

FLAMING FISC



Table of Contents

FORTIFICATIONS	4
HISTORY	4
OVERVIEW	5
FORCES OF FLAMING FIST	5
SEATOWER OF BALDURAN	7
WYRM'S ROCK	7
FORT BELURIAN	
FORT FLAME	9
RANKS	10
GOALS	10
BELEIFS	10
PERKS	10
TYPICAL QUESTS	11
TYPICAL FLAMING FIST CACHE	
ALLIES	11

ENEMIES	. 11
RIVALS	. 11
KNOWN MEMBERS	. 12
MEMBER TRAITS	. 13
SEATOWER OF BALDURAN	. 15
FORT BELURIAN	. 16
ANCHOROME AND TRACKLESS SEA	17
ANCHOROME AND FORT FLAME	. 18
APPENDIX A - NEW NPC STATBLOCKS	. 19
Flaming Fist Private (FIST)	. 19
Flaming Fist Private (FIST)	.20
FLAMING FIST CORPORAL	.20
FLAMING FIST SERGEANT	.20
Flaming fist sergeant (MANIP)	.21
BLAZE	.22
FLAME	.22
LIARA PORTYR	.23
ULDER RAVENGUARD	.24
Flaming Fist Enforcer	.25
Flaming Fist Scout	.26
Flaming Fist Marine	.27
Flaming Fist Battle Wizard	.27
Flaming Fist Priest	.28
APPENDIX B - ENCOUNTERS	.29
APPENDIX C - MAGICAL ITEMS	.29
Flaming Sword	.29
Greenstone amulet	.29
APPENDIX D – LEGAL INFORMATION	.29



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.

The Flaming Fist mercenary company functions as the city's de facto police force and army. At any given time, about three thousand of its six thousand members are out on campaign. Baldur's Gate has long maintained its neutrality in conflicts in the region, but the city profits from them all the same. Even though Baldur's Gate has become more prejudiced since refugees flooded the Outer City, the Flaming Fist continues to draw its members from all walks of life.

The Fist polices the Lower City and Wyrm's Rock, and its soldiers stand sentry on the Lower City's eastern and western walls. Their presence, both on and off duty, deters bold crimes. Although some Flaming Fist soldiers live in barracks in the Seatower of Balduran or Wyrm's Rock, most have Lower City homes.

The Council of Four renews its contract with the Flaming Fist annually, so the mercenary company is nominally under the dukes' control. The Fist earns income, aside from the contract, from its share of the taxes collected at the harbor, Basilisk Gate, and the Wyrm's Rock drawbridges. The Flaming Fist pays some Outer City stables and liveries to maintain groups of horses and mules that are kept in reserve for when the mercenary company's members need to ride out.

Leader: Marshal Ulder Ravenguard

Founded: 1345 DR Members: **6000**

Alignment: Lawful Neutral

Headquarters: Seatower of Balduran,

Baldur's Gate

Other strongholds: Wyrm's Rock (Baldur's Gate), Fort Belurian (Chult), Fort Flame (Maztica)

Uniform: blue and gold

Flaming Fist patrols Lower and Outer City and guard outer walls.

Quantity: approximately 6000 warriors. Of that number, fewer than half are in the city at any time. The rest are stationed in fortifications elsewhere or are out on active campaign.

FORTIFICATIONS

The Flaming Fist builds or acquires fortifications in the theaters ofwar in which its soldiers operate. After a conflict, unless long-term economic or political reaSons exist to maintain such outposts, the Flaming Fist abandons them to local control once its mercenaries have fulfilled their contracts. The red and gold symbol of the Flaming Fist mercenary company has become emblematic of Baldur's Gate.

HISTORY

The Lower City struggled as a lawless area until a warrior named Eltan, a native son ofBaldur's Gate, founded the Flaming Fist mercenary company in the city—and in so doing unified the many small mer cenary organizations throughout the Sword Coast region. Fighters eagerly enlisted, expanding the fledg ling group to almost two thousand members. The power and political leverage that the Flaming Fist gave to Eltan earned him a position as one ofthe council's four members. In one ofhis first acts as duke, Eltan quickly put Flaming Fist soldiers on police duty, making the unpatrolled Lower City his top

priority. He used a portion of the taxes the dukes collected to pay the mercenaries.



ELTAN

The establishment of the Flaming Fist gave Baldur's Gate considerable standing as a military power on the Sword Coast, expanded the city's tax revenue, and brought badly needed law and order to the Lower City'. Other than tripling in size to its current member ship of nearly six thousand, the mercenary company has not changed much since its early years. It still forms the core of the city's military strength. Flaming Fist mercenaries are subject to the company's military law, but the organization is beholden to the Council of Four. Thus, any Fist soldier can be charged and arrested for civil crimes, such as breach of contract.

The fortress has four levels: the bridge level, taken up by the gauntlet tunnel and offices devoted to traffic management; a second-story armory full of oil, javelins, and everything the soldiers need to withstand a siege; a third story for soldier's quarters; and a high-ceilinged dungeon level below the bridges to hold temporary prisoners and the fortress's supply

of small boats (should the garrison need to sally through heavily fortified river-level gates).

OVERVIEW

In 1492 DR Ulder Ravenguard is marshal of Flaming fist.

Flaming Fist has own fleet, engineer's and sapper troops,

A special division of the Flaming Fist called the **Gray Wavers** patrols the harbor. Gray Wavers consists off 200 members.



