



Buck-A-Batch Magic Shields

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

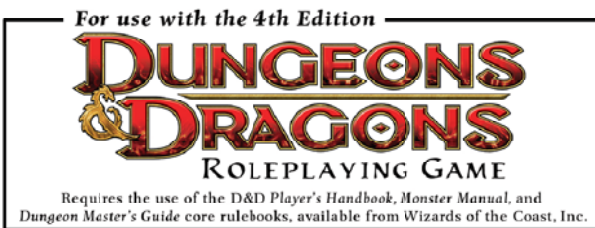
Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Buck-A-Batch Magic Shields

For 4th Edition Dungeons & Dragons

Writing/Layout ✦ Matt Kline
Editing ✦ Sam Kessler

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Lvl	Name	Price (gp)	Category
2	Shield of Curses	520	Arms
2	Shield of Plenty	520	Arms
2	Shield of Slowing	520	Arms
2	Shield of the Warhammer	520	Arms
2	Shield of Unmarking	520	Arms
2	Spikeshot Shield	520	Arms
2	Taunting Shield	520	Arms
4	Arrow Trap Shield	840	Arms
4	Steadfast Shield	840	Arms
5	Acid-Spray Shield	1,000	Arms
5	Complete Shield	1,000	Arms
5	Defender's Shield	1,000	Arms
5	Hailstorm Shield	1,000	Arms
5	Headstone Shield	1,000	Arms
5	Shield of Sorrow	1,000	Arms
5	Shield of the Eagle	1,000	Arms
5	Shield of the Eye	1,000	Arms
5	Shield of the Raven	1,000	Arms
5	Shield of Thorns	1,000	Arms
5	Shield of Turning	1,000	Arms
5	Spell Focus Shield	1,000	Arms
5	Spell Suck Shield	1,000	Arms
5	Spellstore Shield	1,000	Arms
9	Flamewall Shield	4,200	Arms
10	Headstone Shield	5,000	Arms
12	Shield of Curses	13,000	Arms
12	Shield of Plenty	13,000	Arms
12	Shield of Slowing	13,000	Arms
12	Shield of the Warhammer	13,000	Arms
12	Shield of Unmarking	13,000	Arms
12	Spell Focus Shield	13,000	Arms
12	Spikeshot Shield	13,000	Arms
12	Taunting Shield	13,000	Arms
14	Arrow Trap Shield	21,000	Arms
14	Steadfast Shield	21,000	Arms
15	Acid-Spray Shield	25,000	Arms
15	Complete Shield	25,000	Arms
15	Defender's Shield	25,000	Arms
15	Hailstorm Shield	25,000	Arms
15	Headstone Shield	25,000	Arms
15	Shield of Sorrow	25,000	Arms
15	Shield of the Eagle	25,000	Arms
15	Shield of the Eye	25,000	Arms
15	Shield of the Raven	25,000	Arms
15	Shield of Thorns	25,000	Arms
15	Shield of Turning	25,000	Arms
15	Spell Suck Shield	25,000	Arms
15	Spellstore Shield	25,000	Arms
19	Flamewall Shield	105,000	Arms
20	Headstone Shield	125,000	Arms
22	Shield of Curses	325,000	Arms
22	Shield of Plenty	325,000	Arms
22	Shield of Slowing	325,000	Arms
22	Shield of the Warhammer	325,000	Arms
22	Shield of Unmarking	325,000	Arms
22	Spikeshot Shield	325,000	Arms
22	Taunting Shield	325,000	Arms
24	Arrow Trap Shield	525,000	Arms
24	Steadfast Shield	525,000	Arms
25	Acid-Spray Shield	625,000	Arms

Lvl	Name	Price (gp)	Category
25	Complete Shield	625,000	Arms
25	Defender's Shield	625,000	Arms
25	Hailstorm Shield	625,000	Arms
25	Headstone Shield	625,000	Arms
25	Shield of Sorrow	625,000	Arms
25	Shield of the Eagle	625,000	Arms
25	Shield of the Eye	625,000	Arms
25	Shield of the Labyrinth	625,000	Arms
25	Shield of the Raven	625,000	Arms
25	Shield of Thorns	625,000	Arms
25	Shield of Turning	625,000	Arms
25	Spell Focus Shield	625,000	Arms
25	Spell Suck Shield	625,000	Arms
25	Spellstore Shield	625,000	Arms
29	Flamewall Shield	2,625,000	Arms
30	Headstone Shield	3,125,000	Arms

Acid-Spray Shield

This shield can be activated to release a spray of acid at your foes.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Property: You gain resist 5 acid.
Level 15: You gain resist 10 acid.
Level 25: You gain resist 15 acid.

