



# GUARDIANS OF THE TEMPLE

NEW PROTECTORATE  
CHARACTER OPTIONS



Like a beacon to the heavens, the Flameguard Temple sits near the center of Imer, surrounded by a sextet of looming towers. The towers are topped by blazing censers that roar with golden flames and billow dark smoke high into the sky. Once, each tower was inhabited by over a hundred veteran Flameguard and scores of initiates, but the upheavals in the Protectorate of Menoth over recent years have seen their numbers dwindle. In the massive training complexes in each tower, which once contained hosts of would-be Flameguard training to fight with spear and shield, scant handfuls of conscripts now drill in cavernous facilities made all the more massive by their limited occupants.

The Temple Flameguard was developed as a devoted group of warriors who would protect the holy temples of the Menite faith. However, their purview expanded over time to become a distinct wing of the Protectorate's military structure. Overseeing them all was a talented and ambitious young warcaster, Feora, the Protector and Priestess of the Flame. Under her direction, the Flameguard expanded its numbers and authority. Under the previous Hierarch, Voyle, its mandate was expanded to act as a standing army, despite growing concerns of several high-ranking scrutators, including the most recent Hierarch of the Protectorate, Severius.

## THE IRON KINGDOMS - GUARDIANS OF THE TEMPLE

# THE FLAMEGUARD ORDER

The Flameguard is the primary military order of the Protectorate of Menoth, even considering its diminished number. These career soldiers comprise the core of the Protectorate's garrisons and the small armies that patrol the extent of the nation's waning influence.

Any citizen of the Protectorate may apply for induction into the Flameguard. In the past, the temple had the privilege of turning away all but healthy youths, those in their prime who could be forged into Temple defenders. The standards have loosened recently as the Temple struggles to fill out its rosters. Now, any who choose to, barring certain

exceptions for the extraordinarily infirm or aged, are granted membership in the order. Indeed, some sovereigns have allowed punishment for light transgressions to be served as a tour with the Flameguard—though severe infractions still call for equally harsh punishment.

All who endure the rigorous regimen serve first among the Temple Flameguard, learning the spear and shield. Most soldiers serve six to ten years before returning to civilian life, released to start a family and perform other labors for the Protectorate. The most dedicated continue in this role until death or old age prevents them from fulfilling their duties.

The Flameguard is a versatile organization with several specialized branches. Some of its soldiers with the proper temperaments are chosen for these more focused roles. Those with unshakeable faith and unflinching resolve might be appointed as Flameguard Cleansers, specializing in applying cleansing flame to heretics both within and outside the Protectorate. Those who show both a capacity for leadership and the ability to channel the holy power of Menoth might be initiated as priests of the Incendium, a branch of the clergy dedicated to the Flameguard and connected to its upper leadership. The Daughters of the Flame are the fewest in number, handpicked women selected for their drive and aptitude for inflicting vengeance. Most daughters have lost family members to the Protectorate's enemies and are willing to sacrifice their lives to rectify this injustice.

## TEMPLE ENEMY NUMBER ONE

While Kreoss has declared Feora a traitor of the highest order and a foe to all living within the Protectorate, this is not the case within the Flameguard Temple. While publicly they must condemn her actions for fear of reprisal, there are still those in the Incendium and other leadership roles sympathetic to the former Priestess and Protector of the Flame. However, one foe is reviled from the uppermost chamber of the Temple to its lowest rank and file: Nicea, formerly known as the Tear of Vengeance and now marked as the Hound of the Abyss.

Nicea fell under the sway of the infernals, convinced that only through them could she be reunited with her dead love, Heltus. Serving the infernals as a sleeper agent in the Protectorate, Nicea converted many of her fellow Daughters of the Flame from Menoth's light to the shadows of her dark masters. When the Nonokrian Order invaded Caen, the Hound of the Abyss and her ilk were the tip of the spear within the Protectorate's heart.

Nicea vanished shortly before the Battle of Henge Hold, and the Temple does not know if she yet lives. The Daughters of the Flame keep a vigil for any sign of their former sisters, possessing an even greater loathing for infernals and their mortal allies than other enemies of their faith.



# MEET THE NEW BOSS...

In the last days of the Claiming, the Protectorate experienced a violent schism. Many of the civilian population sought to escape the infernals, guided by the visions of Sovereign Tristan Durant. This came after years of brutal warfare, culminating with a strike on the capital city of the Protectorate by hordes of skorne slavers.