Curren commander of Wyrm's Rock: Gardak Horn

Fort Belurian Forces:

Commander Blaze Liara Portyr, castellan, three corporals, 60 privatees, armorer, head cook Other expedition forces in Chult: near 400 Flaming Fist Members

In 14th century Flaming Fist sent expedition to Maztica, which founded Fort Flame.

FORCES OF FLAMING FIST

60 rangers who acted as their forward scouts – 20 **scouts**, 40 **Flaming Fist scouts**

105 rogues and assassins – 20 **assassins**, 30 **master thieves**, 55 **spies**

30 monks of Helm – **martial adepts** 15 wizards outfitted with magical items**mages** with *ring of spell storing, staff of fire, greenstone amulets*¹

600 clerics of Tempus, Tymora and Helm

- Flaming Fist priests in plate armors.
 600 mounted warriors, armed with plate mail, enchanted weapons and magical rings
- Flaming Fist sergeants (plate mail, shield, 150 of them have rings of spell turning, 30 of them have magic weapons) 4500 mounted fighters, armored in chain and banded mail 2250 Flaming Fist privates (chain mail and shield), 1250 Flaming Fist corporals (banded mail and shield)
- 10 warships with crew (60 officers and 400 **Flaming Fist marines**)
- 15 sailing ships with crew (90 officers and 450 **Flaming Fist marines**)
- 10 highest rank officers 10 **Flaming Fist Majors**

All men in the Company are mounted on warhorses, and each has a spare warhorse, tethered behind the first when on the trail (total 10000 horses). And in addition there are near 9000 pack mules for carrying of equipment and plunter. 50 sergeants ride as drovers to keep them together, armed with whips (the mules are bridled in long lines, or files).

The Company also has 30 wagons, drawn by teams of eight **draft horses** each (four spare horses are bridled to the rear of each of the wagons). The wagons carry food, and even more importantly, drink, medical supplies (including many curative spell scrolls) and siege equipment. All wagons have roofs that are platforms with

sidewalls for use by archers, and the wagon walls are armored and trimmed with dragonhide to resist fire. One of the wagons is a council wagon, furnished with a table (which can double as an operating table), a hole in the floor for a fire (which is built in a sand bucket), rugs, ets. It serves as a temple for the clerics of the Company when not otherwise in use. The device of the Company, flown on its banners and depicted on its tents and wagons, is the Flaming Fist. In battle, warriors of the Company wear white tab. ards blazoned with this device. Also in 15th century Flaming Fist began to use flameskulls and has some secret projects in High House of Wonders. Rumors say that Flaming Fist not fear to use smokepowder explosives.

Strategies and Tactics: The Flaming Fist always leaves part of its number to defend Baldur's Gate, but will accept almost any job that pays enough. They seldom disappoint their clients. The Flaming Fist is almost unstoppable on a battlefield, and they should make any would-be conquerors pause and considerd they should make any would-be conquerors pause and consider Logistics: The Flaming Fist has spent years collecting items both magical and mundane. Each member has two heavy warhorses, and the company owns several wagons, thousands of mules, and a plethora of magical items. Hiring the entire Flaming Fist costs 30,000 gp per day, with smaller divisions costing a proportionate amount. The mobilization of the company can bankrupt an area.

¹ Described in appendex

The Flaming Fist's main base is Baldur's Gate, but the company has established secondary bases in Chult and Anchorome, and has an unspecified number of operatives in Tethyr

SEATOWER OF BALDURAN

• Lower City of Baldur's Gate

<u>Garrison</u>: over 100 Flaming Fist soldiers and residents of the Officer's Tower.

<u>Siege weapons:</u> five Gondan trebuchets (with tripled distance of fire)

The headquarters of the Flaming Fist stands on a rocky islet in the harbor, its sheer walls erupting from the stone in such a way as to grant invaders from the sea few footholds. From the fortress s five stout towers, specially made Gondan trebuchets stand ready to hurl stones three times the distance of an ordinary siege weapon, giving the fortress command of not just the entire harbor but the opposite bank of the river as well. Any invading ships not intimidated by such death from above would also have to contend with the massive chain running from the Seatower to pilings under the easternmost wharf in Brampton. A capstan in the tower can raise the chain, stretching it across the harbor mouth and keeping anything larger than a rowboat from entering or leaving. As for land-based attacks, the 400-foot-long causeway connecting the Seatower s islet to the shore needs no gates or drawbridges, as any attackers foolish enough to charge along its length would be easy marks for the wall s archers.

In addition to defending the city, the Seatower also serves as the local prison of Baldur s Gate. Three levels of dungeons extend beneath it, the lower two below sea level and integrating part of a naturally occurring cavern system. This both keeps the prison secure and pacifies prisoners, as any who act out know that they can always be moved from the dry cells to the dank lower levels. Particularly problematic inmates end up in the Swimming Hole—a flooded and lightless shaft where prisoners must constantly tread water or risk drowning, while also fending off the blind, biting shrimp that dwell there. Though longterm incarceration is rare in the city, there are always a few inmates rotting in these cells, ranging from petty criminals to political prisoners locked away on trumped-up charges. Armory holds every weapon a mercenary company could need, along with trophies from campaigns abroad, a priceless library of warrelated texts, and more.

Rumors also speak of the Fist's treasury, kept in a lead-lined vault somewhere beneath the Officers' Tower and surrounded by yards of solid stone, the secret doors leading to its vaults hidden by clever mechanisms and cleverer magic.

