

DAWNSHROUD

A SUPPLEMENT TO *THE LAIR OF GHILSH*

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Save a Brass Dragon from an evil Fae in this supplement
for the world's greatest roleplaying game



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ON THE COVER



This piece is titled “practice~rock practice” by Dan Xhao.

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INTRODUCTION

In this short supplement to *The Lair of Ghilsh*, players will encounter the Sandwardens, a group of Leonin wardens who believe they have a divine racial charge to protect the desert. Players will have an opportunity to explore their base of operations, a ruined desert bazaar they have named “Dawnshroud” before meeting their leader, Phanol.

USING THIS SUPPLEMENT

This short mini-adventure is not intended to stand alone. You should use it alongside its partner adventure, *The Lair of Ghilsh*, as that adventure incorporates Phanol and the Wardens into its storyline. However, the Wardens could play any role you need them to play in your world; they are neutral good guardians of nature who prioritize the well-being of nature over almost everything. They play the role of either protagonist or antagonist fantastically well.

TROUBLED WARDENS

The Sandwardens have established a settlement of sorts in the ruins of an old open-air market which they call Dawnshroud. If they have not met before, the player characters should meet as they approach Dawnshroud; give each player an opportunity to introduce their character’s physical appearance and do a bit of roleplay. When all characters are familiar with one another, read:

Ahead, dilapidated market stalls threaten to collapse around an open arena. In the middle of the open courtyard, several wardens tend to an enormous construction of the lumber and kindling; the bonfire for the evening. With the sun just reaching its zenith overhead, you can hardly imagine why they would have built it so early. An ageless-looking warden with glowing golden eyes and brilliant fur steps forward and greets you, “Welcome to Dawnshroud. Won’t you join us for the daily Festival of the Sun?”

Characters arrive in Area 1, the Bonfire, and the Sunsight Wardens have nearly begun their daily sun festival. Any character who wishes to witness it can stay; otherwise, they are free to explore the rest of the encampment. As the characters watch, the Sunsight Wardens encircle the bonfire. At the moment the sun reaches its zenith, their eyes ignite with flame and blast the bonfire, blazing it to life in an instant. They then begin a ritualistic dance that entrances anyone watching. Characters who observe this ritual gain 60 ft of truesight for 10 days.

2 – SHADE ON THE SAND

Characters who enter this area find 1d4+2 Wardens milling about, two of whom approach the characters and offer them water and succulent plant flesh. All of the Wardens express deep concern for Ghilsh, as well as more practical concern for their own supplies. They rely on Ghilsh’s help to find oases to harvest for supplies to protect the desert. Without his assistance, their mission becomes significantly more difficult and more deadly, and already, their numbers dwindle.

3 – PHANOL’S HUT

Once the Sunsight Elders complete their ritual, two of them come find any characters who found their way to Shade on the Sand. Together, the Wardens lead the characters to a hut, open a flap, and gesture for the characters to precede them. A commanding female voice from within reinforces the gesture with a command to enter. Once the players have entered, read:

You cough on incense smoke as your eyes adjust to the darkness, aware that two glowing eyes remain focused on you the entire time. Once you compose yourself, the warden says, “I am Phanol, leader of the Sandwardens and close friend of the ancient one Ghilsh. I have known Ghilsh since he was a much more bloodthirsty younger dragon, and I miss our tea times.” The strange cat pauses to take a sip from a steaming cup, as though to punctuate her words. “Ghilsh lives. His effect on this land lingers, but it is twisted. We know where his lair is. Will you accompany us there and help or, if we must, destroy him?”

Phanol will not offer payment, but she suggests that Ghilsh is likely to pay well if they can save him, and if they cannot, she knows his hoard is extensive. Once the characters agree, she summons a warden to her side. Read this:

A second warden approaches, bearing a golden bowl crusted with jewels. You watch as Phanol raises both hands and the ground in front of her obeys her movements, forming two enormous stone hands and performing intricate somatic spell components before crushing the bowl. With a flash, an enormous feast of spiced fish, exotic fruits, wines, cheeses, and barrels of ale appear in front of her and she gestures, both with her real hands and her stone ones, that everyone should dig in.

Phanol, two Sunsight Elder Wardens, and three Sandblood Wardens will join the characters in consuming the Heroes’ Feast and accompany them to Ghilsh’s lair. The wardens know the way, even with Ghilsh’s regional effects deliberately misleading them, so there is no need to make any sort of check. At this point, transition to *The Lair of Ghilsh*.

APPENDIX A: MAPS