The Priestess of the Flame had long been moving deeper into the seats of power within the nation and had even swayed several members of the Synod, the governing body of the Protectorate, to her side. This exodus opposed her goals, and she sought to suppress it. What commenced was a short but brutal civil war within the Protectorate. On one side Feora and her loyal Flameguard, and on the other, the Exemplars led by Kreoss—with the paladin Order of the Wall and Sovereign Durant's civilian followers caught in the middle of this power struggle.

Feora was ultimately defeated and escaped into the Bloodstone Marches, with Kreoss taking on the role of the ultimate military authority in what remained of the Protectorate. One of his first orders of business was to deal with the remaining Flameguard Feora had left behind. Kreoss understood the importance of the Flameguard for the ongoing defense of the Protectorate but sought a way to root out what sedition might remain within its halls.

To that end, he split the duties and authority once held by Feora into two roles, which he distributed to two existing members of the Temple: the warcaster Thyra, the Burning Sorrow, and Duharos Sek Nathari, Cleanser Commander and Keeper of the Cleansing Flame. Neither of the pair would have absolute authority over the Flameguard Temple, and both would operate under the oversight of High Exemplar Cyrenia.

## THYRA, FLAME OF SORROW

The warcaster Thyra seemed to some an odd choice as a co-consul of the Flameguard Temple. Her loyalty to Feora was without question, and her leadership of the Daughters of the Flame was always as a battlefield commander and assassin and less as an administrator. However, Kreoss insisted that of the remaining leaders of the Flameguard, she would stand as one of the best choices—and successfully argued this point before the Synod.

His justification for choosing her was based on her almost fanatical devotion. She had always proven to be a living weapon for the cause, unafraid of death as she carved a path through the enemies of the Temple. That fanatical devotion left her little room for ambition—her motivation was to mete out justice, not to secure personal power.

### THE BURNING TRUTH

Since Feora was ousted from power, one of her most ardent supporters has been missing from the public eye. The warcaster Malekus, the Burning Truth, has not been seen in public, and rumors circle about the man's fate.

Some believe that he is being held prisoner and interrogated by senior scrutators in the hope of learning more about where Feora might be hiding. Another popular rumor is that he slipped away in the chaos of fighting between the Exemplar Order and Flameguard, striking out on his own across the Bloodstone Desert—or even aboard a ship headed for New Ichier.

Whatever his true fate, the priesthood and Kreoss are keeping the fate of the Burning Truth a secret, and it is unknown if that will ever change.

Taking on this new role has been challenging for the warcaster. Acting as the public face of the Flameguard Temple is very different from assassinating wrongdoers. She is the tactical leader of the Temple, commanding its mixed forces in the field, struggling to meet the needs of her diminished nation with a dwindling number of soldiers to call upon in times of need. Fortunately for her and for the Temple's future, an experienced hand helps guide the temple from within.

## KEEPER OF THE CLEANSING FLAME

The Cleanser Commander, Duharos Sek Nathari, is an aged and experienced leader within the Flameguard Temple and an ideal co-consul for the Flame of Sorrow. While too advanced in years to take a battlefield role, his mind is shrewd, and he brings decades of service to guide the strategic and logistical side of Flameguard leadership.

There is another reason he was selected to co-lead the Temple—spite. It is no secret that the Keeper of the Cleansing Flame chafed at the elevation of the warcaster Malekus, the Burning Truth. Cleanser Commander Duharos viewed Malekus as a sycophantic lap dog to Feora, who let his hatred guide him rather than relying on faith and wisdom.

Though he would never confess that it was so, many within the Temple witnessed Duharos distancing himself from Feora even before her ill-advised plays for power. He acts as a tempering influence on Thyra—and the Flameguard as a whole—seeking to return the remnants of the temple to their earlier, purer role as guardians of the faithful and destroyers of the obscene.

# THE FUTURE OF THE ORDER

The future of the Protectorate of Menoth is uncertain, and that also extends to the Flameguard Temple and its holy warriors. Those who remain in the kingdom have seen their numbers steadily dwindling like water from a cracked vessel, and even expanded recruitment has done little to ebb the flow.

The Flameguard, though, is more than just a martial army of the Protectorate. In Menite communities across the rest of the Iron Kingdoms, they are something far different. There, these wardens of the temples are drawn to service at their local place of worship, moved by their faith to guard their faith's priesthood and holy structures. Particularly in Khador, where the Old Faith Menites can be found, the Temple Flameguard maintains the original purpose and traditions of this calling.