WYRM'S ROCK

Outer City of Baldur's Gate

Anyone seeking to cross the river via the fortress s two massive bridges must pay the 5 cp toll and pass through the fortress via a long central tunnel riddled with arrow slits and murder holes

Garrison: 50 Flaming Fist soldiers and enforcers

The fortress has four levels: the bridge level, taken up by the gauntlet tunnel and offices devoted to traffic management; a second-story armory full of oil, javelins, and everything the soldiers need to withstand a siege; a third story for soldier s quarters; and a high-ceilinged dungeon level below the bridges to hold temporary prisoners and the fortress s supply of small boats (should the garrison need to sally through heavily fortified river-level gates). Soldiers stationed in the fortress tend to fall into two categories: those disappointed at being stuck on toll-collection duty so far from the city, and those overjoyed at easy work and a chance to carouse in Wyrm s Crossing, with the latter ensuring that the Fist doesn t patrol their neighboring bridges too heavily.



Commander: Mage Defender shield dwarf Gardak Horn (mage)



FORT BELURIAN

Chult



Fort Beluarian was located on the northern tip of Chult, northeast of Port Nyanzaru and near the eastern shore of the Bay of Chult.

Founded: 1372 DR

Garrison: castellan named Gruta Halsdottir, 3

corporals, and 54 privates

Commander: Blaze Liara Portyr

Fort Beluarian is the only location the Flaming Fist permanently occupies outside Baldur's Gate. This trading outpost in Chult has fallen twice to Chultan attacks, claiming numerous lives and loss of capital each time. Regardless, money-hungry patriars are unwilling to abandon the settlement, thereby relinquishing the area's trade opportunities.

A handful of Lords Alliance operatives inhabited the garrison. The Emerald Enclave had expert guides stationed there as well, including the druid Qawasha²

Services. Exploration charters for 50 gp and mercenaries (6 Flaming Fist Privates for 6 gp per day and food and water)

FORT FLAME

Anchorome, at mouth of a river that opens into Balduran;s Bay



Founded:

Garrison: Fort Flame holds 6 Flaming Fist scouts, 3 Flaming Fist Battle wizards, 15 Flaming Fists Priests, 7 spies, 2 assassins, 12 veterans, 51 Flaming Fist Sergeants, 160 Flaming Fist Privates, and 40 Eagle Knights.

² Christopher Perkins, Will Doyle, Steve Winter (September 19, 2017). Tomb of Annihilation. Edited

by Michele Carter, Scott Fitzgerald Gray. (Wizards of the Coast), pp. 54–58. ISBN 978-0-7869-6610-3.

Commander: Blaze

RANKS

Rank	Title	Requirements	Salary	
1 rank	Fist -		25 gp /	
	(private)		month	
2 rank	Gauntlet 3 renown		50 gp /	
	(corporal)		month	
3 rank	Manip	10 renown, 1	75 gp /	
	(sergeant)	important	month	
		mission		
4 rank	Flame	25 renown, 3	100 gp /	
	(lieutenant)	lieutenant) important		
		mission		
5 rank	Blaze	50 renown,	200 gp /	
	(major)	10 important	month	
		mission		
Leader	Marshal		-1500 gp /	
	(general)		month	

Ranks often have an attached title that describes a duty, such as fist sapper. a private who has expertise in siege demolition; blaze captain, a major who is also a ship's captain; and flame jailer. a lieutenant who serves as captain of the guard in the Seatower's dungeons.

GOALS

- 1. Defend Baldur's Gate
- 2. Glory
- 3. Gold

BELEIFS

- 1. Glory
- 2. Gold
- 3. Comrad-in-arms-

PERKS

Members and agents of Flaming Fist in good standing might receive the following benefits:

1. **Army Training.** All members of Flaming Fist gain Martial Advantage trait.

- Flaming Fury. Blazes and other high ranked officers of Flaming Fist gain trait Flaming Fury.
- **3. Guardian Training.** Many of Flaming Fist soldiers gain trait Guardian Strike.

TYPICAL QUESTS

Quests undertaken by Flaming fist members might include following:

- 1. Reconnaissance.
- 2. Investigate
- 3. Protection

Membership in the Flaming Fist is fairly easy to achieve, and adventurers with much experience swiftly advance in rank (and, consequently, political influence) once they become permanent members. Many ranking officers are former adventurers who have retired to military life.³

TYPICAL FLAMING FIST CACHE

- 4 potions of healing
- 4 spell scrolls (all from cleric spell list 1-2 level)
- 1d6+4 arrows +1 in quiver
- 40 arrows in two quivers
- 40 crossbow bolts in two bolt cases
- 4 longswords
- 4 shortswords
- 4 light crossbows
- 4 shortbows
- 4 scale mails
- 4 shields
- 4 spears



ALLIES

Lord's Alliance
Order of the Gauntlet

ENEMIES

Cult of the Dragon Knights of the Shield Kraken Society

RIVALS

Zhentarim

³ link

KNOWN MEMBERS

- Marshal Ulder Ravenguard
- Exchequer Favil Blanthe, Flaming Fist spymaster, former member of Guild, master thief with expertise in Investigation
- Blaze Liara Portyr, commander of Port Belurian
- Flame Gardak Horn, Mage Defender of Wyrm's Rock, mage
- Flame Yvandre Rillyn
- Flame Stepan Groat
- Manip Korhie Donadrue, chief armorer for Fort Belurian, veteran
- Manip Gruta Halsdottir, LN female Illuskan human knight
- Gauntlet Sigbeorn Dunebar, LN
 Illuskan veteran, head cook of Fort
 Belurian
- Jaro
- Jailer Albrecht Little, LN mh gladiator
- Jailer Cogrus Stonehammer, LN female shield dwarf knight, second after Albrecht Little
- Nordir SamulkiN
- Lotgeir Shortcloak
- Othial Burlfist
- Flame Darmin Zodge, a tall man with long black hair and a leather eye patch,
 LE human veteran⁴
- Issio, human veteran
- Minagua, human veteran
- Nelestree, human veteran
- Oliver, human veteran
- Soltus, human veteran
- Thalkara, human veteran

