



Dawn Legionnaire

The spine of the Shields of Dawn, their cries heard throughout miles as they raise their shields and prepare to give their lives for the order.

Made up of people who believe in the shields' sacred mission, or who once saw them in battle, the legionnaires are an example of comradeship and devoutness, who have sacrificed their personal happiness to join the order.

Every recruit is sent to Rodos, the shields' majestic fortress that guards the Bridge of Light, for training under more experienced legionnaires.

These warriors are trained in the use of heavy armor and weapons from the first day. When they complete their training, the legionnaires go through a baptism where they are thrown into a lake in full armor and expected to swim out without assistance. Many have died in this fashion, but it is expected that each warrior has total dominion over the use of their armor.

As with the other units, each legionnaire is expected to care for his armor, repairing it if necessary and keeping it polished and neat at all times. For the shields, their armors are everything, a contract between the wearer and the order. The state of it reflects the legionnaire's commitment to the Shields of Dawn and their just cause.

Thanks to the extensive training, the legionaries can move as if they were wearing light armor or none at all; an element which gives them a surprise advantage over new enemies who expect them to be slow and clumsy, learning the truth only too late.

Dawn Legionnaire

Medium Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 42 (8d8+12)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2
Senses Passive Perception 10
Languages Common
Challenge 3 (700 XP)

Brave. The legionnaire has advantage on saving throws against being frightened.