Such groups are affiliated only with their local temple and do not answer to the whims of distant priests. As such, they do not have the full complement of Flameguard soldiers seen in the Protectorate. No Cleansers are wielding the flames of the Purifiers to terrorize and incinerate others, nor are the grieving widows of the faith turned into spies and assassins on its behalf.

The future of the Flameguard may look much like its past, before the reformations incited by the long-dead Hierarch Voyle, before the Flameguard was turned into a proper army. In the days to come, it might be these traditional guardians who represent the most authentic expression of the Flameguard, with the legions of locked shields and blazing spears a memory of a brief and misguided deviation from their true purpose.



# ROGUISH ARCHETYPE: DAUGHTER OF THE FLAME

Even within the Protectorate, the Daughters of the Flame are feared for their origins and well-earned reputation as silent killers. The organization was created in secret by the Priestess of the Flame with the permission of Hierarch Voyle and was first tasked with guarding Menite sacred sites. This secret organization evolved into a precision tool, capable of eliminating internal and external threats to the Protectorate. The Daughters, organized into small strike squads known as "hands," stalk enemies of the faithful with zeal, emerging from the shadows only to spill the blood of heretics.

The Daughters are picked from among newly recruited Flameguard members based on their raw potential and absolute dedication. Thousands of Menite soldiers have perished defending their beliefs, many husbands or betrothed, parents, or siblings. Those who enter the ranks of the Flameguard are trained independently in an exhaustive routine of physical and mental preparation, despite being considered members of the Flameguard.

Daughters of the Flame are challenging to track down on the battlefield due to their unparalleled skill in obfuscation. They dart from obstacle to obstacle at breakneck speed, bending and contorting to maximize available protection while avoiding the enemy's eye. They are said to have been trained in martial arts by the Order of the Fist and are a blur of fluid motion in battle. Daughters weave through the adversary, their blades slashing through flesh and entering the small, vulnerable places between plates of armor.

Though some argue that Feora overreached her power by increasing the role of the order, no one can deny that it has aided the Protectorate's war effort. The Daughters have served on the battlefield with the Temple Flameguard and Flameguard Cleansers since the onset of the Great Crusade and the subsequent Cygnaran invasion of Sul. Daughters further give vital reconnaissance to Protectorate field commanders and conduct pinpoint strikes against the enemy.

## ANATOMICAL PRECISION

Starting at 3rd level, when you roll sneak attack damage, and your target is a humanoid, you ignore damage resistances to your weapon damage.

## SONS AND DAUGHTERS

While the Daughters of the Flame has been an order of only women by tradition, they are not alone in the grief of lost loved ones. Should a man desire to become a member of this order, he must meet all of the other qualifications of the Daughters of the Flame. Men who join the order are often former members of the Order of the Fist or Temple Flameguard who have suffered the loss of loved ones, which motivates them to join this martial group to mete out revenge on those they blame for their losses. "Sons of the Flame" are rare but still play a role in defense of the remains of the Protectorate.

## DAUGHTER OF THE FLAME FEATURES

### Rogue Level      Feature

3	Anatomical Precision, Two-Weapon Fighting, Nimbleness
9	Supreme Sneak
13	Reposition
17	Fast Attack

## TWO-WEAPON FIGHTING

Starting at 3rd level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. Additionally, if your second attack hits, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll but not if you have disadvantage on it.

## NIMBLNESS

Also at 3rd level, when you hit a creature with a melee attack on your turn, you can move through the creature's space if it is of your size or larger, and the creature can't make opportunity attacks targeting you for the rest of your turn.

## SUPREME SNEAK

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

## REPOSITION

Starting at 13th level, when you hit a creature with a melee weapon attack, you can use your reaction to move up to your walking speed. This movement does not provoke opportunity attacks.

## FAST ATTACK

Starting at 17th level, you have a lethal quick strike. When you take the Attack action on your turn, you can make one additional attack as a bonus action targeting the same creature.



# EQUIPMENT

The warriors of the Flameguard are known for the fiery weapons they employ and the almost ceremonial appearance of their armor. Their armor and weaponry are often inscribed with passages from the *Canon of the True Law*, and their shields' reverse facings are often decorated with chapters of holy scripture. Their armaments make use of the horrifying Menoth's Fury, which burns intensely on contact with air.