- Skadric Salakar, NE human veteran, lazy soldier
- Flame Daryn Falburn
- Manip Benn Hithlin
- Manip Tradran Foremantle

so I give him nearest appropriate rank – rank of Blaze

⁴ In Baldur's Gate: Descent in Avernus he have rank of captain, but Flaming Fist hasn't such rank



Creature - Thaven the Bald

carc.

The Stablemaster for Fort Belurian. He

cares deeply about the horses under his

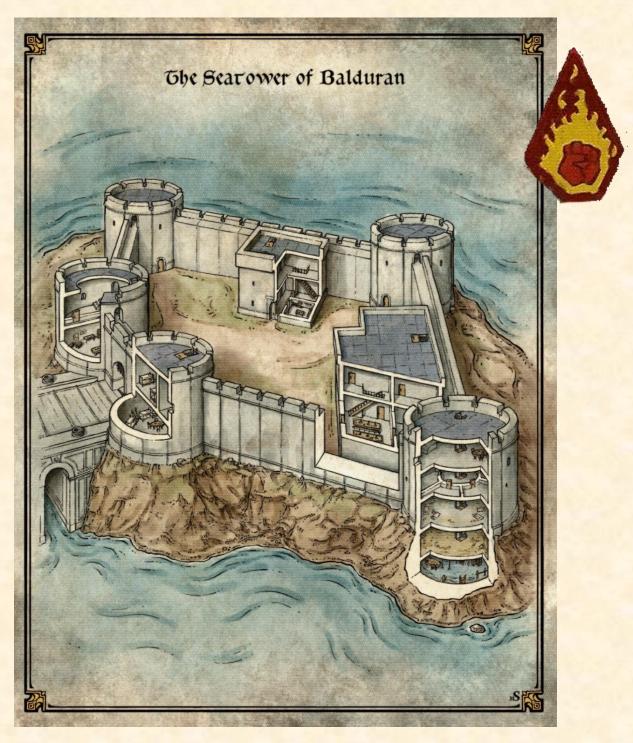


MEMBER TRAITS

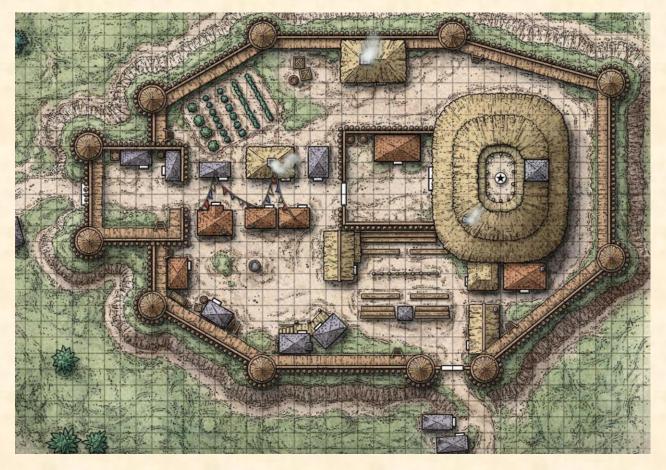
Most Flaming Fist soldiers were raised in the Lowerand Outer cities and were invited by a ranking officer to join the mercenary company. Others were once prisoners of war. The

Flaming

Fist holds no grudges, and defeated soldiers whose vanquished masters are unlikely to pay ransom for them often see the benefit of joining the mercenaries. Some Fist recruits areadventurers who were passing through Baldur's Gate but hungered for a stretch of stable pay and steady work. Typically. adventurers' varied experiences and skill with arms lead to quick promotions. Such heroes form the nexus of the Fist's officer corps, but only those who have extensive battlefield experience reach its highest stations. Beyond basic qualities of competence and physical hardiness, prospective Flaming Fist members must show a capacity for strong loyalty and stronger morals. Discipline is important in a field soldier, but training can instill that. Otherwise, race, gender, and age matter little.



