

# THE FLAMESWORN

WARRIORS OF THE SAPPHIRE FLAME CULT

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DANIEL H. KWAN

A martial arts adversary for the  
world's greatest roleplaying game



# CREDITS

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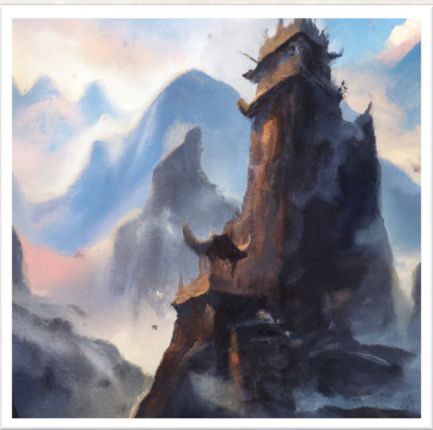
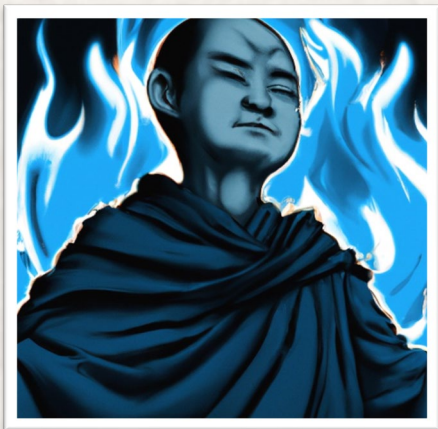
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## AUTHOR'S WORLD BUILDING NOTE:

The Flamesworn adversary is designed to provide DMs with a 5<sup>th</sup> edition D&D supplement for my *Chronicles of Spring & Autumn* campaign setting series that can be found at [danielhkwon.itch.io](https://danielhkwon.itch.io). Learn more about the Land of Blades at [patreon.com/danielhkwon](https://patreon.com/danielhkwon).

## Cover & Interior Art



The digital illustrations of a Flamesworn and the cover art were created by Daniel H. Kwan x OpenAI's DALL.E 2 AI art generation tool.

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# THE FLAMESWORN

*The cleansing fires of the Flame Emperor shall reduce the land to ash so that it can be remade in his image.*

—Devoted members of the Sapphire Flame

Flamesworn are elite warriors of the Sapphire Flame Cult who have sworn an oath to restore the rule of the Flame Emperor at any cost. Viewing him as a deity, Flamesworn are the most fanatical and dangerous members of the cult who will not hesitate to use violence to meet their goals.

**Appearance:** Flamesworn come from all walks of life. They are often seen wearing deep blue monks' robes and taotie (ogre-faced) masks; though some members may blend-in with the rest of society to advance the goals of the group.

**Voice:** varied.

**Morality:** unshakable devotion to the Sapphire Flame Cult.

**Motivations:** to free the Flame Emperor from his otherworldly prison and restore his reign over the Land of Blades.

**Secrets:** they keep no secrets from their master.

# THE SAPPHIRE FLAME CULT

The Sapphire Flame are an ancient cult that serve the desires of the Flame Emperor, the tyrannical avatar of the Divine Flame imprisoned for all eternity at the bottom of the deepest lake in Monkey Valley. While his physical form is trapped in the legendary land where the sun sets, his will knows no bounds. From whispers through candlelight to rage manifested in wildfires, the will of the Flame Emperor always reaches those who seek it. The Sapphire Flame Cult work from the shadows to ruthlessly politic and kill their way into power.



## FLAMESWORN

Medium humanoid (any race), any non-good alignment

**Armor Class** 17

**Hit Points** 92 (16d8 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	13 (+1)	16 (+3)	10 (+0)

**Saving Throws** Dex +7, Wis +6

**Skills** Acrobatics +7, Stealth +7, Deception +3

**Damage Resistances** lightning

**Damage Immunities** fire

**Condition Immunities** none

**Senses** passive Perception 13

**Languages** any two languages

**Challenge** 8 (3,900 XP)

**Unarmored Defense.** While a Flamesworn does not wear armor, their AC equals 10 + their Dexterity and Wisdom modifiers.

**Fire Stealth.** When standing in fire (medium size or higher), a Flamesworn is invisible.

**Blaze of Glory.** When a Flamesworn dies, they burst into flame. Each creature within 10 feet must make a DC 16 Dexterity saving throw, taking 18 (5d6) fire damage on a failed save or half as much on a successful one. This effect ignites flammable objects.

**Flame Emperor's Gifts (Innate Spellcasting).** The spellcasting ability of the Flamesworn is Wisdom (spell save DC 16). Flamesworn can innately cast the following spells, requiring only verbal components:

Cantrips (at will): *Produce Flame*

Once per day: *Fire Storm, Flame Strike*

## ACTIONS

**Multiattack.** A Flamesworn makes three Blazing Strike attacks per turn. The stats below are for unarmed strikes, but this can be substituted for melee weapons.

**Blazing Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 4) bludgeoning + 8 (2d6) fire damage.

**Set Ablaze.** As a bonus action, a Flamesworn can set a target ablaze after successfully striking them with **Blazing Strike**. The target must succeed on a DC 13 Dexterity saving throw or be set on fire. On a failure, they take 1d6 additional fire damage immediately. In each subsequent round, the burning character must make another Dexterity saving throw. Failure means they take another 1d6 points of damage that round. Success means that the fire has been extinguished.

**Ashen Veil (once per short rest).** A Flamesworn can conjure a shield of swirling ash that lasts one minute. For the duration of this ability, creatures have disadvantage on all ranged attacks against the Flamesworn. This effect can be neutralized by strong winds (ex. *Gust of Wind*).

## REACTIONS

**Deflect Missile.** In response to being hit by a ranged weapon attack, a Flamesworn deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the Flamesworn catches the missile if it's small enough to hold in one hand and they have a hand free.