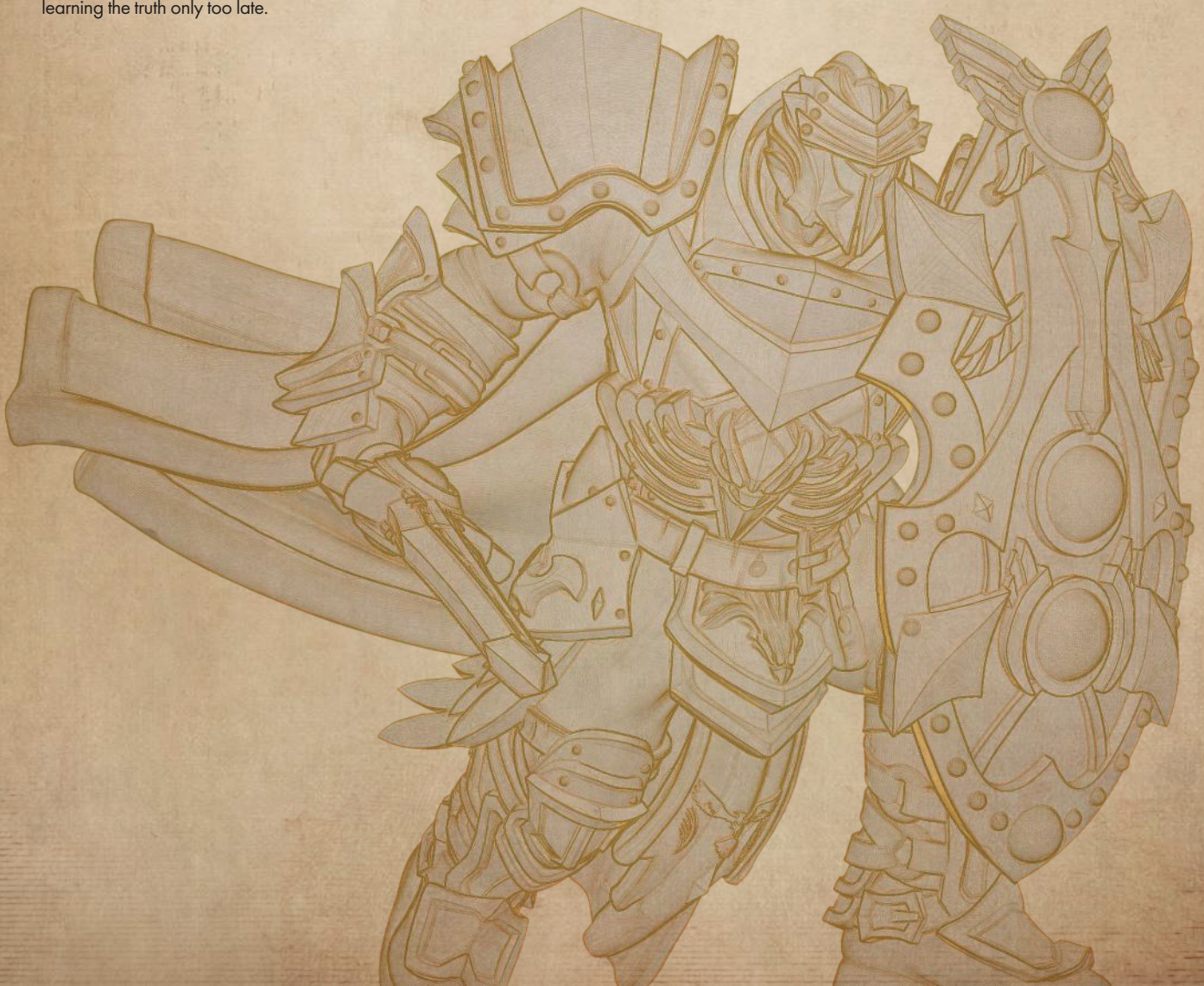
ACTIONS

Multiattack. The legionnaire makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage.

REACTIONS

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





Winged Justiciars

A long time ago, just when a primal evil ravished the continent of Eluan, and people fell to war and an unholy pestilence, a lone woman on the verge of death prayed for a miracle. For the first time in three years, a single ray of light drilled through the dark clouds and signaled the start of dawn.

On the spot where the light fell, a golden glowing armor and shield appeared. Both were glorious and sparkled like a giant star in the sky.

Needing no explanation, the woman put on the armor which fit perfectly and weighed less than a swan's feather. At that instant, the ray of light plunged behind a mountain, creating a bridge ascending into the heavens. The shield vibrated, with the following words forming on its smooth surface: "From this bridge, a new era will emerge. Until then, you are its guardian."

Swearing to uphold the divine command given to her, she soon became a legend of her own, attracting many followers that would found the order of The Shields of Dawn.

As the order's reputation and numbers grew, a couple of decades ago, a pair of winged humanoids crossed the Bridge of Light towards Ródos. Many believed it was the start of the foretold new era. The winged humanoids soon denied this, claiming they'd been sent to assist the shields until the era-announcing moment arrived. More winged humanoids, all beautiful and wearing majestic sets of armor, soon followed the pair. They referred to themselves as Justiciars, sworn to assist the Shields of Dawn and obey the commands of the Grand Masters.

Silent as unwavering, the justiciars dive from the clouds, releasing potent attacks and falling on the order's enemies. Although they don't look it, they are mortal and succumb to injury and death.

Whenever they appear on the battlefield, a golden mist arises from the ground, while an invisible choir hums from inside it, thus comforting the shields who remember their vows and fight with renewed commitment.

Winged Justiciars

Large Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 79 (11 d8+32)
Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Con +7, Int +4, Wis +4, Cha +6
Skills Athletics +7, Perception +4, Persuasion +6
Senses Passive Perception 15
Languages Common, Celestial
Challenge 8 (3,900 XP)

Brave. The justiciar has advantage on saving throws against being frightened.

Legendary Resistance (1/Day). If the justiciar fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The justiciar makes three Longsword attacks

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 4) slashing damage plus 13 (3d8) radiant damage.

Healing Touch (1/Day). The justiciar touches another creature within 5 feet of it. The target regains 30 hit points. In addition, all diseases and poisons affecting the target are removed.

Flames of Dawn (Recharge 6). The justiciar casts fiery radiance in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 40 (8d10) radiant damage on a failed save, or half as much damage on a successful one. When the justiciar uses this action, it can choose up to three creatures in the cone. These creatures take no damage radiance and instead regain 20 (3d10) hit points each.





Radiant Charioteers

Once a legionnaire has proven their devotion, the Grandmasters of the order request them to cross the Bridge of Light halfway (crossing it entirely is forbidden).

Upon reaching that point, they are bathed in an orange radiant light from which they emerge riding a fiery chariot pulled by Pegasi.

