**Challenge** 5

**Blur of Blades.** When the Deathsworn is within 5 ft. of at least two enemy creatures, any hit rolls made against the Deathsworn are made with disadvantage.

**Death Dance.** The Deathsworn gains a d8 (further referred to as a Death Dance die) if one of the following conditions are met:

- At the start of its turn, if the Deathsworn dealt damage to an enemy creature, but did not take any damage themselves during the last round of combat
- At the end of its turn, if they made at least three attacks and all their attack rolls resulted in a hit.

The Death Dance dice can be spend one at a time to add the roll to an attack roll, ability check or saving throw or to use the Redirect Flow or Adaptive Rhythm reactions. The Deathsworn can have two Death Dance dice at a time, all additional dice are lost.

**Final Crescendo (2/ Day).** When the Deathsworn is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. If it does so, it can immediately make three attacks with its Deathbite Spear against the creature that damaged it last. If these attacks reduce the creature to 0 hit points, the Deathsworn regains one use of the Deathsworn feature.

## ACTIONS

**Multiattack.** The Deathsworn makes three Deathbite Spear (Thrust) attacks.

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

**Deathbite Spear (Whirl).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) bludgeoning damage. Using this action, the Deathsworn can make a single attack using this profile against every creature within 5 ft. of it.

## REACTIONS

**Redirect Flow.** When a creature misses the Deathsworn with a melee attack, the Deathsworn can expend a **Death Dance** die and force the attack to target a creature of its choice within 5 ft. of both the Deathsworn and the original attacker. To do so, it must succeed on an Dexterity (Acrobatics) check with a DC equal to the original attack roll. On a success, the original attack, now rerouted by the Deathsworn, hits the target of the Deathsworn's choice.

**Adaptive Rhythm.** When Deathsworn is chosen as the target of an attack roll, the Deathsworn can roll a **Death Dance** die and gains a bonus equal to the result to its AC until the start of its next turn.



# HOW TO RUN DEATHSWORN

## 1. OFFENSIVELY.

- Honor and stats both demand to immediately seek close combat, either by dueling a single opponent or dancing through a group, spreading hits and thusly damage. A Deathsworn is perfectly positioned in combat with two opponents.
- This is why Deathsworn is the happiest when stuck in with several opponents: Three **Thrust** attacks (or **Whirl**, if there are more than three opponents!) let's it keep up with damage, **Blur of Blades** makes it much harder to hit and **Redirect Flow** really shines, as forcing the Paladin to hit the Barbarian is always hilarious.
- The offensive profile by itself is actually quite simple and direct - choose targets and unload attacks, hope for crits and even dish out damage when they think you done for.
- With at least two opportunities to fall to 1 hit points instead of 0 AND getting a full round of attacks when doing so (**Final Crescendo**), you don't really have to worry about getting the Deathsworn killed before it can act - try not to get picked off by ranged enemies, though.

## 2. DEFENSIVELY.

- Both reactions bolster the Deathsworn's defenses, so don't be afraid to stay in combat - the Deathsworn isn't either.

- The best defense is a good offense - if you have a **Death Dance** die stashed away, feel free to bait attacks of opportunity to use **Redirect Flow** and catch someone off-guard. Or just put your trust in **Adaptive Rhythm** to safely tank those attacks.
- The disadvantage offered by **Blur of Blades** combines very well with **Death Dance** and **Redirect Flow**. Enemies are less likely to hit you, increasing your chances for a **Death Dance** die. If you have one, missing you means a chance for a use of **Redirect Flow**, possibly even using the enemies own resources against them.

## 3. GENERAL NOTES

- Keep a close eye on your **Death Dance** dice, as clever use of them elevates this monster to the next level.
- Deathsworn are best run solitarily, due to the decent amount of bookkeeping and complexity. They excel at being used as arena champions, duelists or bodyguards for an important NPC - situations, were their flair and abilites are both warranted and you can concentrate on running them.
- Due to a high amount of attacks (at least three per turn) and the chance to score a critial hit on 19 and 20, RNG can cause the Deathsworn to hit above its paygrade - keep that in mind when planning to run several or use creatures or environment to buff the Deathsworn or debuff players. A Deathsworn hitting with advantage can quickly become a nightmare to deal with.