Power (Daily ♦ Acid): Immediate Reaction. You can use this power when an enemy makes a successful melee attack against you. Enemies adjacent to you take 1d8 acid damage and ongoing 2 acid damage (save ends).
Level 15: 2d8 acid damage; ongoing 4 acid damage (save ends).
Level 25: 3d8 acid damage; ongoing 6 acid damage (save ends).

Arrow Trap Shield

This shield attracts arrows aimed at you and your allies.

Lvl 4 840gp Lvl 24 525,000gp
Lvl 14 21,000gp

Item Slot: Arms

Property: You and all allies adjacent to you gain a +1 AC bonus when defending against arrows.
Level 14: You and allies within 3 squares gain a +2 AC bonus when defending against arrows.
Level 24: You and allies within 5 squares gain a +3 AC bonus when defending against arrows.

Power (Daily): Minor Action. Until the end of the encounter fired arrows that pass within 10 squares of you are attracted to the shield. The arrows become stuck to the shield. They can be forcibly removed from the shield, otherwise they fall to the ground at the end of the encounter when the power deactivates.

Complete Shield

The magic contained within this large shield can be released to grant its wielder limited invulnerability.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Property: You gain resist 2 to melee damage.
Level 15: You gain resist 4 to melee damage.
Level 25: You gain resist 6 to melee damage.

Power (Consumable): Immediate Reaction. You may use this ability when you are dealt damage from an attack. The damage is cancelled and the shield is destroyed. You become immune to melee damage until the end of your next turn.

Defender's Shield

This shield allows you to better protect your allies.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Power (Encounter): Immediate Reaction. You can use this ability when an ally within 5 squares of you is hit by a melee or ranged attack. The damage inflicted on the ally is reduced by 10 points.
Level 15: Damage reduced by 20 points.
Level 25: Damage reduced by 30 points.

Flamewall Shield

In a time of need this shield can be sacrificed to create a protective wall of flames.

Lvl 9 4,200gp Lvl 29 2,625,000gp
Lvl 19 105,000gp

Item Slot: Arms

Property: You gain resist 10 fire.
Level 19: Resist 15 fire.
Level 29: Resist 20 fire.

Power (Consumable ♦ Fire): Standard Action. The shield can be used to create a protective barrier as per the wizard's *Wall of Fire* power. The shield disintegrates during this process.

Hailstorm Shield

This simple shield is pitted with dozens of small dents and covered in a thin layer of frost.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Property: You gain resist 5 to cold damage.
Level 15: You gain resist 10 to cold damage.
Level 25: You gain resist 15 to cold damage.

Power (Encounter ♦ Cold, Thunder): Immediate

Reaction. Use after being dealt damage in melee combat. Your attacker is dealt 1d6 cold damage and 1d6 thunder damage.

Level 15: 2d6 cold damage and 2d6 thunder damage.

Level 25: 3d6 cold damage and 3d6 thunder damage.

Power (Daily ♦ Cold): Standard Action. Burst 3. Select a space up to 5 squares away from you. Make a standard range attack against each enemy in the target area. Hit: enemy is dealt 1d10 cold damage. All creatures in targeted area are slowed until the start of your next turn.

Level 15: 2d10 cold damage.

Level 25: 3d10 cold damage.

Headstone Shield

This surprisingly light shield seems to be fashioned from a tombstone.

Lvl 5 1,000gp Lvl 20 125,000gp

Lvl 10 5,000gp Lvl 25 625,000gp

Lvl 15 25,000gp Lvl 30 3,125,000gp

Item Slot: Arms

Property: Gain a +1 item bonus to AC when bloodied.

Level 10: +2 item bonus to AC when bloodied.

Level 15: +3 item bonus to AC when bloodied.

