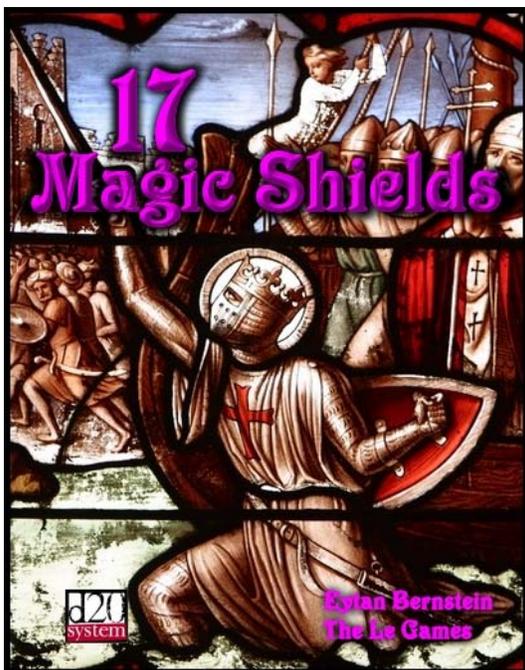


17 Magic Shields



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About 17 Magic Shields

17 Magic Shields lists 17 new magical properties that can be added to any shield. A full creation cost has been listed so that you can make your own shield, and a market cost has been provided for you to simply buy it (or determine the value before you steal it).

As a special bonus, we have added 2 very powerful artifact shields for your

game. They can be very powerful, but a lot of fun to bring into your world. A note for GMs: not all game worlds are the same, as power levels can vary greatly. As such, we do not define these artifacts as *Minor* or *Major* – that is for the GM to decide.

A Word

Welcome to 17 Magic Shields, another fantastic book from The' Le Games (pronounced Tay Lee Games). The “17” series has been very popular for us so far, and this book will certainly be no different. 2005 was a fun year, and 2006 is looking to be more so. As long as it stays fun, we plan on sticking around. Here's hoping you'll do the same.

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Treasure Generators (1d20)!

[1d20] - Random Treasure Generator (Magic Shields)

Minor	Medium	Major	Special Ability	Base Price Modifier
1-7	1-2	-	Reprimand, Fatiguing	+1 bonus ¹
8-13	3-5	-	Hypnotic	+1 bonus ¹
14-15	6-10	-	Reprimand, Morale	+2 bonus ¹
16-17	11-13	-	Silence	+2 bonus ¹
18-19	14-16	1	Reprimand, Thundering	+2 bonus ¹
-	17	2-6	Reprimand, Electric	+3 bonus ¹
-	18	7-12	Reprimand, Shattering	+3 bonus ¹
-	19	13-16	Battlefield Chaos	+22,400 gp
-	-	17-18	Ray Deflection	+4 bonus ¹
-	-	19	Earthbane	+43,200 gp
20	20	20	Roll Twice Again ²	-

3. Add to enhancement bonus on Table: Shield Special Abilities to determine total market price.
4. If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

[1d20] - Random Treasure Generator (Specific Shields)

Minor	Medium	Major	Specific Shield	Market Price
1-10	1-3	-	Floating Shield	2,000 gp
11-20	4-6	-	Shield of Virtue	3,340 gp
-	7-9	1-2	Aegis of Force	9,500 gp
-	10-12	3-5	Shield-Badge	13,500 gp
-	13-15	6-10	Shield of the Wild	17,300 gp
-	16-18	11-13	Shield of Conviction	25,000 gp
-	19-20	14-17	Shield of the Dragon Slayer	26,000 gp
-	-	18-20	Tower Shield of Deception	55,840 gp



use a *shatter* spell as a free action when a non-magical melee weapon strikes the shield, and misses because of the shield bonus. Objects weighing more than 50 lbs. are unaffected. This effect also applies to attacks made by crystalline creatures (of any weight), dealing 5d6 damage, (Fortitude save for half). The DC of the spell is 13 + the severity of the error. Thus, an attacker that misses a wielder of a +2 *shattering reprimand light shield* by three would need to make a Will save (or Fort save for crystalline creatures), DC 16. The wielder cannot force his shield against an object or crystalline creature; the spell is only activated as a reaction to an attack.

Creation Cost / Market Price

Moderate evocation; CL 9th; Craft Magic Arms and Armor, *shatter*; Price: +3 bonus.

Silence

(Minor) This shield is a common choice for mage-slayers because it allows them to fight spellcasters in close combat with less fear of reprisal. At will, the wielder can create a zone of silence within 10 ft. of the shield in all directions. The zone moves with the shield.



Creation Cost / Market Price

Faint illusion; CL 9th; Craft Magic Arms and Armor, *silence*; Price: +2 bonus.

Thundering Reprimand

(Minor/Medium) This shield is decorated with stylized thunderbolts and storm clouds. When a melee combatant attacks the wielder of the shield, there is a chance that he is struck by a blast of deafening thunder. If the attacker misses due to the shield's bonus, he must make a Fort save. If he fails the save, he is stunned for one round and deafened for a number of rounds equal to the severity of his error. The save DC is 13 + the number of points by which he missed. Thus, if an attacker misses the wielder of a +2 *thundering reprimand heavy steel shield* by two, he must make a DC 14 Fortitude save or be stunned for one round and deafened for two; if he misses by four, he needs to make a DC 16 fort save or be stunned for one round and deafened for four rounds.

Creation Cost / Market Price

Moderate evocation; CL 9th; Craft Magic Arms and Armor, *sound burst*; Price: +2 bonus.

Deafened: A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Stunned: A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).