The Radiant Charioteers, or Sons of Faeton, as they are called, were named after their first member. He received the blessing of the Dawn and successfully defended the fortress of Ródos from an enemy army.

This unit carves into the enemy lines, splitting even the most seasoned enemy units, allowing the other Shields of Dawn to break through their ranks and drive the opponent away. Before they charge, the sound of high-pitched horns signal the rest of the shields to loosen their formation and create gaps through which the charioteers drive through to engage the adversary.

Being a charioteer carries tremendous prestige amongst the shields. Others interrogate many of them about if they saw anything when they were bathed in light. To which they reply with a wry smile and nothing more.

Few veteran charioteers master aerial battle, but those that do become folk heroes whose skills and feats are sung about when the shields gather for supper. Many of these champions have risen to the rank of grandmasters.

Such is their reputation, that many foes have snuck into Ródos, challenging a charioteer to single combat in front of his peers. Many do it to prove their courage, but some have done it just to get a glimpse of these shields, which are counted as one of the bravest army units in the continent of Eluan.

Whenever a charioteer perishes, their steeds drag or carry their bodies through the Bridge of Light, never to be seen again by any mortal.

Radiant Charioteers

Medium Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 52 (8d8+12)
Speed 30 ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

Saving Throws Con +4, Wis +2
Skills Animal Handling +3, Athletics +4, Perception +3
Senses Passive Perception 10
Languages Common, Celestial
Challenge 4 (1,100 XP)

Brave. The charioteer has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The charioteer makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target: Hit: 10 (2d6 + 3) slashing damage.

Lance. *Melee Weapon Attack:* +5 to hit (with disadvantage against a target within 5 ft.), reach 10 ft., one target: Hit: 8 (1 d12 + 2) piercing damage, or 11 (1 d12 + 5) piercing damage while mounted.

REACTIONS

Feather Fall. The charioteer wears a magic brace with which it can cast the feather fall on itself as a reaction to falling.

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





Daybreak Knights

Purest of the pure, these knights wander the lands, spreading hope about the upcoming Dawn, and vanquishing evil wherever they come across it.

Paradigms of honour and bravery, these warriors are adored by the peoples of the continent whom they have sworn to protect.

Their members can come from all walks of life, as long as they uphold the knights' code of chivalry.

Most of the shields remain close to their outpost or fortress. This is not the case with the daybreaks who are entrusted to spread forth and protect the helpless. Nonetheless, a garrison of them always marches with the armies in battle, acting as long range attackers.

The volume of tales and sagas about these knights is so vast that it is considered a genre in itself; most coming from the people outside the order who have glimpsed them or heard rumours. Unlike other shields, the daybreaks may carry their own personal banners and colors underneath those of the order of the Shields of Dawn, since they ride for many moons on their own.

Many knights perish far from the order, which sends some warriors close to retirement to find the remains and give them a proper burial or confirm their doom.

"The life of a Daybreak Knight is one of loneliness and dedication" is an epithet numerous outsiders apply to these shields who are one of the bravest warriors who spread the orders' legacy and teachings throughout the continent.

Daybreak Knights

Medium Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 66 (7d8+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	13 (+1)	16 (+2)

Skills Athletics +6, Perception +4
Senses Passive Perception 14
Languages Common, Celestial
Challenge 5 (1800 XP)

Brave. The knight has advantage on saving throws against being frightened.

Magic Weapons. The knight's weapon attacks are magical.

Martial Accuracy (1/Turn). When the knight hits a creature with a ranged weapon attack, the attack deals an extra 7 (2d6) damage of the weapon's type, and the creature must make a DC 15 Strength saving throw. On a failure, the knight can push the creature up to 10 feet away from it, knock the creature prone, or make the creature drop one item it is holding of the knight's choice.

ACTIONS

Multiattack. The knight makes three ranged attacks.

Forenoon Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit: 11 (1d10 +5) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight 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 saving throw. The creature can add d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.





Sunrise Maidens

"Go forth. Your mace is Dawn's justice." The maidens are the most feared of the Shields of Dawn.