Level 20: +4 item bonus to AC when bloodied.

Level 25: +5 item bonus to AC when bloodied.

Level 30: +6 item bonus to AC when bloodied.

Power (Daily): Standard Action. Stand this shield in an empty space. A Skeleton will appear in this space at the start of your next turn. The skeleton fights for you until the end of the encounter when it collapses into dust. The shield becomes attached to the ground and cannot be retrieved until the end of the encounter or the skeleton is destroyed.

Level 10: Boneshard Skeleton summoned.

Level 15: Skeleton and Boneshard Skeleton summoned.

Level 20: Skeletal Tomb Guardian summoned.

Level 25: Boneshard Skeleton and Skeletal Tomb Guardian summoned.

Level 30: 2 Skeletal Tomb Guardians summoned.

Shield of Curses

This shield bears the face of an angry looking warrior.

Lvl 2 520gp Lvl 22 325,000gp

Lvl 12 13,000gp

Item Slot: Arms

Power (Encounter): Immediate reaction. You can use this power when you damage a target with a melee attack. The target suffers -2 to their saving throws, attack, and damage rolls until the end of the encounter.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack. The attack roll doesn't count. Add a +2 item bonus to your AC. The attack roll is

made again. If it hits this time the face on the shield will animate, curse loudly, then apologize several times for failing to block the blow.

Level 12: +4 item bonus to AC.

Level 22: +6 item bonus to AC.

Shield of Plenty

This shield resembles a large shallow bowl. The images of a variety of foodstuff are engraved along its outer rim.

Lvl 2 520gp Lvl 22 325,000gp

Lvl 12 13,000gp

Item Slot: Arms

Power (Daily): Standard action. You can will the inside of the shield to fill with a selection of meats, breads, cheeses and fruits. Enough to feed a party of five for a day. The shield must be placed face down upon a flat surface for this power to function.

Power (Encounter): Minor Action. Select a target beast adjacent to you. The shield produces food specific to the beast's tastes. This food can be dropped in its space. The beast will lose interest in combat, unless attacked, and feed for 1d4 turns. If the beast is trained or being controlled it can make a save to end this effect.

Level 12: Select 2 beasts up to 3 squares away. The shield creates food in their spaces.

Level 22: Select 3 beasts up to 6 squares away. The shield creates food in their spaces.

Shield of Slowing

Striking a foe with this shield effectively slows the target.

Lvl 2 520gp Lvl 22 325,000gp

Lvl 12 13,000gp

Item Slot: Arms

Power (Encounter): Free action. Use this power when you hit a target with a melee attack. Target is slowed (save ends).

Power (Daily ♦ Zone): Minor Action. Creates a zone of slowing (close burst 5) that lasts until the end of the encounter. Enemies that enter the zone are slowed.

Level 12: Close burst 10.

Level 22: Power becomes encounter power.

Shield of Sorrow

This shield bears an intricate image of a saddened elfin maiden etched upon its surface.

Lvl 5 1,000gp Lvl 25 625,000gp

Lvl 15 25,000gp

Item Slot: Arms

Property: At the end of an encounter during which you were injured by an enemy melee attack the image of the elf maiden will begin to weep. The tears will run along paths carved within the surface of the shield and collect

at its bottom edge where they will drip steadily to the ground unless collected in a container. These tears are a weak healing potion. After 6 of these 'weepings' the shield will have cried the equivalent of a *Potion of Healing*.

Level 15: Potion becomes *Potion of Vitality*.

Level 25: potion becomes *Potion of Recovery*.

Power (Daily): Immediate Reaction. When struck by a critical hit you may spend a healing surge to regain hit points equal to your surge value. If you do this you gain resist 2 to all damage until the end of the encounter.

Level 15: Resist 5 to all damage.

Level 25: Resist 8 to all damage.

Shield of the Eagle

You can will the phantom image of an eagle to fly from the shield and attack a foe.

Lvl 5 1,000gp Lvl 25 625,000gp

Lvl 15 25,000gp

Item Slot: Arms

Property: You gain a +1 item bonus to your AC when defending against necrotic attacks.

Level 15: Gain a +2 item bonus.

Level 25: Gain a +3 item bonus.