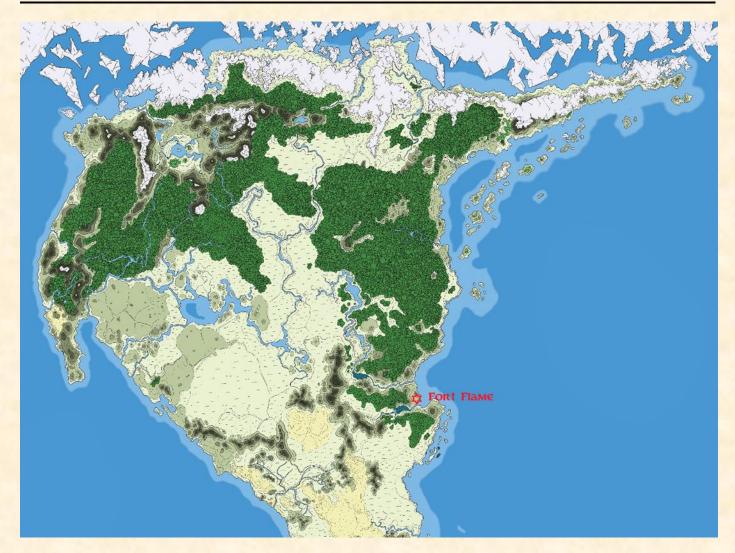
SEATOWER OF BALDURAN



FORT BELURIAN



ANCHOROME AND TRACKLESS SEA



ANCHOROME AND FORT FLAME

APPENDIX A - NEW NPC STATBLOCKS

List of NPC Statblocks

Flaming Fist Private (Fist) 1/2	
Flaming Fist Private (Fist) AL variant 1/2	2
Flaming Fist Corporal (Gauntlet) 1	
Flaming Fist Corporal (Gauntlet) 1	
Flaming Fist Sergeant (Manip) 2	
Flaming Fist Sergeant (Manip) variant	2
Flaming Fist Lieutenant (Blaze) 3	
Flaming Fist Major (Flame) 4	
Flaming Fist Enforcer (Manip)3	
3	
Flaming Fist Marine 3	
Flaming Fist Battle Wizard 6	
Flaming Fist Priest 4	
Flaming Fist Elite Knight 3	

Privates of Flaming Fist (also called Fists) are most common members of Flaming Fist and usually they work under commanding of Corporal (Gauntlet) or Sergeant (Manip).

Floring Figt Private (FICT) 1/0							
Flaming Fist Private (FIST) 1/2							
Medium humanoid (any race), any alignment							
Armor C		17	,	ale mail, s	hield)		
Hit Poin	Hit Points 16 (3d8+3)						
Speed:	30 f						
STR	DEX	CON	INT	WIS	CHA		
14(+2)	12(+1)	13(+1)	10(+0)	10(+0)	10(+0)		
Saving 7	Throws:						
Skills	Athletic	s +4, Intir	midation	+2			
Senses	Passive	Perception	on 10				
Languag	Languages Common, and one human regional						
	lan	guage or	racial lar	nguage			
Challenge 1/2 (100 XP)							
Martial Advantage. Once per turn, the flaming fist							
private can deal an extra 7 (2d6) damage to a							
creature	creature it hits with a weapon attack if that creature						
is within	is within 5 feet of an ally of the flaming fist private						
that isn t incapacitated.							
ACTIONS							
Longsword. Melee weapon attack: +4 to htt,							
reach 5 ft,one target, Hit: 6(1d8+2) slashing damage.							
Crossbow, light. Ranged Weapon Attack: +4 to hit,							
range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing							
damage.							

And another variant of Flaming Fist Private – for Adventurers League, based on Thug with different equipment

Alternative variant of stat block of Flaming Fist is based on **thug** stat block with different weapon and armor.

Flaming Fist Private (FIST)

1/2

Medium humanoid (any race), any alignment

Armor Class: 16 (scale mail, shield)

Hit Points 32 (5d8+10)

Speed: 30 f

STR DEX CON INT WIS CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

Saving Throws:

Skills Intimidation +2
Senses Passive Perception 10

Languages Common, and one human regional

language or racial language

Challenge 1/2 (100 XP)

Pack Tactics. The flaming fist private has advantage on an attack roll against a creature if at least one of the private's allies is within 5 feet of the creature and the ally isn t incapacitated.

ACTIONS

Multiattack. The flaming fist private makes two melee attacks

Longsword. Melee weapon attack: +4 to htt, reach 5 ft., one target, Hit: 6(1d8+2) slashing damage.

Crossbow, heavy. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

FLAMING FIST SERGEANT

2

Medium humanoid (any race), any alignment

Armor Class: 18 (chainmail, shield)

Hit Points 32 (5d8+10)

Speed: 30 f

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

Saving Throws: Str +5, Con +4

Skills Athletics +5, Intimidation +3, Perception +3

Senses Passive Perception 13

Languages Common, and one human regional

language or racial language

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

FLAMING FIST CORPORAL

1

Medium humanoid (any race), any alignment

Armor Class: 16 (scale mail)

Hit Points 26 (4d8+8)

Speed: 30 f

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, and one human regional

language or racial language

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 htt, reach 5 ft., one target, Hit: 7(1d8+3) slashing damage.

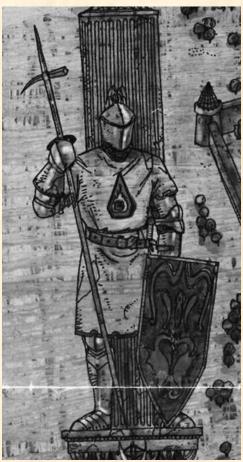
REACTIONS

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

Longsword. Melee weapon attack +5 to htt, reach 5 ft, one target, Hit: 7(1d8+3) slashing damage.

REACTIONS

Guardian Strike. If enemy within 5 feet of the Sergeant attacks a target other than the Sergeant, that enemy provokes an opportunity attack from the Sergeant



And another variant of Flaming Fist Sergeant – for Adventurers League (based on **Bandit Captain** with different equipment)

Flaming fist sergeant (MANIP)

Medium humanoid (any race), any alignment

Armor Class: 18 (chainmail, shield)

Hit Points 65 (10d8+20)

Speed: 30 f

STR DEX CON INT WIS CHA 15(+2) 16(+3) 14(+2) 14(+2) 11(+0) 14(+2)

Saving Throws: Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses Passive Perception 10

Languages Any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The flaming fist sergeant makes three melee attacks: two with its scimitar and one with its dagger. Or the flaming fist sergeant makes two ranged attacks with its daggers

Scimitar. Melee weapon attack +5 to htt, reach 5 ft, one target, Hit: 6(1d6+3) slashing damage.

