

# GLD34 Human Guard Warrior

By Dan Hass



Guard Warrior: the most ubiquitous of NPCs. Guards are a part of every organization whether ally or antagonist. A Dungeons and Dragons® 5<sup>th</sup> Edition Supplement for characters of any level.

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Credits	
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## Supplement Summary

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*GLD34 Human Guard Warrior* is a Dungeons & Dragons® 5th Edition supplement that uses the sidekick mechanism from *Tasha's Cauldron of Everything*® (TCE) to advance the *Monster Manual*® (MM) **guard** (p. 347) so that it scales for any level party.

The guard is presented as a modified monster statblock and presents the guard warrior from 1<sup>st</sup> level warrior to 20<sup>th</sup> level warrior. In addition to the elements taken from the sidekick process, at each level, the CR of the human guard warrior is calculated using the *Dungeon Master's Guide*® (DMG) guidelines for modifying a monster.

## Using the Supplement

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The DM decides whether to utilize one or more sidekicks. Often, this depends on the number of players participating. By detailing the guard warrior at all levels, there is no pressure to make the sidekick decision too soon.

Note that as a sidekick, the guard warrior should be considered an additional character in the party when scaling encounters. In combat, because the guard warrior uses its own suite of actions, it should act on its own initiative.

The human guard warrior can be used as a sidekick for both PCs and antagonists, since each includes the calculated CR, which allows the DM to correctly scale an encounter.

## Roleplaying the Guard Warrior

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The human guard warrior can engage at whatever level is desired. He/she can negotiate, investigate, advise, etc. However, the guard can comfortably remain mostly in the background as a silent, passive companion who simply follows orders. The key element is the connection between the guard and one or more PCs. For example, any organization affiliated with a PC—military, religious, cultural—could assign a guard warrior as a companion to a PC.

## Advancement Notes

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**Variant Human.** The guard warrior uses the variant human as the race. Per MM 341 adding racial traits does not typically change the guard's CR. However, in this case

adding the +1 Strength does affect both damage and to hit. As the 1<sup>st</sup> level Feat, the guard warrior selects Resilient (Constitution).

**Armor.** The warrior gains proficiency in all armor (TCE 146). Chain mail and shield is the typical starting armor for martial PCs, and the same is applied to the guard warrior. At various points, the armor is upgraded (eventually to full plate) using DMG 38 as an equipment guide as the guard warrior progresses.

**Hit Points.** The warrior sidekick uses the same hit die as the base creature. In the case of a guard, these are d8s. TCE specifically states to “roll” the hit dice to determine hit points. However, for standardization, the hit points for the guard warrior advancement use the “half+1” method commonly used for player characters. Using a d8, this results in 5 (4+1) + the Constitution modifier per level.

Note that this deviates slightly from the method for calculating monster hit points, which uses “average hit points.” This would result in ½ hit point less per level for the guard warrior. But using the same process for NPCs as PCs is consistent with DMG 282.

**Challenge Rating (CR).** The challenge rating is calculated each time the guard warrior advances a level. This is consistent with the process from DMG 282.

The resulting challenge rating sometimes falls halfway between two challenge ratings. The decision to round up or down is based on maintaining a smooth CR progression and a comparison to established monsters of those CRs.

**Ability Score Increase (ASI).** At certain levels, the guard warrior receives ASI. At 4<sup>th</sup> level, the guard takes the Feat Polearm Master to maximize the utility of its spear. The guard warrior then focuses on increasing Strength until maxed at 20. The final two ASI are Lucky and Fighting Initiate (Dueling).

**Extra Attack.** Typically, when an NPC or monster has multiple attacks, a **Multiattack** is added as an action. However, because the guard warrior is progressed using PC methodology (per DMG 282), this is not added, and the **Extra Attack** and **Polearm Master** are added as traits in the statblocks instead.

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## Human Guard Warrior Statblocks

### Guard Warrior 1 Sidekick.

*Medium humanoid (variant human), any alignment*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 20 (3d8+6)

STR 14 (+2), CON 14 (+2)

**Saving Throws** Dex+3, Con +4

**Skills** Athletics +4, Perception +2, Survival +2

**Proficiencies** all armor, shield, simple and martial weapons

**Senses** passive Perception 12

**Languages** Common, one other language spoken by a primary party member

**Challenge** 1/2 (100 XP)

**Martial Role: Attacker.** (TCE 146) Included in actions.

#### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft. one target. *Hit:* 5 (1d6+2) piercing damage.

### Guard Warrior 3 Sidekick.

*Medium humanoid (variant human), any alignment*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 34 (5d8+10)

STR 14 (+2), CON 14 (+2)

**Saving Throws** Dex+3, Con +4

**Skills** Athletics +4, Perception +2, Survival +2

**Proficiencies** all armor, shield, simple and martial weapons

**Senses** passive Perception 12

**Languages** Common, one other language spoken by a primary party member

**Challenge** 1 (200 XP)

**Improved Critical.** (TCE 146) Crit on 19 or 20.

**Martial Role: Attacker.** (TCE 146) Included in actions.

**Second Wind: 1d10+3.** (TCE 146) One use.

#### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft. one target. *Hit:* 5 (1d6+2) piercing damage.

### Guard Warrior 2 Sidekick.

*Medium humanoid (variant human), any alignment*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 27 (4d8+4)

STR 14 (+2), CON 14 (+2)

**Saving Throws** Dex+3, Con +4

**Skills** Athletics +4, Perception +2, Survival +2

**Proficiencies** all armor, shield, simple and martial weapons

**Senses** passive Perception 12

**Languages** Common, one other language spoken by a primary party member

**Challenge** 1/2 (100 XP)

**Martial Role: Attacker.** (TCE 146) Included in actions.

**Second Wind: 1d10+2.** (TCE 146) One use.

#### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft. one target. *Hit:* 5 (1d6+2) piercing damage.

### Guard Warrior 4 Sidekick.

*Medium humanoid (variant human), any alignment*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 41 (6d8+12)

STR 14 (+2), CON 14 (+2)

**Saving Throws** Dex+3, Con +4

**Skills** Athletics +4, Perception +2, Survival +2

**Proficiencies** all armor, shield, simple and martial weapons

**Senses** passive Perception 12

**Languages** Common, one other language spoken by a primary party member

**Challenge** 2 (450 XP)

**Improved Critical.** (TCE 146) Crit on 19 or 20.

**Martial Role: Attacker.** (TCE 146) Included in actions.

**Polearm Master.** (PHB 168)

**Second Wind: 1d10+4.** (TCE 146) One use.

#### Actions

**Spear.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or ranged 20/60 ft. one target. *Hit:* 5 (1d6+2) piercing damage.