Power (Daily): Immediate Reaction. Use this ability when hit by an attack that deals necrotic damage. You take half damage from the attack.

Power (Daily ♦ Radiant): Free Action. Make a standard range attack against an enemy target up to 10 squares away. Hit: Target is dealt 1d10 radiant damage. Miss: Target is dazed until the end of your next turn.

Level 15: 2d10 radiant damage.

Level 25: 3d10 radiant damage.

Shield of the Eye

This round shield is designed to resemble a large demonic looking eye.

Lvl 5 1,000gp Lvl 25 625,000gp

Lvl 15 25,000gp

Item Slot: Arms

Property: You can see through the eye on the shield as though you were using your own eyes. You need only close your eyes and concentrate to use this power. While seeing through the shield's eye you can view things that would otherwise be harmful to you.

Power (Daily ♦ Arcane, Charm, Implement, Psychic): Immediate Reaction. Use this ability when you are hit by a melee attack. You cast *eyebite* at your attacker as per the warlock's power.

Level 15: Power becomes Encounter power.

Level 25: Power becomes At-Will power.

Shield of the Labyrinth

The surface of this shield is etched with the twisting pathways of an endless labyrinth.

Lvl 25 625,000gp

Item Slot: Arms

Power (Daily ♦ Arcane, Implement, Psychic, Teleportation): Immediate Reaction. Use this power when struck by a melee attack. Make an attack roll against your attacker as though you were using a wizard's *maze* spell. Hit: Target becomes trapped in a maze as per the power. Miss: Target is dazed until the end of its next turn.

Shield of the Raven

You can will the phantom image of a raven to fly from the shield and attack a foe.

Lvl 5 1,000gp Lvl 25 625,000gp

Lvl 15 25,000gp

Item Slot: Arms

Property: You gain a +1 item bonus to your AC when defending against radiant attacks.

Level 15: Gain a +2 item bonus.

Level 25: Gain a +3 item bonus.

Power (Daily): Immediate Reaction. Use this ability when hit by an attack that deals radiant damage. You take half damage from the attack.

Power (Daily ♦ Necrotic): Free Action. Make a standard range attack against an enemy target up to 10 squares away. Hit: Target is dealt 1d10 necrotic damage. Miss: Target is dazed until the end of your next turn.

Level 15: 2d10 necrotic damage.

Level 25: 3d10 necrotic damage.

Shield of the Warhammer

This shield bears the image of a large warhammer and grants the wielder special attacks when armed with one.

Lvl 2 520gp Lvl 22 325,000gp

Lvl 12 13,000gp

Item Slot: Arms

Property: You gain a +1 bonus to your attack roll when using a warhammer in combat.

Power (At-Will): Immediate Reaction. Use this power when you score a critical hit with a warhammer. Your attack deals an additional 1d6 damage.

Power (Daily): Standard Action. You may make standard melee attacks against 2 enemies adjacent to you. Hit: Target takes 1w damage and is dazed until the end of its next turn. Miss: target take 2 damage.

Level 12: Hit: 2w damage. Miss: target takes 4 damage.

Level 22: Hit: 3w damage. Miss: target takes 6 damage.

Shield of Thorns

This wooden shield is framed by thorny vines. Both wood and vines seem to be alive and thriving.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Property: You gain a +1 item bonus to your AC while in wooded areas.

Level 15: +2 item bonus to your AC in wooded areas.

Level 25: +3 item bonus to your AC in wooded areas.

Power (At-Will): Immediate Reaction. Use this ability when hit by a melee attack. Attacker is dealt 1d4 damage.

Level 15: 2d4 damage.

Level 25: 3d4 damage.

Power (Encounter): Minor Action. Select an enemy in a space adjacent to you. That enemy is dealt 1d4 with ongoing 2 damage and is restrained (save ends).

Level 15: 2d4 damage with ongoing 4.

Level 25: 3d4 damage with ongoing 6.

Shield of Turning

This shield offers you defense against the undead. In the hands of a cleric it is even more formidable.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Property: You gain resist 5 against all attacks of undead. If you are a cleric you also gain +1 to the range, damage, and push of your Turn Undead class feature.

Level 15: Resist 10 against undead.

Level 25: Resist 15 against undead.