Dagger. Melee or ranged weapon attack +5 to htt, reach 5 ft. or range 20/60 ft., one target, Hit: 5(1d4+3) piercing damage.

REACTIONS

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



Blazes are officers of Flaming Fist and they commanding most of troops of Flaming Fist.

BLAZE

Medium humanoid (any race), any alignment

Armor Class: 18 (plate)

52 (8d8+16)

Speed: 30 f

Hit Points

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

Saving Throws: Str +5, Con +4

Skills Athletics +5, Intimidation +3, Perception +3

Senses Passive Perception 13

Languages Common, and one human regional

language or racial language

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. Lieutenant makes two melee attacks.

Longsword. Melee weapon attack: +5 to htt, reach

5 ft.,one target, Hit: 7(1d8+3) slashing damage.

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

Leadership (Recharges after short or long rest). 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 Lieutenantis 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.

Flames is second-in-rank after Marshal. Liara Portyr is also Flame.

FLAME 4 Medium humanoid (human), Lawful Neutral Armor Class: 16 (chain mail, shield) Hit Points 84 (13d8+26) Speed: 30 f DEX CON **WIS** CHA STR INT 16(+3) 12(+1) 15(+2) 16(+3) 14(+2) 14(+2) Saving Throws: Con +4, Wis +4 Skills Athletics +5, Deception +5, Insight +4, Intimidation +5 Senses Passive Perception 12 Languages Common, and one human regional language or racial language Challenge 4 (1100 XP) SPECIAL EQUIPMENT. Major wears greenstone amulet, ring of spell turning, flaming sword and 1 potion of Supreme Healing Brave. Major has advantage on saving throws against being frightened. Flaming Fury. Once per turn, when the Major 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. Major 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 when used with two hands plus3(1d6) fire damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft, one target. Hit: 6 (1d10 + 1) piercing damage.

The senior officers of the Flaming Fist serve as section commanders in battle, bodyguards in negotiating situations, and all are equipped with field plate armor, greenstone amulets, rings of spell turning, one potion of supreme -healing each (in a stainless steel belt vial), and their preferred (and

specialized) weapon, usually a longsword. They habitually wear their visors down so as to better intimidate.

LIARA PORTYR

As the commander of Fort Beluarian, Liara spends



most of her time worrying about the security of her stronghold while cutting deals with pirates. In general, she has no problem with adventurers and will do her utmost to help them deal with the myriad threats lurking in

the jungle.

Liara comes from an influential family in Baldur's Gate and has held her post for the past three years. To her, the assignment feels like a test of mettle, but to many of her subordinates, Fort Beluarian feels like banishment. Liara's spies in Port Nyanzaru furnish her with ship manifests and departure schedules that she passes along to the pirates of Jahaka Anchorage, in exchange for promises to never attack ships flying the flag of Baldur's Gate. Liara also receives a cut of the pirates profits, some of which go toward keeping her garrison happy.



LIARA PORTYR

4

Medium humanoid (human), Lawful Neutral

Armor Class: 15 (studded leather,

shield)

Hit Points 84 (13d8+26)

Speed: 30 f

 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, Deception +5, Insight +4,

Intimidation +5

Senses Passive Perception 12

Languages Common, Chultan, Chondotan,

Draconic, Dwarvish

Challenge 4 (1100 XP)

LIARA PORTYR S TRAITS.

Ideal. One must respect the chain of command. You follow my orders, or you die.

Bond. I have sworn to hold and protect Fort Beluarian in the name of Grand Duke Ulder Ravengard of Baldur s Gate. The fort will not fall on my watch!

Flaw. It s a ghoul-eat-you world out here. I have no pity for those who can t defend themselves.

SPECIAL EQUIPMENT. Liara has a potion of greater healing.

Brave. Liara has advantage on saving throws against being frightened.

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

ACTIONS

Multiattack. Liara makes three melee attacks.

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when used with two

hands.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft, one target. Hit: 6 (1d10 + 1) piercing damage.

MARSHALL ULDER RAVENGARD

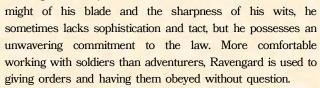
Lawful neutral male human fighter

Ideals: Responsibility, glory (I am trusted with protecting thousands of lives, and I will not betray that trust no matter what my personal desires.)

Interaction Traits: Honest
Ulder Ravengard is the
leader of the Flaming
Fist-the military
might of Baldur s
Gate.

Ravengard is a stern warrior dedicated to discipline and results.

Having risen through the ranks of the Flaming Fist by the



Though Baldur's Gate is still recovering from the havoc caused by the resurrection within the city of Bhaal, god of murder, the metropolis remains one of Faerun's most populous, wealthy, and powerful cities. Ravengard recognizes his duty to protect the city above all else, and the Flaming Fist's tired reserves are desperately needed for reconstruction and policing.

By tradition, the highest officer of the Flaming Fist is one of the city s dukes, and Grand Duke Ulder Ravengard fulfills that tradition proudly. security is enforced and order maintained by the Flaming Fist mercenary company, a supposedly neutral force which is free to fight in external conflicts, so long as it doesn t side against Baldur s Gate.

Ulder Ravengard is a fearless soldier who rose up through the ranks of the Flaming Fist to become its supreme marshal. Ravengard used his military position and influence to secure for himself a seat on the Council of Four. Following the deaths of two council members amid a cloud of corruption and scandal, he persuaded the Parliament of Peers to back his election to grand duke.

