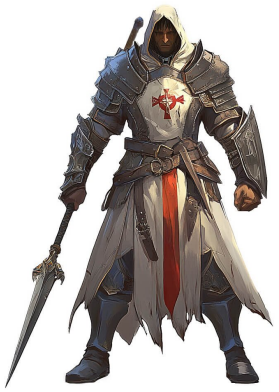
TEMPLAR

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).

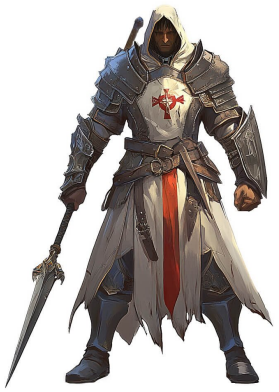
BONUS ACTIONS

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).

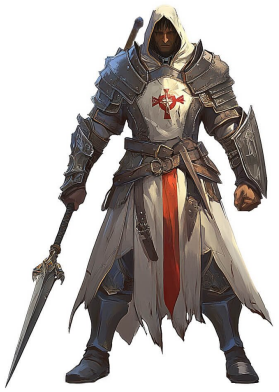
BONUS ACTIONS

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.