Power (Daily ♦ Divine, Implement, Radiant): Standard action. You can turn undead as though you were a cleric of the same level. If you are a cleric, using this power does not count against your once per encounter restriction.

Shield of Unmarking

This simple shield is a powerful deterrent against those who would focus their attacks upon you in combat.

Lvl 2 520gp Lvl 22 325,000gp
Lvl 12 13,000gp

Item Slot: Arms

Property: Allies within 3 squares of you gain resist 5 against damage from creatures that have marked them.

Level 12: Allies gain resist 10.

Level 22: Allies gain resist 15.

Power (Encounter): Immediate Reaction. Use this ability when you become marked by a creature. That creature is dealt 1d8 damage and you are no longer marked.

Level 12: 2d8 damage.

Level 22: 3d8 damage.

Spell Focus Shield

The crystalline structure of this shield makes it an ideal conduit for mystic energies.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Power (Daily): Free Action. An ally spell caster within 5 squares of you can choose to use your square as the point of origin for a spell that they cast instead of their own. If this power is used you gain a +1 item bonus to your AC until the end of the encounter.

Level 15: +2 item bonus to AC.

Level 25: +3 item bonus to AC.

Power (Daily): Immediate Reaction. Use after making a successful melee attack against a target. The target is dealt an additional 1d8 points damage. You can only use this power during an encounter in which the above power has been used.

Level 15: 2d8 points damage.

Level 25: 3d8 points damage.

Spell Suck Shield

The image of a satyr adorns this shield. Its lips are pursed and its cheeks are puffed as if sucking in air.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Property: You gain resist 2 to damage from spells.

Level 15: You gain resist 5 to damage from spells.

Level 25: You gain resist 8 to damage from spells.

Power (At-Will): Immediate Reaction. Use this power when targeted by an enemy's spell. The caster is pulled one space towards you.

Power (Daily): Immediate Reaction. Use this ability when an enemy within 10 squares of you casts a spell. The enemy is pulled 1 space towards you and must make a saving throw. If they fail the spell is canceled.

Spellstore Shield

This shield sparkles like a thousand tiny prisms. Its shine grows more brilliant when there is magic stored within.

Lvl 5 1,000gp Lvl 25 625,000gp
Lvl 15 25,000gp

Item Slot: Arms

Property: You gain resist 5 to damage from spells provided there is a spell stored in the shield.

Level 15: You gain resist 10 to damage from spells.

Level 25: You gain resist 15 to damage from spells.

Power (Daily): At-Will. An ally spell caster may cast one of their spells into the shield. This spell becomes stored for later use.

Power (Daily): Standard Action. The spell caster that stored the spell can cast it as long as they are within 3 squares of the shield. The casting of this spell does not count against the number of times the spell can be used. For instance a wizard can cast a stored *acid arrow* spell and still be able to cast their daily *acid arrow* spell during the following round.

The shield illustration on the cover was created
by Pawet Dobosz ©2007
And made available by The Forge Studios
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Spikeshot Shield

This shield resembles a coil of chain with a large spike set in its center.

Lvl 2 520gp Lvl 22 325,000gp

Lvl 12 13,000gp

Item Slot: Arms

Power (Encounter ♦ Force): Immediate Reaction. Use this ability when hit by a range attack. You will an image of a spike attached to a long chain to shoot from the shield and strike your attacker. The attacker takes 1d6 force damage and is pulled 1 square.

Level 12: 2d6 force damage. Target pulled 2 squares.

Level 22: 3d6 force damage. Target pulled 3 squares.

Steadfast Shield

This square shield resembles a section of a brick wall.

Lvl 4 840gp Lvl 24 525,000gp

Lvl 14 21,000gp

Item Slot: Arms

Power (At-Will): Immediate Reaction. Use this ability when an effect causes you to be push, pulled, or slid. Make a successful saving throw to avoid being moved.

Power (Encounter ♦ Force): Immediate Reaction. When an enemy action causes you to be push, pulled, or slid you can ignore this effect. If you do, the enemy is dealt 1d8 force damage.

Level 14: 2d8 force damage.

Level 24: 3d8 force damage.

Taunting Shield

This shield bears the image of a dwarf. Its face is scrunched up and its tongue is sticking out; frozen in mid raspberry.