## MEDIUM ARMOR

**Cleanser Armor.** This is the distinctive armor of the dreaded Flameguard Cleansers. The armor is made of layers of encompassing plate over a heavy fire-retardant cloth.

A character wearing Cleanser armor has resistance to fire damage.

**Temple Flameguard Armor.** Though this armor could be mistaken as more ceremonial than functional, given its exposed arms and flowing tabard, Temple Flameguard armor has served the guardians of Menite holy sites for centuries. Intended to be used with a shield, the armor focuses on protecting the head and torso of the Flameguard while leaving the legs and forearms exposed.

## SIMPLE MELEE WEAPONS

**Flame Spear.** This spear has a reservoir of Menoth's Fury that ignites when the weapon strikes a target. A flame spear does an additional 1d6 fire damage, and its reservoir holds enough fuel for 12 attacks before it needs to be refueled. If you have 5 gp worth of Menoth's Fury, you can use an action or a bonus action to refuel this weapon.

**Spiked Torch.** These archaic weapons are the original armaments of the Flameguard and are still sometimes seen

## PLAYING TEMPLE FLAMEGUARD AND FLAMEGUARD CLEANSERS

With the appropriate equipment, the Temple Flameguard could easily be played with the Man-at-Arms available in *Iron Kingdoms: Requiem*—or with several other Martial Archetypes found in different sources—combined with the Temple Flameguard background. Flameguard Cleansers are best represented with the Commando Gunfighter Archetype.

Note that some trick shots will need a bit of a re-flavor to represent the unique armament of the Cleanser, such as Ricochet Shot: instead of bouncing a bullet at a target behind cover, the Cleanser simply arcs a jet of Menoth's Fury over the cover, and so forth.

in Menite areas outside the Protectorate, like the Old Faith temples in Khador.

While this weapon is fueled and ignited, it deals its normal damage. While this weapon is fueled and ignited, the target takes 1 extra fire damage on a hit.

The torch holds enough fuel for 10 minutes of use. Replacement tanks cost 5 gp.

Replacing the fuel takes an action.

## MARTIAL FIREARMS

**Purifier.** The purifier is the sleek and well-made flamethrower utilized by the Flameguard Cleansers. The weapon is fed fuel from a back-mounted tank joined to the purifier by a heavily reinforced hose. The weapon is fitted with a pair of wicked blades that can be used for slashing or thrusting in close combat. The fire ignites any flammable objects in the area that aren't being worn or carried.

The purifier incorporates an affixed blade that can be used to attack at close range. The blade deals 1d6 slashing damage.



Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Cleanser Armor	150 gp	14 + Dex (Max 2)	13+	Disadvantage	40 lb.
Temple Flameguard Armor	40 gp	13 + Dex (Max 2)	13+	—	15 lb.

## SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Spear, flame	25 gp	1d6 piercing	6 lb.	Special, versatile (1d8)
Spiked Torch	5 gp	1d6 bludgeoning	5 lb.	Special

## MARTIAL FIREARMS

Name	Cost	Damage	Weight	Properties
Purifier	75 gp	2d8 fire	25 lb.	Firearm (30-foot cone), magazine (8), misfire (1), special

# NPC STATISTICS

**Temple Flameguard.** Garbed in heavy, flowing white tabards and gleaming helms and trained to use spear and shield, the Flameguard protect temples and holy sites and preserve the sacred flame burning in each.

**Flameguard Preceptor.** Flameguard Preceptors spend their lives mastering the flame spear, and the soldiers under their expert supervision are capable of singular acts of martial prowess. Whirling their weapons in unison to drive fuel to their spear tips, they create an unmistakable keening known as Menoth's Howl. This intimidating attack has become the signature maneuver of the Temple Flameguard.

**Flameguard Cleanser.** Not originally intended for foreign fields of war, the infamous Flameguard Cleansers were born from the seeds of domestic conflict. They stand as the disciplinary arm of the Flameguard Temple and as such are merciless and unyielding. It is their job to sanctify the land from the touch of heresy, their sacred duty to purify those accused of blasphemy by scouring them in holy fire.

**Daughters of the Flame.** The Daughters of the Flame are feared even within the Protectorate, as much for their origin as for their well-earned reputation for being silent killers. The order was founded in secret by the Priestess of the Flame with the consent of Hierarch Voyle and was originally charged with the security of Menite sacred places. Over time, this secret order evolved into a precision tool adept at removing both internal and external threats to the Protectorate. Organized into small strike forces called "hands," the Daughters stalk enemies of the faithful with single-minded devotion, emerging from the shadows only to spill the blood of heretics.

