

TEMPLAR

Small or Medium • Humanoid • Lawful

Armor Class 18

Initiative +3 (13)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +7, Cha +6

Skills Perception +5, Religion +4

Condition Immunities frightened

Gear glaive, plate

Senses passive Perception 15

Languages Common plus one other language

CR 6 (XP 2,300; PB +3)



Aura of Courage. While in a 20-foot emanation originating from the templar, its allies are immune to being frightened.

Conviction (1/Day). If damage reduces the templar to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Valor. The templar gains 10 temporary hit points at the start of its turn.

ACTIONS

Multiattack. The templar makes two Glaive attacks.

Glaive. *Melee Weapon Attack:* +7, reach 10 ft. *Hit:* 9 (1d10 + 4) slashing damage plus 7 (2d6) radiant damage.

Guiding Bolt. The templar casts *guiding bolt* (+6 to hit with spell attacks).

BONUS ACTIONS

Never Give In (1/Day). Each allied creature with fewer than half its hit points in a 20-foot emanation originating from the templar gains advantage on its next attack roll or saving throw, whichever happens first. The effect lasts for 1 minute.

REACTIONS

Riposte. *Trigger:* The templar is hit by a melee attack roll while holding a weapon. *Response:* The templar adds 3 to its AC against that attack, possibly causing it to miss. If the attack misses, the templar can make a Glaive attack against the attacker.

TEMPLAR — WEAKER

Armor Class 17

Initiative +2 (12)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Religion +2

Condition Immunities frightened

Gear glaive, splint

Senses passive Perception 13

Languages Common plus one other language

CR 3 (XP 700; PB +2)



Aura of Courage. While in a 20-foot emanation originating from the templar, its allies are immune to being frightened.

Conviction (1/Day). If damage reduces the templar to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Valor. The templar gains 5 temporary hit points at the start of its turn.

ACTIONS

Multiattack. The templar makes two Glaive attacks.

Glaive. *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 8 (1d10 + 3) slashing damage plus 3 (1d6) radiant damage.

Guiding Bolt. The templar casts *guiding bolt* (+4 to hit with spell attacks).

BONUS ACTIONS

Never Give In (1/Day). Each allied creature with fewer than half its hit points in a 15-foot emanation originating from the templar gains advantage on its next attack roll or saving throw, whichever happens first. The effect lasts for 1 minute.

REACTIONS

Riposte. *Trigger:* The templar is hit by a melee attack roll while holding a weapon. *Response:* The templar adds 2 to its AC against that attack, possibly causing it to miss. If the attack misses, the templar can make a Glaive attack against the attacker.

TEMPLAR — STRONGER

Armor Class 18

Initiative +4 (14)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str +9, Con +8, Cha +8

Skills Perception +7, Religion +6

Condition Immunities frightened

Gear glaive, plate

Senses passive Perception 17

Languages Common plus one other language

CR 9 (XP 5,000; PB +4)



Aura of Courage. While in a 30-foot emanation originating from the templar, its allies are immune to being frightened.

Conviction (1/Day). If damage reduces the templar to 0 hit points, it drops to 1 hit point instead, unless the damage is from a critical hit.

Valor. The templar gains 10 temporary hit points at the start of its turn.

ACTIONS

Multiattack. The templar makes two Glaive attacks.

Glaive. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 10 (1d10 + 5) slashing damage plus 13 (3d8) radiant damage.

Guiding Bolt. The templar casts *guiding bolt* (+8 to hit with spell attacks, level 3).

BONUS ACTIONS

Never Give In (1/Day). Each allied creature with fewer than half its hit points in a 30-foot emanation originating from the templar gains advantage on its next attack roll or saving throw, whichever happens first. The effect lasts for 1 minute.

REACTIONS

Riposte. *Trigger:* The templar is hit by a melee attack roll while holding a weapon. *Response:* The templar adds 4 to its AC against that attack, possibly causing it to miss. If the attack misses, the templar can make a Glaive attack against the attacker.