Lvl 2 520gp Lvl 22 325,000gp

Lvl 12 13,000gp

Item Slot: Arms

Power (Daily): Minor Action. Select a creature within 5 squares of you. That creature becomes taunted. At the start of each turn the creature must make a successful savings throw to resist attacking you.

Level 12: This power becomes an encounter power.

Level 22: Select 2 creatures up to 10 squares away.

Acid-Spray Shield

This shield can be activated to release a spray of acid at your foes.

Level:

Value:

Property: You gain resist 5 acid.

Level 15: You gain resist 10 acid.

Level 25: You gain resist 15 acid.

Power (Daily ✦ Acid): Immediate Reaction. You can use this power when an enemy makes a successful melee attack against you. Enemies adjacent to you take 1d8 acid damage and ongoing 2 acid damage (save ends).

Level 15: 2d8 acid damage; ongoing 4 acid damage (save ends).

Level 25: 3d8 acid damage; ongoing 6 acid damage (save ends).

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Arrow Trap Shield

This shield attracts arrows aimed at you and your allies.

Level:

Value:

Property: You and all allies adjacent to you gain a +1 AC bonus when defending against arrows.

Level 14: You and allies within 3 squares gain a +2 AC bonus when defending against arrows.

Level 24: You and allies within 5 squares gain a +3 AC bonus when defending against arrows.

Power (Daily): Minor Action. Until the end of the encounter fired arrows that pass within 10 squares of you are attracted to the shield. The arrows become stuck to the shield. They can be forcibly removed from the shield, otherwise they fall to the ground at the end of the encounter when the power deactivates.

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Complete Shield

The magic contained within this large shield can be released to grant its wielder limited invulnerability.

Level:

Value:

Property: You gain resist 2 to melee damage.

Level 15: You gain resist 4 to melee damage.

Level 25: You gain resist 6 to melee damage.

Power (Consumable): Immediate Reaction. You may use this ability when you are dealt damage from an attack. The damage is cancelled and the shield is destroyed. You become immune to melee damage until the end of your next turn.

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Defender's Shield

This shield allows you to better protect your allies.

Level:

Value:

Power (Encounter): Immediate Reaction. You can use this ability when an ally within 5 squares of you is hit by a melee or ranged attack. The damage inflicted on the ally is reduced by 10 points.

Level 15: Damage reduced by 20 points.

Level 25: Damage reduced by 30 points.

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Flamewall Shield

In a time of need this shield can be sacrificed to create a protective wall of flames.

Level:

Value:

Property: You gain resist 10 fire.

Level 19: Resist 15 fire.

Level 29: Resist 20 fire.

Power (Consumable ✦ Fire): Standard Action. The shield can be used to create a protective barrier as per the wizard's *Wall of Fire* power. The shield disintegrates during this process.

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Hailstorm Shield

This simple shield is pitted with dozens of small dents and covered in a thin layer of frost.

Level:

Value:

Property: You gain resist 5 to cold damage.

Level 15: You gain resist 10 to cold damage.

Level 25: You gain resist 15 to cold damage.

Power (Encounter ✦ Cold, Thunder): Immediate Reaction. Use after being dealt damage in melee combat. Your attacker is dealt 1d6 cold damage and 1d6 thunder damage.

Level 15: 2d6 cold damage and 2d6 thunder damage.

Level 25: 3d6 cold damage and 3d6 thunder damage.

Power (Daily ✦ Cold): Standard Action. Burst 3. Select a space up to 5 squares away from you. Make a standard range attack against each enemy in the target area. Hit: enemy is dealt 1d10 cold damage. All creatures in targeted area are slowed until the start of your next turn.

Level 15: 2d10 cold damage.

Level 25: 3d10 cold damage.

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Headstone Shield

This surprisingly light shield seems to be fashioned from a tombstone.

Level:

Value:

Property: Gain a +1 item bonus to AC when bloodied.

Level 10: +2 item bonus to AC when bloodied.

Level 15: +3 item bonus to AC when bloodied.

Level 20: +4 item bonus to AC when bloodied.

Level 25: +5 item bonus to AC when bloodied.

Level 30: +6 item bonus to AC when bloodied.