Nimble and lethal, they carry a heavy punch thanks to their sacred maces; capable of cracking the sturdiest of armor or a dragon's skull with a single blow. They battle as equals against any monstrous creature or heavy infantry unlucky to face them.

All the order's members are devoted to their mission, but few carry it as duly as the maidens who impart justice in all the territories under the shields' protection and a few of the frontier lands beyond the horizon.

These warriors are blessed by the Bridge of Light itself, which manifests in a dream to each one of them and grants them mighty magical abilities that transform them into a force to be reckoned with.

Although each of the order's units has its own internal hierarchy, the maidens act as line commanders during battle; organizing and overseeing all units' movements in a theatre of operations.

Combat and arcana are not the only disciplines the maidens have to master; history, administration, and diplomacy are other spheres of knowledge that they excel in.

Ever since their first day, they are trained for leadership. Out of the entire order, the Sunrise Maidens have had the most individuals become grandmasters.

All the maidens have a tattoo of beams of sunlight spearing through the clouds on their left shoulder, believing that when it fades away is the day that they will perish and cross the Bridge of Light.

Sunrise Maidens

Large Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 79 (11 d8+30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Wis +3

Skills Acrobatics +7, Arcana +6, Insight +3, Perception +6, Stealth +7

Senses Passive Perception 16

Languages Common, Celestial

Challenge 8 (3900 XP)

Brave. The maiden has advantage on saving throws against being frightened.

Spellcasting. The maiden is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The maiden has the following spells prepared:

Cantrips (at will): *fire bolt, mage hand, prestidigitation*

1st level (4 slots): *protection from evil and good, magic missile, shield*

2nd level (3 slots): *darkvision, knock, mirror image*

3rd level (3 slots): *clairvoyance, lightning bolt, magic circle*

4th level (2 slots): *greater invisibility*

ACTIONS

Multiattack. The maiden makes three melee attacks.

+1 Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) bludgeoning damage.

+1 Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Divine Punishment. The maiden targets one creature that she can see within 30 feet of her. The target must succeed on a DC 14 Wisdom saving throw or be cursed. While cursed, the target has vulnerability to one type of damage of the maiden's choice. The curse lasts until ended with a greater restoration spell, a remove curse spell or similar magic.





Daybreak Sergeant

The Battle of Livon is a heroic episode in the annals of the order's spectacular history and victories.

The Shields of Dawn were engaged in a bitter battle against a coalition of dragonians that had sworn to wipe out the order and enslave all the peoples living in their protected territories.

A platoon of daybreak knights was sent to occupy a mountain pass so that the main army wouldn't be flanked. Unknown to them, the dragonians had sent an entire brigade to take the pass.

Outnumbered and with less armament, the daybreaks swore to hold their position to the death, knowing that retreat would mean the army's entire annihilation if it was flanked.

One wave after another clashed against the defensive wall of the brave daybreaks who utilized the narrow pass to nullify the enemy's numerical advantage.

The platoon's commander fell within the first hours, and Sergeant Haukewood took over. Positioning his warriors selectively, they killed many dragonians.

Haukewood himself slayed 100 enemies; inspiring the other fighters of the platoon to fight with unwavering determination.

By nightfall, the enemy had lost 3,000 troops and abandoned any further attempts on the pass.

Meanwhile, only two daybreaks and the sergeant remained standing, their faces and bright silver armors drenched with the deep crimson blood of their enemies.

Haukewood's actions saved the army, making him a legend amongst the Shields of Dawn. His comrades soon began calling him: "The shields' shield."

Daybreak Sergeant

Medium Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 122 (21d8+36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +8, Con +7
Skills Athletics +8, Intimidation +5, Perception +6
Senses Passive Perception 16
Languages Common, Celestial
Challenge 9 (5000 XP)

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

Indomitable (2/Day). Sergeant can reroll a saving throw that he fails. He must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Sergeant can regain 20 hit points.

ACTIONS

Multiattack. Sergeant makes three attacks with his special crossbow or with his greatsword.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Special Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 13 (2d10 + 4) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Sergeant 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 saving throw. The creature can add d4 to its roll provided it can hear and understand Sergeant. A creature can benefit from only one Leadership die at a time. This effect ends if Sergeant is incapacitated.