The Daughters are chosen from among fresh Flameguard recruits based on their raw potential and total dedication. Nearly all count husbands among the thousands of Menite soldiers who have died defending their faith; others grieve fallen parents, siblings, or betrothed. Though considered part

of the Flameguard, those who are accepted into the ranks of this order are trained separately in an exhaustive regimen of physical and mental conditioning.

**Cleanser Preceptor.** The life of a Cleanser is often short, for enemies of the faith abhor them as a fearful reminder of Menoth's judgment. Those Cleansers who survive to become Preceptors believe they have been preserved to guide their subordinates and ensure the order's purifying flame is directed where it is most needed. The weapon of the Cleansers is a challenging instrument of war, but the officers of the order have utterly mastered it.

## TEMPLE FLAMEGUARD

Medium humanoid (human), lawful neutral

**Armor Class** 15 (Temple Flameguard armor, shield)

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

**Skills** History +2, Religion +2, Survival +3

**Senses** passive Perception 11

**Languages** any one language (usually Sulese)

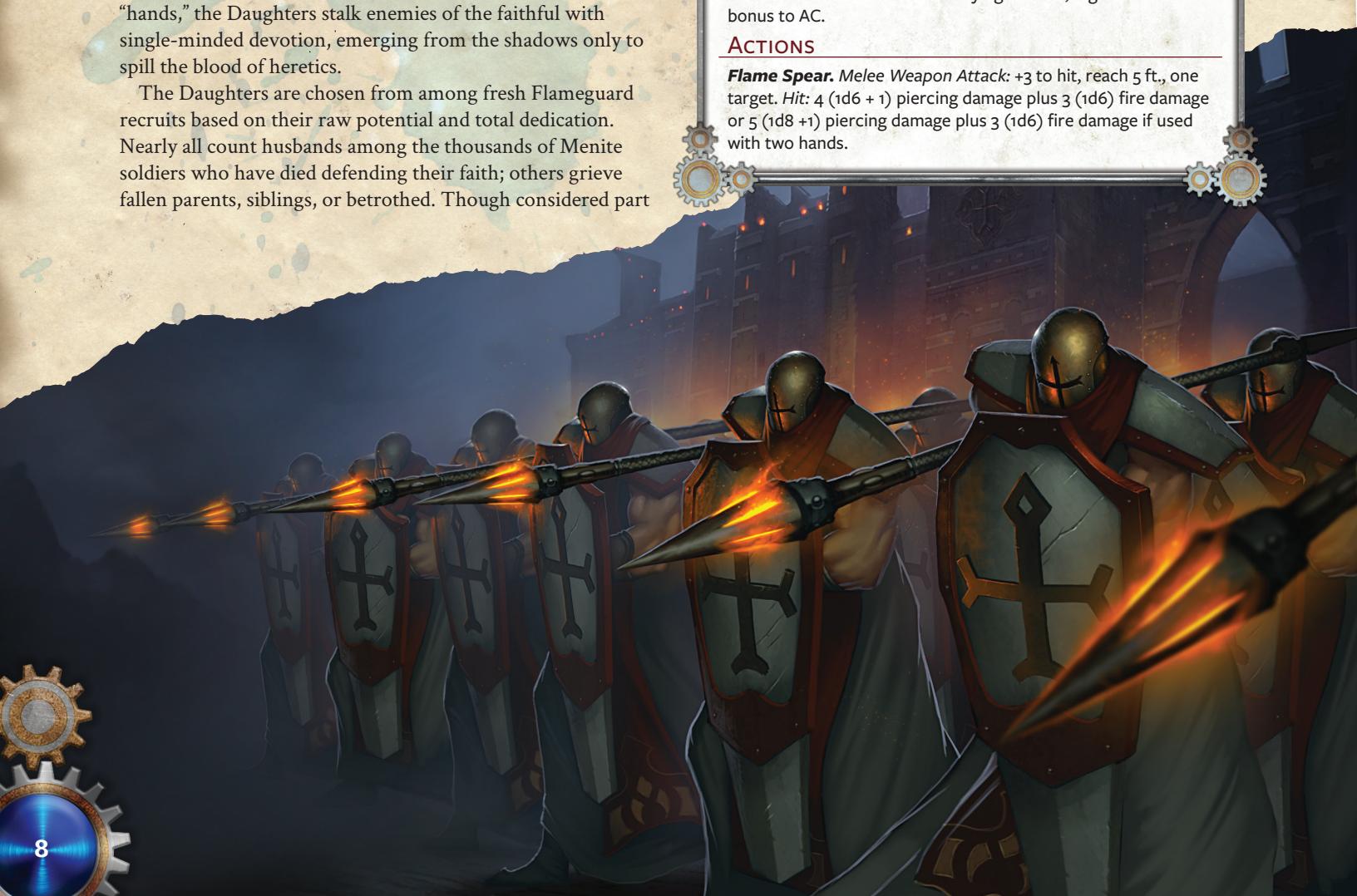
**Challenge** 1/4 (50 XP)

