

5E

AB
ABYSSAL BREWS



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

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 212 (25d8+100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	14 (+2)	14 (+2)	15 (+2)

Saving Throws DEX +8, INT +6

Skills Acrobatics +8, Athletics +6, Perception +6

Damage Resistances poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., Passive Perception 16

Languages Common, one language based on its patron deity

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Divine Destruction. When the sword warden is reduced to 0 HP it explodes in burst of divine energy. Creatures within a 30-foot-radius sphere of the sword warden must attempt a DC 15 Constitution saving throw taking 8d6 radiant damage on a failed save and half as much on a successful one.

Faith Bound. 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.

Stance Dance. The sword warden has two stances that it can swap between at the beginning of its turn which grant additional abilities based on which stance it's in. The stances are blade fervor and sharpened defense. The sword warden chooses a stance when combat begins.

Actions

Multiattack. Sword Warden makes three Longsword attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10+4) slashing damage.

Righteous Flurry. While the sword warden is in blade fervor stance, it can imbue its weapons with divine magics and strike quickly at its enemies. The sword warden makes 4 Longsword attacks dealing an additional 2d6 radiant damage on any attack that hits.

Bonus Actions

Divine Riposte. If the sword warden successfully parried a melee attack in the last round, at the start of its turn, it can make a single longsword attack. This attack doesn't count as an action when used in this way.

Reactions

Parry. While in sharpened defense stance, the sword warden can use a reaction to add +3 to its AC against one melee attack that would hit it. To do so, the sword warden must be able to see the attacker and must be holding a melee weapon.

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

Longsword, Very Rare

Ripped from the clutches of a divine servant, this 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. You have a +1 bonus to attack and damage rolls made with this magic weapon.

At the start of combat while wielding this weapon, you can choose to take on the blade fervour or sharpened defense stance. You can swap between these stances in combat using a bonus action. While in the stance indicated, you gain the following attributes.

Blade Fervour. You imbue your blade with divine magics causing the attack and damage bonus to increase to +2. Additionally, the blade deals radiant damage instead of slashing damage while in this stance.

Sharpened Defense. You take up a defensive posture causing a divine shield to appear around you. As a reaction, you can add a +2 bonus to your AC against an attack that would otherwise hit you. If this bonus causes the enemy's attack to miss, your stance automatically changes to blade fervour at the start of your turn. Stance switching in this way does not consume a bonus action.

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