Grandmaster Folques

Older than his sibling by three minutes, Folques is the supreme commander of all the ground troops of the Shields of Dawn.

Folques and his brother were orphans whose town was destroyed by a vicious dragon many decades ago. The twins wandered the landscape for days, scuffling for food and water. They had abandoned any hope of finding other survivors.

Just as death crept to claim them, a daybreak found them and nursed them back to life. Detecting a potent will on the children, the knight carried them to the order's major fortress of Ródos.

The siblings soon became squires to knights and were schooled in the art of war and taught the ways of the order.

Folques showed a tenacity and insight surpassing that of other trainees and squires. Sensing his potential, the former grandmaster took him under his wing and raised him for leadership.

Grandmaster Folques isn't as pious as his younger sibling, but his prowess in warfare is unchallenged as the Shields of Dawn have never been defeated under his leadership.

Before taking the oath for becoming the grandmaster, Folques left Ródos in the cover of night and tracked down the dragon responsible for his town's obliteration. The soon-to-be grandmaster fought long and valiantly, but couldn't defeat the ancient beast. Just as the dragon was about to finish Folques off, a bright halo of sunlight tore through the night, blinding the dragon for an instant. Noticing that his sword Blessed Fjandvig glowed with the dawn's power, Folques launched it against the dragon, piercing its adamant scales and slaying it on the spot.

In his mind, he knew he'd been spared to ascend as the grandmaster of the order.

Grandmaster Folques

Medium Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 193 (27d8+92)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses Passive Perception 15
Languages Common, Celestial
Challenge 12 (8400 XP)

Indomitable (3/Day). Grandmaster Folques can reroll a saving throw that he fails. He must use the new roll.

Survivor. Grandmaster Folques regains 20 hit points at the start of his turn if it has fewer than half its hit points but at least 1 hit point.

ACTIONS

Multiattack. Grandmaster Folques makes two greatsword attacks or two shortbow attacks