**Burning Devotion.** The Temple Flameguard has advantage on saving throws against being charmed or frightened.

**Shield Wall.** If the Temple Flameguard is within 5 feet of two or more allies that are both carrying a shield, it gains a +2 bonus to AC.

### ACTIONS

**Flame Spear.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) fire damage or 5 (1d8 + 1) piercing damage plus 3 (1d6) fire damage if used with two hands.





# FLAMEGUARD PRECEPTOR

Medium humanoid (human), any lawful alignment

**Armor Class** 15 (temple Flameguard armor, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

**Skills** History +2, Religion +2, Survival +3

**Senses** passive Perception 11

**Languages** Any one language (usually Sulese)

**Challenge** 1 (200 XP)

**Burning Devotion.** The Flameguard Preceptor has advantage on saving throws against being charmed or frightened.

**Practiced Maneuvers.** Friendly Temple Flameguard within 60 feet of the Preceptor can move through the space of other

friendly Temple Flameguard. To gain this benefit, creatures must be able to hear and understand the Preceptor.

**Shield Wall.** If the Flameguard Preceptor is within 5 feet of two or more allies that are both carrying a shield, it gains a +2 bonus to AC.

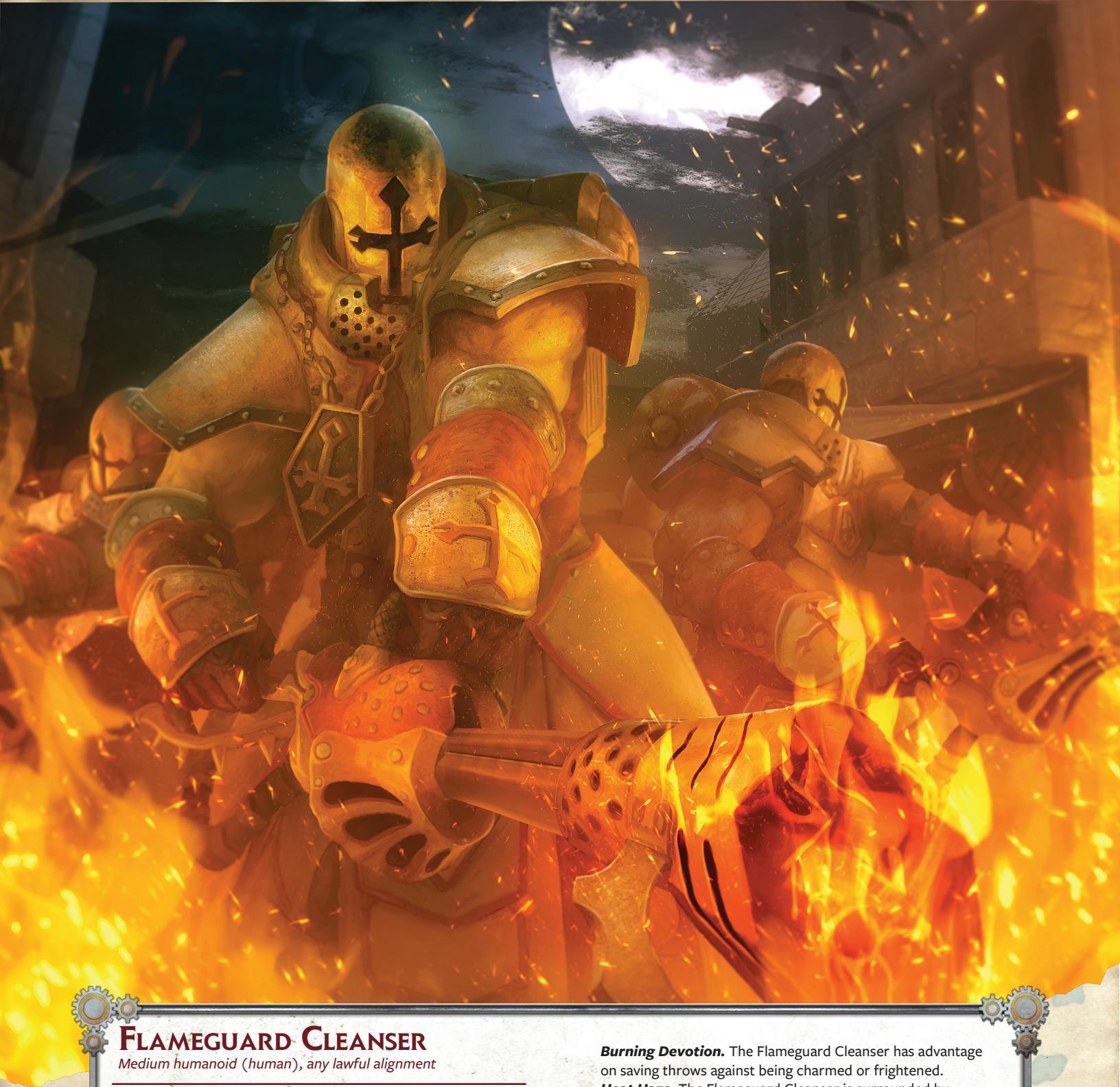