Upon ascending to the highest position in the city government, Ravengard refused to relinquish command of the Flaming Fist, making him the most powerful figure in the city by far. This decision has not endeared him to anyone, but Ravengard could care less about his popularity. His only concerns are the stability and prosperity of Baldur's Gate, and he doesn t trust any of the other dukes or anyone in the Parliament of Peers to put the city's interests before their own.

ULDER RAVENGUARD

5

Medium humanoid (human), Lawful Neutral

Armor Class: 20 (plate, shield)

Hit Points 112 (15d8+45)

Speed: 30 f

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

Saving Throws: Con +6, Wis +3

Skills Athletics +6, Intimidation +6, Perception +3

Senses Passive Perception 13

Languages Common, Chondotan, Dwarvish

Challenge 5 (1800 XP)

SPECIAL EQUIPMENT. Ulder Ravenguard wields +1 long sword.

Brave. 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 melee 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 when used with two hands.

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.

Flaming Fist Enforcer

3

Medium humanoid (any race), any alignment Armor Class: 18 (plate)
Hit Points 52 (8d8+16)

Speed: 30 f

 STR
 DEX
 CON
 INT
 WIS
 CHA

 16(+3)
 12(+1)
 14(+2)
 10(+0)
 12(+1)
 12(+1)

Saving Throws: Str +5, Con +4

Skills Athletics +5, Intimidation +3, Perception +3

Senses Passive Perception 13

Languages Common, and one human regional

language or racial language

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the flaming fist enforcer 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.

Brute. A melee weapon deals one extra die of its damage when the Flaming Fist enforcer hits with it (included in the attack).

ACTIONS

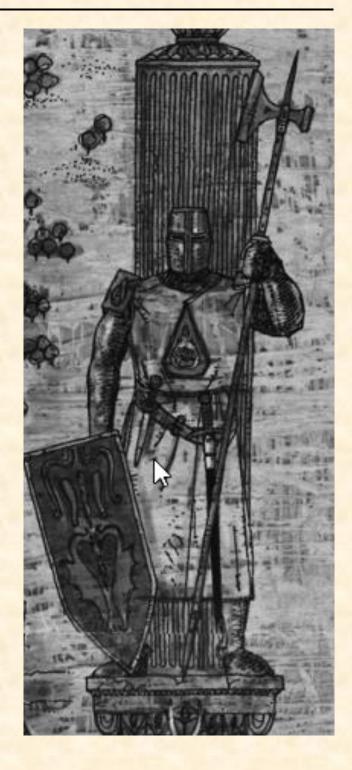
Multiattack. Enforcer makes two melee attacks.

Longsword. Melee weapon attack: +5 to htt,
reach 5 ft,one target, Hit: 7(2d8+3) slashing damage.

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

REACTIONS

Parry. The Enforcer 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 Scout

3

Medium humanoid (any race), any alignment Armor Class: 18 (plate)
Hit Points 52 (8d8+16)

Speed: 30 f

 STR
 DEX
 CON
 INT
 WIS
 CHA

 10(+0)
 16(+3)
 12(+1)
 10(+0)
 14(+2)
 12(+1)

Saving Throws: Str +2, Con +3

Skills Athletics +2, Intimidation +3, Perception +4

Senses Passive Perception 19

Languages Common, and one human regional

language or racial language

Challenge 3 (700 XP)

Deadeye. The scout's ranged weapon attacks score a critical hit on a roll of 1 9 or 20.

Keen Senses. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight. Tactical Positioning. The scout can move an additional 10 feet per round (included above). Also, when the archer reduces a creature to 0 hit points with a ranged weapon attack on its turn, it can use its bonus action to move up to half its movement

ACTIONS

speed.

Multiattack. Scout makes two weapon attacks.

Shortsword. Melee weapon attack: +5 to htt, reach 5 ft,one target, Hit: 6(1d6+3) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft, one target. Hit: 7 (1d8 + 3) piercing damage.

J

5

bandits.obsidianportal.com/characters/marshall-ulderravengard

Flaming Fist Marine

3

Medium humanoid (any race), any alignment

Armor Class: 16 (scale mail)

Hit Points 44 (8d8+8)m

Speed: 30 f

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

Saving Throws: Str +3, Con +3
Skills Athletics +3, Perception +3
Senses Passive Perception 13

Languages Common, and one human regional

language or racial language

Tools Vehicles (sea)
Challenge 3 (700 XP)

Sea Legs. The flaming fist marine has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. Flaming fist marine makes two melee attacks.

Scimitar. Melee weapon attack: +5 to htt, reach 5 ft., one target, Hit: 6(1d6+3) slashing damage.

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

Flaming Fist Battle Wizard

6

Medium humanoid (any race), any alignment

Armor Class: 16 (mage armor)

Hit Points 45 (10d6+10)m

Speed: 30 f

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

Saving Throws: Con+4, Int +7, Wis +4
Skills Athletics +5, Intimidation +3, Perception +3

Senses Passive Perception 13

Languages Common, and one human regional

language or racial language

Challenge 6 (700 XP)

Special equipment. Battle Wizard carries ring of spell storing, staff of fire, greenstone amulet.

