

FLAMING FIST



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FLAMING FIST

I AM THE LAW



The Flaming Fist, or Flaming Fists, was a mercenary company based in the city of Baldur's Gate on the Sword Coast, where its members served as city guards. Flaming Fist has own fleet, engineer's and sapper troops,

Headquarters: Baldur's Gate,
Seatower of Balduran, Wyrms Rock
Other strongholds: Fort Belurian
(Chult)

Quantity: approximately 6000 warriors. In Baldur's Gate there are only 3000, other soldiers are

In 1492 DR Ulder Ravenguard is marshal of Flaming fist.

RANKS

Fist (private)

Gauntlet (corporal)

Manip (sergeant)

Flame (lieutenant)

Blaze (major)

Marshal (general)

FLAMING FIST PRIVATE

1/2
CR

Medium humanoid, neutral

Armor Class 17 (scale mail, shield)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Saving Throws Str +4, Con +3
Skills Athletics +4, Intimidation +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the flaming fist private can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist private that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands to make a melee attack.

Crossbow, light. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

FLAMING FIST CORPORAL

1
CR

Medium humanoid, neutral

Armor Class 16 (scale mail)
Hit Points 22 (3d10 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +3
Senses passive Perception 10
Languages Common
Challenge 1 (200 XP)

Martial Advantage. Once per turn, the flaming fist corporal can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist corporal that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

REACTIONS

Guardian. If an enemy within 5 feet of the Flaming Fist Corporal attacks a target other than the lieutenant, that enemy provokes an opportunity attack from the Flaming Fist Corporal.

FLAMING FIST SERGEANT

Medium humanoid, neutral

2
CR

Armor Class 18 (chainmail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Saving Throws Str +4, Con +4
Skills Athletics +4, Intimidation +3
Senses passive Perception 11
Languages Common
Challenge 2 (450 XP)

Martial Advantage. Once per turn, the flaming fist sergeant can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist sergeant that isn't incapacitated.

ACTIONS

Multiattack. Flaming Fist Sergeant makes two attacks.

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

FLAMING FIST LIEUTENANT

Medium humanoid (any race), any alignment

3
CR

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Str +5, Con +4
Skills Athletics +5, Intimidation +3
Senses passive Perception 10
Languages Common, Chondotan
Challenge 3 (700 XP)

Martial Advantage. Once per turn, the flaming fist lieutenant can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the flaming fist lieutenant that isn't incapacitated.

ACTIONS

Multiattack. The Lieutenant makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

Crossbow, light. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Leadership. For 1 minute, the Lieutenant can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Lieutenant. A creature can benefit from only one Leadership die at a time. This effect ends if the Lieutenant is incapacitated.

REACTIONS

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

FLAMING FIST OFFICER

Medium humanoid (any race), any alignment

4
CR

Armor Class 20 (plate, shield)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Saving Throws Con +4, Wis +4
Skills Athletics +5, Persuasion +5
Senses passive Perception 12, passive Perception 12
Languages Common, Chondatan
Challenge 4 (1100 XP)

Brave. the flaming fist officer has advantage on saving throws against being frightened.

Flaming Fury. Once per turn, when Flaming fist Officer hits a creature with a melee weapon, he can cause fire to magically erupt from his weapon and deal an extra 10 (3d6) fire damage to the target.

ACTIONS

Multiattack.. Flaming Fist Officer makes three melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack.

Crossbow, heavy. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

ULDER RAVENGARD

Medium humanoid, neutral

5
CR

Armor Class 20 (plate, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	17 (+3)

Saving Throws Wis +3, Con +6
Skills Athletics +6, Intimidation +6, Perception +3
Senses passive Perception 13
Languages Common
Challenge 5 (1800 XP)

Brave. the ulder ravengard has advantage on saving throws against being frightened.

Guardian Strike. If an enemy within 5 feet of Ulder attacks a target other than him, Ulder can make a melee attack against that enemy.

ACTIONS

Multiattack. Ulder makes three weapon attacks.

Longsword +1. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) bludgeoning damage and if the target is a Medium or smaller creature Ulder pushes the target 5 feet away from him. Ulder then enters the space vacated by the target. If the target is pushed to within 5 feet of a creature friendly to Ulder, that friendly creature can use its reaction to make attack versus target.

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