## ACTIONS

**Flame Spear.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage or 6 (1d8 + 2) piercing damage plus 3 (1d6) fire damage if used with two hands.

**Menoth's Howl (Recharges after a Short or Long Rest).**

Choose up to three creatures wielding flame spears within 30 feet of the Flameguard Preceptor that the Flameguard Preceptor can see. If a chosen creature can see or hear the Flameguard Preceptor, that creature can use its reaction to produce Menoth's Howl. Hostile creatures within 30 feet of a chosen creature that can hear it must make a DC 11 Wisdom saving throw or be frightened until the end of the Flameguard Preceptor's next turn.





## FLAMEGUARD CLEANSER

Medium humanoid (human), any lawful alignment

**Armor Class** 16 (Cleanser armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

**Skills** Intimidation +3, Religion +2

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** Any one language (usually Sulese)

**Challenge** 1/4 (50 XP)

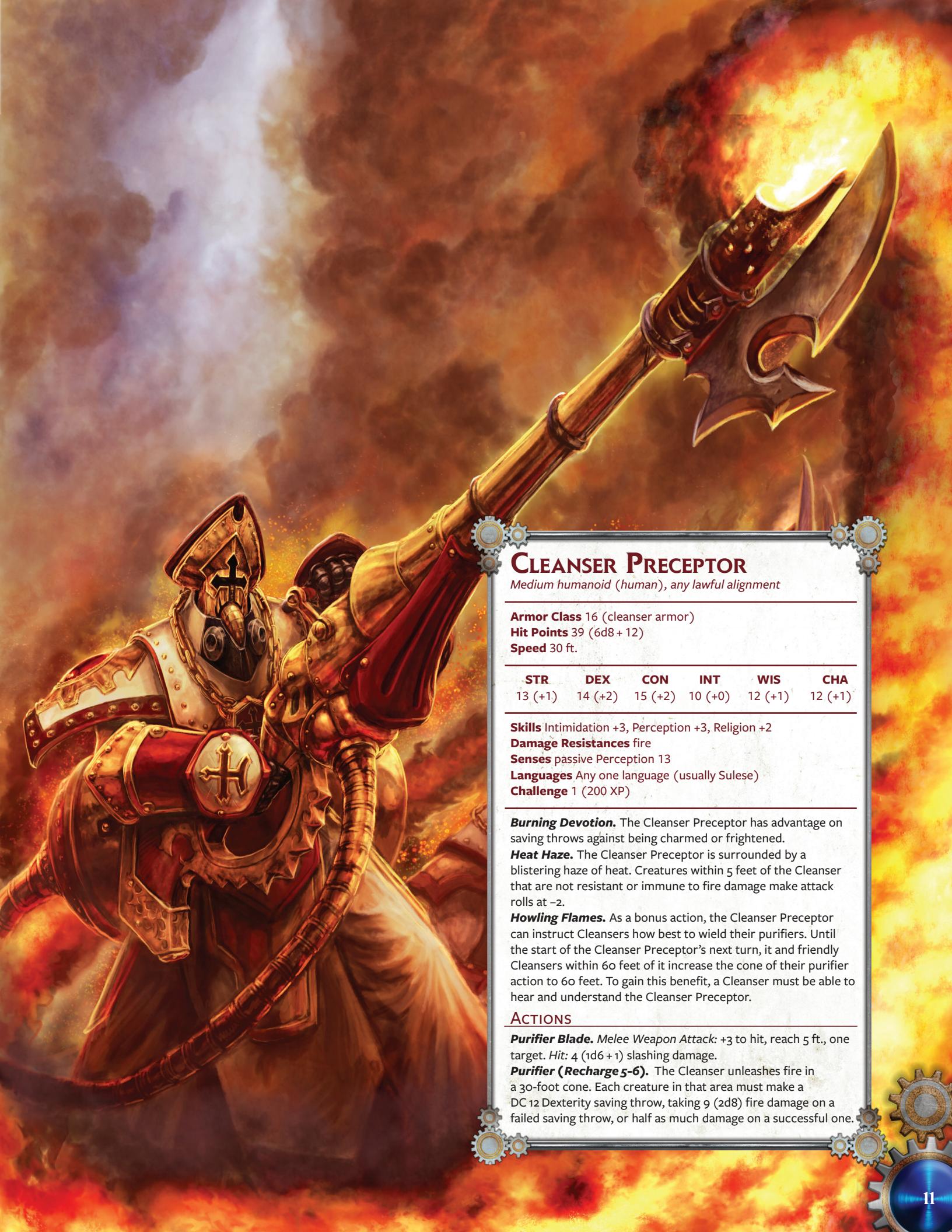
**Burning Devotion.** The Flameguard Cleanser has advantage on saving throws against being charmed or frightened.