Spellcasting. The Flaming Fist battle wizard is a 9th-level spellcaster. Its spellcasting ability is

Intelligence (spell save DC 14, +6 to hit with spell attacks). The battle wizard has the following Wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, shocking grasp, message, green-flame blade

1st level (4 slots): shield^{Re}, false life, burning hands 2nd level (3 slots): flaming sphere, misty step^{BA} 3rd level (3 slots): counterspell^{Re}, fireball, lightning bolt, haste

4th level (3 slots): ice storm, stoneskin

5th level (1 slot): cone of cold

Staff of Fire (10 charges). Flaming Fist Battle Wizard can cast next spells using staff of fire using Battle Wizard's spell save DC: burning hands (1 charge), fireball (3 charges), wall of fire (4 charges). The staff regains 1d6+4 expended charges daily at dawn.

Ring of Spell Storing. Battle Wizard can have any spells in his ring of spell storing, but usually he has next spells stored in ring: blur (2nd level), flaming sphere (2nd level), absorb elements^{Re} (1st level)

ACTIONS

Multiattack. Flaming Fist Battle Wizard makes two melee attacks.

Shortsword. Melee weapon attack: +6 to htt, reach 5 ft,one target, Hit: 7(1d6+3) piercing damage.

REACTIONS

Arcane Deflection. As reaction Battle Wizard can give himself bonus +4 to AC or +2 to saving throws. In next round after using this ability Battle Wizard can cast only cantrips

Flaming Fist Priest

4

Medium humanoid (any race), any non-evil alignment **Armor Class:** 20 (plate mail, shield)

Hit Points 52 (8d8+8)

Speed: 30 f

STR DEX CON INT WIS CHA 15(+2) 12(+1) 13(+1) 10(+0) 16(+3) 10(+0)

Saving Throws: Con +3, Wis +5

Skills Athletics +4, Religion +2, Medicine +4

Senses Passive Perception 13

Languages Common, and one human regional

language or racial language

Challenge 4 (1100 XP)

Divine Eminence. As a bonus action, the Flaming Fist priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the Flaming Fist priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st. Holy Might. Flaming Fist priest adds its Wisdom modifier to attack and damage rolls for its longsword attacks (included in the attack). Spellcasting. The Flaming Fist priest is a 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The Flaming Fist priest has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy 1st level (4 slots): divine favor, guiding bolt, healing word^{BA}, shield of faith^{BA}

2nd level (3 slots): lesser restoration, spiritual weapon $^{\mathrm{BA}}$

3rd level (2 slots): dispel magic, spirit guardians, crusader's mantle

4th level (2 slots): freedom of movement, guardian of faith,

ACTIONS

Longsword. Melee weapon attack: +7 to htt, reach 5 ft,one target, Hit: 9(1d8+5) slashing damage.

BONUS ACTIONS

Spiritual weapon. Melee spell attack +5 to hit, reach 5 ft., one target. Hit: 7(1d8+3) force damage

Priests in Flaming Fist usually worship Tempus, Tymora or Helm and are fighting in first rows of their brothers-in-arms.

Flaming Fist scouts are more experienced and have military training then normal scouts.

Flaming Fist Enforcers are strike force of Flaming Fist and usually hunts for wanted criminals.

Flaming Fist Battle Wizard has some similartities with War Mages of Cormyr,

APPENDIX B - ENCOUNTERS

- 1 Flaming Fist officer (knight) and 2d4
 Flaming Fist soldiers (veterans)
- 1 Flaming Fist lieutenant and 2d4 privates
- 1 Flaming Fist Corporal and 2d4 privates
- 1 Flaming Fist Lieutenant leading an acolyte, scout, 2d6 Flaming Fist Privates
- 2d4 Flaming Fist soldiers (**veterans**) on patrol
- 1d6 Flaming Fist mercenaries (veterans)
 who don't like the look of adventurers
- 6 Flaming Fist sergeants and 1 flameskull

APPENDIX C - MAGICAL ITEMS

Flaming Sword

Uncommon sword (any)
This little brother of flame

This little brother of flame tongue deals additional 4 (1d8) fire damage when it hits a target.

GREENSTONE AMUIET

Very rare amulet, need atunement, 1 lb

The deep green stone at the center of the amulet seems to shimmer with an iridescent light almost as if it has a life of its own. Even without the

powerful magics that are bestowed upon the amulet it would be an extremely valuable addition to any collection.

Greenstone amulet give advantage on saving throws against effects which can make wearer frightened, paralyzed and stunned condition and makes wearer immune to charm.

APPENDIX D – LEGAL INFORMATION

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

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Version 0.7

CHANGELOG

18.09.2019 - V.0.1. - INITIAL RELEASE

19.09.19 - V.0.2. - Custom statblocks and information about FF added.

27.09.19 – v.0.3 – Added images, information about quantity and quality of Flaming Fist forces, added mentions about Fort Flame and Maztica. Added placeholder of statblocks of Flaming Fist Enforcer, Flaming Fist Battle Wizard, Flaming Fist scout, Flaming Fist Marine, Flaming Fist Priest.

Added magical items - Greenstone amulet, ring of spell turning

06.10.19 – V.04 – Added information about main fortresses of Flaming Fists – Fort Flame, Fort Belurian, Wyrm's Rock, Seatower of Balduran. Added information from Gold & Glory and Forgotten Realms Campaign Setting 2nd ed, Flaming Fist Priest is broken

28.11.19 - V.07 - Rework and edits.

КИБОРГИ И ЧАРОДЕИ – UKRAINIAN RPG COMMUNITY

⁶ Link https://www.deviantart.com/uncannyknack/art/The-Flaming-Fist-389445108

Our team

Anton Palikhov Dmitry Nelyubov Inna Ponomarenk Dmitry Smolin





We are boing Something.