Greatsword. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

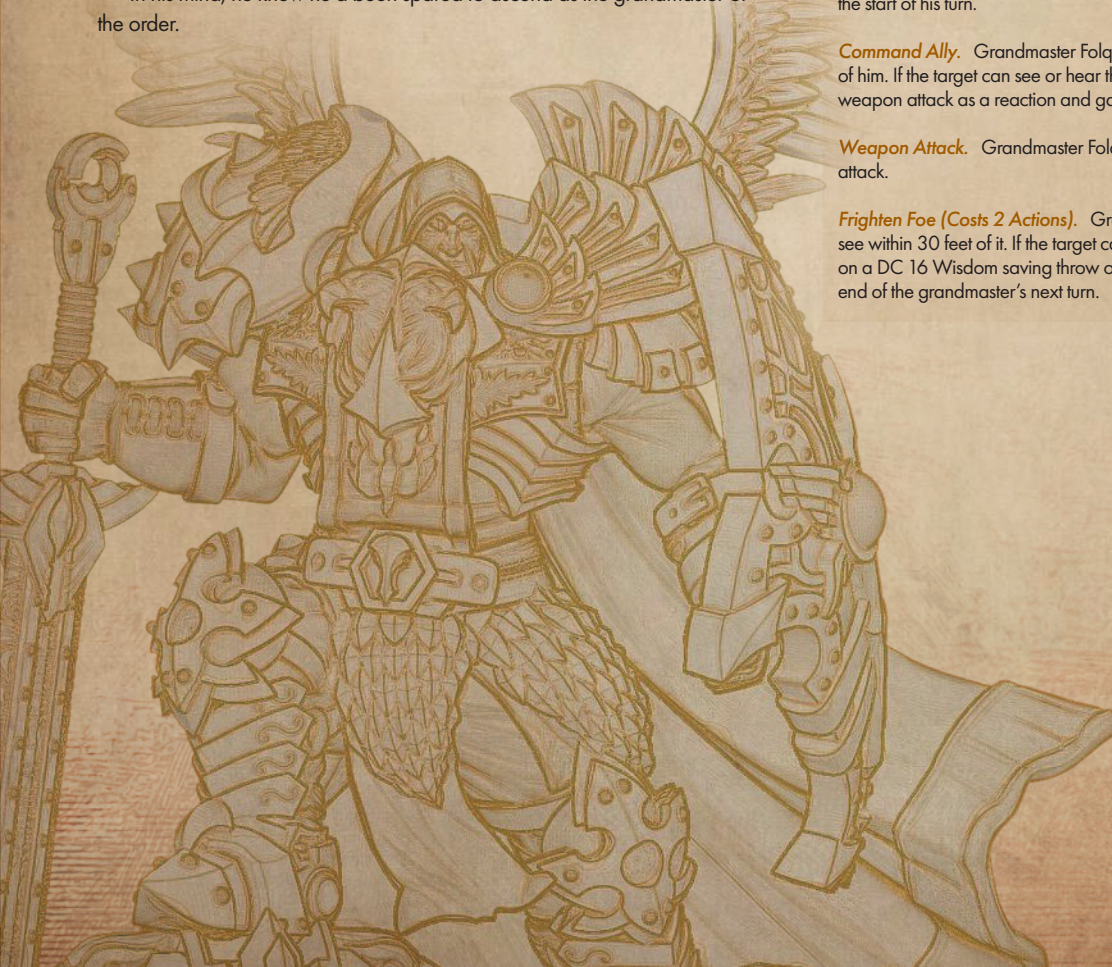
LEGENDARY ACTIONS

Grandmaster Folques can take 3 legendary actions choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grandmaster regains spent legendary actions at the start of his turn.

Command Ally. Grandmaster Folques targets one ally it can see within 30 feet of him. If the target can see or hear the grandmaster, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Weapon Attack. Grandmaster Folques makes one Greatsword or Shortbow attack.

Frighten Foe (Costs 2 Actions). Grandmaster Folques targets one creature it can see within 30 feet of it. If the target can see or hear him, the target must succeed on a DC 16 Wisdom saving throw or be frightened of the Grandmaster until the end of the grandmaster's next turn.





Grandmaster Konrad

Folques' younger sibling is the supreme commander of the orders' aerial troops and one of the most gallant warriors the shields have ever known.

During the first years of the siblings' training, the order noticed peculiarities with young Konrad. Capable as his brother with arms, Konrad was more aloof, preferring to explore the Bridge of Light's surroundings and study the order's texts and tomes.

The 2 siblings rose amongst the ranks, with some believing they were avatars of the Twin Suns -the primary deities of many of the peoples of Eluan.

When the former grandmaster died, the order's masters knew that Foulques would be voted as her successor. But the question remained as to what to do with Konrad, another suitable choice for grandmaster.