**Heat Haze.** The Flameguard Cleanser is surrounded by a blistering haze of heat. Creatures within 5 feet of the Flameguard Cleanser that are not resistant or immune to fire damage make attack rolls at -2.

### ACTIONS

**Purifier Blade.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Purifier (Recharge 5-6).** The Flameguard Cleanser unleashes fire in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed saving throw, or half as much damage on a successful one.



## CLEANER PRECEPTOR

Medium humanoid (human), any lawful alignment

**Armor Class** 16 (cleanser armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

**Skills** Intimidation +3, Perception +3, Religion +2

**Damage Resistances** fire

**Senses** passive Perception 13

**Languages** Any one language (usually Sulese)

**Challenge** 1 (200 XP)

**Burning Devotion.** The Cleanser Preceptor has advantage on saving throws against being charmed or frightened.

**Heat Haze.** The Cleanser Preceptor is surrounded by a blistering haze of heat. Creatures within 5 feet of the Cleanser that are not resistant or immune to fire damage make attack rolls at -2.

**Howling Flames.** As a bonus action, the Cleanser Preceptor can instruct Cleansers how best to wield their purifiers. Until the start of the Cleanser Preceptor's next turn, it and friendly Cleansers within 60 feet of it increase the cone of their purifier action to 60 feet. To gain this benefit, a Cleanser must be able to hear and understand the Cleanser Preceptor.

### ACTIONS

**Purifier Blade.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Purifier (Recharge 5-6).** The Cleanser unleashes fire in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed saving throw, or half as much damage on a successful one.

# DAUGHTER OF THE FLAME

Medium humanoid (human), any lawful alignment

**Armor Class** 16 (breastplate)\*

**Hit Points** 22 (4d8 + 4)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

**Saving Throws** Dex +4

**Skills** Acrobatics +4, Perception +4, Stealth +4

**Senses** passive Perception 10

**Languages** Any one language (usually Sulese)

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

**Cunning Action.** On each of its turns, the Daughter of the Flame can use a bonus action to take the Dash, Disengage, or Hide action.

**Nimbleness.** The Daughter of the Flame can move through the space of a Medium or larger creature.

**Sneak Attack (1/turn).** The Daughter of the Flame deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Daughter of the Flame that isn't incapacitated and the Daughter of the Flame doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The Daughter of the Flame makes two shortsword attacks.

**Shortsword.** **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) piercing damage.

## REACTIONS

**Parry.** The Daughter of the Flame adds 2 to its AC against one melee attack that would hit it. To do so, the Daughter of the Flame must see the attacker and be wielding a melee weapon.



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