



# BENEOS TOKENS

## SWORDBEARER RELIQUARY



**D&D HOMEBREW**



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



# SWORDBEARER RELIQUARY

Swordbearer Reliquaries are vestiges of past ages, walking shrines dedicated to a forgotten deity of war and valor. These silent effigies are named Swordbearers, for ancient blades are driven deeply into their craggy form, unclear to which purpose - remembrance or veneration? It is also unknown what causes life to spark within the overgrown form of the Reliquary, causing it to rise and wander. Maybe the souls of the ancient blades thirst for battle once more or maybe the lost deity itself slowly wakes from its god-slumber, sending out these living shrines as solemn emissaries to seek out worthy warriors to receive the old god's favour.

## 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.

## SWORDBEARER RELIQUARY

*Huge construct, lawful neutral*

**Armor Class** 20

**Hit Points** 225 (18d12+90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-3)	20 (+5)	1 (-5)	16 (+3)	1 (-5)

**Saving Throws** Str +11, Con +9

**Skills** Athletics +11

**Damage Immunities** Poison, Psychic; Piercing, Slashing and Bludgeoning damage from non-martial weapons

**Condition Immunities** Charmed, Exhaustion, Frightened, Petrified, Poisoned

**Senses** Blindsight 60 ft., passive Perception 13

**Challenge** 10

**Effigy of the War-God.** The Swordbearer Reliquary makes saving throws against spells and magical effects with advantage and takes only half damage from spells and magical effects. There are five swords embedded into the Swordbearers back. Pulling out a sword requires a successful DC 20 Strength (Athletics) check. Each sword torn from the Swordbearer decreases its movement speed by 5, deals 25 points of damage to it and decreases the maximum hit points of the Swordbearer by an equal amount.

**Artifact of Ages Past.** The Swordbearer Reliquary is immune to any spell or effect that would alter its form and its attacks are considered magical.

**Arbiter of Martial Prowess.** The Swordbearer Reliquary has a damage threshold of 10. It has immunity to all damage unless it takes an amount of damage from a single attack, effect or alternative damage source equal to or greater than its damage threshold, in which case it takes damage as normal.

## BONUS ACTION

**Divine Grasp.** The Swordbearer Reliquary targets a creature within 60 feet. The target must succeed on a DC 19 Strength saving throw or the Swordbearer moves it up to 30 feet in any direction. While the target is being moved, it is restrained.

## ACTIONS

**Multiattack.** The Swordbearer Reliquary makes two attacks with the Arbiter's Fist.

**Arbiter's Fist.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (3d12 + 7) bludgeoning damage.

**Trial of Martial Virtue (1/Day).** The Swordbearer Reliquary declares a hallowed trial space in a 50-foot-radius, 50-foot high cylinder centered on itself. Within this hallowed area, each successful hit with a melee weapon attack grants advantage on the attacking creature's next melee weapon attack. In addition, the creature benefitting from this advantage can roll an additional weapon damage die. These bonus damage dice are cumulative and are lost when the creature does not attack during its turn or misses with an attack. When a creature misses, it makes its next melee weapon attack with disadvantage. This area is active until the the next dusk or until the Swordbearer is destroyed.

## REACTIONS

**Old Grudges.** When a creature within 60 ft. of the Swordbearer Reliquary finishes casting a spell, the Swordbearer can use its reaction to attempt to grasp it with telekinetic force. The target must succeed on a DC 19 Strength saving throw or be restrained and forcefully pulled 60 ft. towards the Swordbearer. If the target ends its movement within 10 ft. of the Swordbearer, the Swordbearer can make a single attack with its Arbiter's Fist against it as part of the reaction. The target creature is then no longer restrained.



# SHOWCASE: SWORDBEARER RELIQUARY

## FIGHTING STYLE AND PURPOSE.

---

- **Fighting Style: Tank and Melee.** The Swordbearer Reliquary truly is a bulwark, a walking and fighting war-effigy carved from solid rock. With an AC of 20, a damage threshold, magic resistances and several damage and condition immunities, it excels at just not taking damage, solidifying its fighting style as that of a tank. It also wants to engage opponents in close combat, going so far as to magically pull them closer to get them in range of its Arbiter's Fists.
- **Purpose: Anti Caster and Gimmick.** The Swordbearer Reliquary has nearly insurmountable defenses against magic users, being hard to hit with spell attacks, immune to plenty of conditions and generally taking only half damage from spells and magical effects. With its **Old Grudges** ability, it can quickly single out and punish a caster, pulling the target towards it and pummeling the restrained creature into the ground. This also plays into the Swordbearers gimmick, the challenge posed to martial characters to take measure of their worth and task them to overcome the layered martial challenges posed by it - both the passive ones (high AC and damage threshold, magic resistance, high damage output) and the active ones (**Trial of Martial Virtue, Effigy of the War-God**).
- **Challenge.** Fighting a Swordbearer Reliquary forces the casters to take a step back and let the melee characters do the heavy lifting. It is a trial of martial prowess, each successful attack will be rewarded, each miss will be punished. Within the area of the trial, the Swordbearer itself benefits from the additional damage dice and can quickly deal vast amounts of damage. The players need to balance their offense and defense, denying the Swordbearer the cumulative advantages of hitting them, while continuously dealing damage to the construct. A secondary challenge is to immobilize and weaken the Reliquary by pulling the blades free, proving valor and martial might in the process.

## STORY PROMPTS.

---

**Overgrown Battlefield.** Half sunken, a lone Swordbearer Reliquary keeps watch over an overgrown battlefield. Disturbing this sanctified ground is to provoke the silent guardian's wrath.

**Final Trial.** In order to complete their training, the aspirant of a martial order has been sent to the ancient necropolis to prove their merit and retrieve an ancient blade from the living shrines of the old sacral district. They have not returned yet.

**Legendary Arms.** From the Yronbark Forest emerges the hunched form of an ancient Swordbearer Reliquary, bearing the legendary arms of the knightly protector of these woods. Who may overcome the Arbiter, claim the panoply of the Paladin and prove a worthy successor?