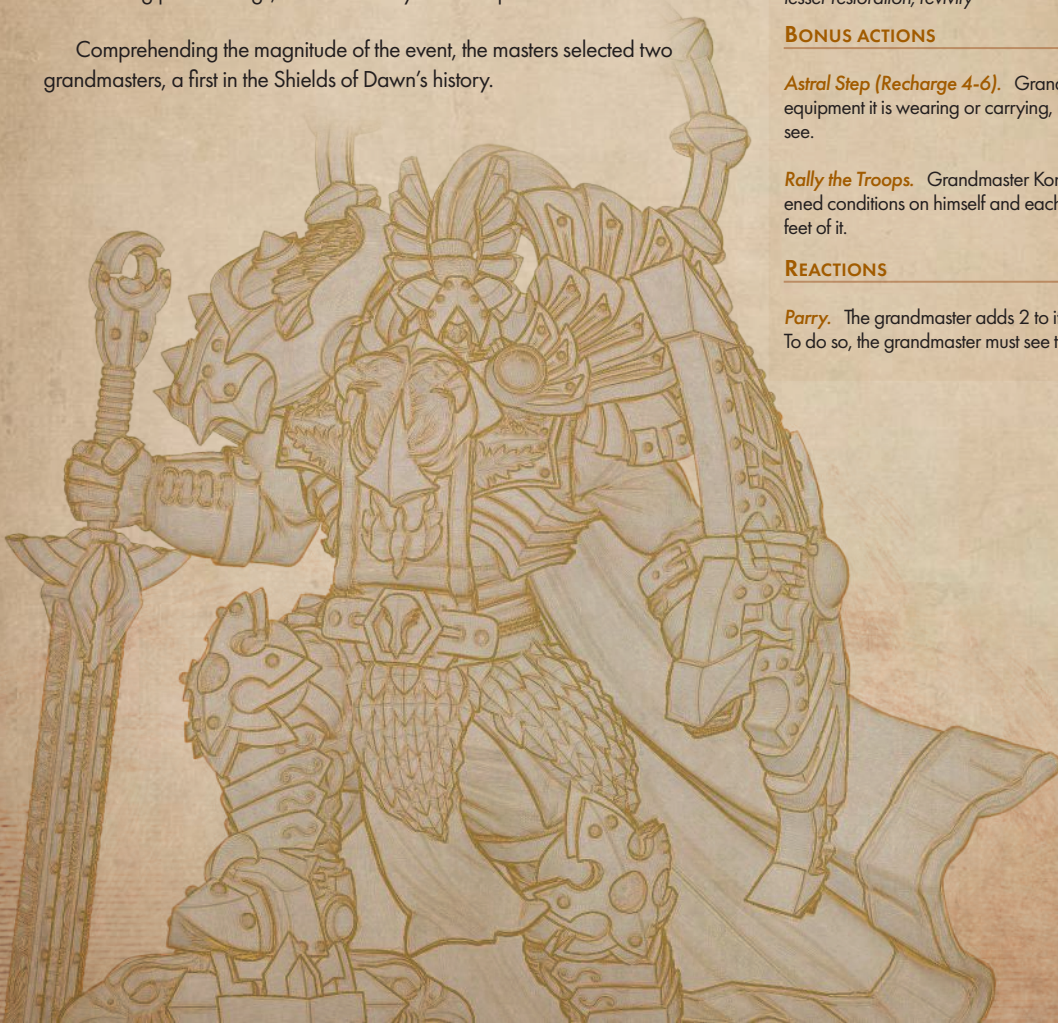
While the masters debated and Foulques snuck out to slay the dragon, Konrad spotted him leaving and tried to dissuade him, but to no avail.

Beset with worry, Konrad drifted around the Bridge of Light, praying for his brother's success. During the darkest hours of the night, just as despair overcame him, Konrad noticed a maiden standing on the bridge. She was naked, her body wrapped by her long silver hair.

An unearthly stillness filled the space as Konrad stared in awe. The woman turned to him, smiled and leapt off the bridge. Not hesitating, Konrad jumped after to rescue her.

The grandmaster seldom talks about what happened next. What is known is that just as his brother returned from dispatching the dragon, Konrad appeared on the bridge, wearing silver armor and gifted with a mesmerizing pair of wings, and flanked by a host of justiciars.

Comprehending the magnitude of the event, the masters selected two grandmasters, a first in the Shields of Dawn's history.



Grandmaster Konrad

Medium Humanoid, Lawful good

Armor Class 18 (Plate)
Hit Points 183 (24d8+62)
Speed 30 ft., fly 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Con +7, Int +7, Wis +6
Skills Athletics +9, Intimidation +8, Perception +6, Persuasion +8
Senses Passive Perception 16
Languages Common, Celestial
Challenge 12 (8400 XP)

Indomitable (3/Day). Grandmaster Konrad can reroll a saving throw that he fails. He must use the new roll.

Survivor. Grandmaster Konrad regains 20 hit points at the start of his turn if it has fewer than half its hit points but at least 1 hit point.

ACTIONS

Multiattack. Grandmaster Konrad makes three greatsword attacks.

Greatsword. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 5) slashing damage.

Spellcasting. Grandmaster Konrad casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: light, spare the dying, thaumaturgy
1/day each: banishment, command, dispel magic, guardian of faith, hold person, lesser restoration, revivify

BONUS ACTIONS

Astral Step (Recharge 4-6). Grandmaster Konrad teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space he can see.

Rally the Troops. Grandmaster Konrad magically ends the charmed and frightened conditions on himself and each creature of his choice that it can see within 30 feet of it.

REACTIONS

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