

# Gearforged Templar

Medium, Construct (Templar), Lawful Neutral

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**ARMOR CLASS**

19

**HIT POINTS**

136 (16d8 + 64)

**CHALLENGE**

7 | 2,900 XP

**PROFICIENCY**

+3

**Speed**

Walk 30 ft.

**Initiative**

+1

**Saving Throws**

Con +7, Str +7, Wis +6

**Skills**

Religion +4, Athletics +7, Perception +6

**Damage Resistances**

Radiant; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities**

Poison, Psychic

**Condition Immunities**

Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses**

Darkvision 60 ft.; Passive Perception 16

**Passive Perception**

16

**Languages**

Common, Celestial, the language of its maker

**STR**

18

+4

**DEX**

12

+1

**CON**

18

+4

**INT**

12

+1

**WIS**

16

+3

**CHA**

12

+1

## Traits

**Clockwork Devotion.** The templar has Advantage on saving throws against being Charmed or Frightened.

**Sacred Mechanism.** Whenever the templar starts its turn with at least 1 Hit Point, it ends one nonmagical disease or poison affecting itself.

## Actions

**Multiattack.** The templar makes two Consecrated Halberd attacks.

**Consecrated Halberd.** Melee Attack Roll: +7, reach 10 ft. Hit: 14 (1d10 + 4) Slashing damage plus 9 (2d8) Radiant damage.

**Judgment Gear (Recharge 5-6).** Wisdom Saving Throw: creatures of the templar choice within 20 feet. Failure: 31 (7d8) Radiant damage and the target cannot take Reactions until the end of its next turn. Success: Half damage.

## Bonus Actions

**Measured Advance.** The templar moves up to 15 feet without provoking Opportunity Attacks from creatures it has hit this turn.

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## Reactions

**Interlocking Guard.** When an allied creature within 5 feet is hit by an attack, the templar adds 3 to that creature AC against the triggering attack, potentially causing it to miss.

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