Power (Daily): Standard Action. Stand this shield in an empty space. A Skeleton will appear in this space at the start of your next turn. The skeleton fights for you until the end of the encounter when it collapses into dust. The shield becomes attached to the ground and cannot be retrieved until the end of the encounter or the skeleton is destroyed.

Level 10: Boneshard Skeleton summoned.

Level 15: Skeleton and Boneshard Skeleton summoned.

Level 20: Skeletal Tomb Guardian summoned.

Level 25: Boneshard Skeleton and Skeletal Tomb Guardian summoned.

Level 30: 2 Skeletal Tomb Guardians summoned.

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Shield of Curses

This shield bears the face of an angry looking warrior.

Level:

Value:

Power (Encounter): Immediate reaction. You can use this power when you damage a target with a melee attack. The target suffers -2 to their saving throws, attack, and damage rolls until the end of the encounter.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack. The attack roll doesn't count. Add a +2 item bonus to your AC. The attack roll is made again. If it hits this time the face on the shield will animate, curse loudly, then apologize several times for failing to block the blow.

Level 12: +4 item bonus to AC.

Level 22: +6 item bonus to AC.

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Shield of Plenty

This shield resembles a shallow bowl. The images of a variety of foodstuff are engraved along its outer rim.

Level:

Value:

Power (Daily): Standard action. You can will the inside of the shield to fill with a selection of meats, breads, cheeses and fruits. Enough to feed a party of five for a day. The shield must be placed face down upon a flat surface for this power to function.

Power (Encounter): Minor Action. Select a target beast adjacent to you. The shield produces food specific to the beast's tastes. This food can be dropped in its space. The beast will lose interest in combat, unless attacked, and feed for 1d4 turns. If the beast is trained or being controlled it can make a save to end this effect.

Level 12: Select 2 beasts up to 3 squares away. The shield creates food in their spaces.

Level 22: Select 3 beasts up to 6 squares away. The shield creates food in their spaces.

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Shield of Slowing

Striking a foe with this shield effectively slows the target.

Level:

Value:

Power (Encounter): Free action. Use this power when you hit a target with a melee attack. Target is slowed (save ends).

Power (Daily ✦ Zone): Minor Action. Creates a zone of slowing (close burst 5) that lasts until the end of the encounter. Enemies that enter the zone are slowed.

Level 12: Close burst 10.

Level 22: Power becomes encounter power.

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Shield of Sorrow

This shield bears an intricate image of a saddened elfin maiden etched upon its surface.

Level:

Value:

Property: At the end of an encounter during which you were injured by an enemy melee attack the image of the elf maiden will begin to weep. The tears will run along paths carved within the surface of the shield and collect at its bottom edge where they will drip steadily to the ground unless collected in a container. These tears are a weak healing potion. After 6 of these 'weepings' the shield will have cried the equivalent of a *Potion of Healing*.

Level 15: Potion becomes *Potion of Vitality*.

Level 25: potion becomes *Potion of Recovery*.

Power (Daily): Immediate Reaction. When struck by a critical hit you may spend a healing surge to regain hit points equal to your surge value. If you do this you gain resist 2 to all damage until the end of the encounter.

Level 15: Resist 5 to all damage.

Level 25: Resist 8 to all damage.

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Shield of the Eagle

You can will the phantom image of an eagle to fly from the shield and attack a foe.

Level:

Value:

Property: You gain a +1 item bonus to your AC when defending against necrotic attacks.

Level 15: Gain a +2 item bonus.

Level 25: Gain a +3 item bonus.

Power (Daily): Immediate Reaction. Use this ability when hit by an attack that deals necrotic damage. You take half damage from the attack.

Power (Daily ✦ Radiant): Free Action. Make a standard range attack against an enemy target up to 10 squares away. Hit: Target is dealt 1d10 radiant damage. Miss: Target is dazed until the end of your next turn.

Level 15: 2d10 radiant damage.

Level 25: 3d10 radiant damage.

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Shield of the Eye

This round shield is designed to resemble a large demonic looking eye.

Level:

Value:

Property: You can see through the eye on the shield as though you were using your own eyes. You need only close your eyes and concentrate to use this power. While seeing through the shield's eye you can view things that would otherwise be harmful to you.

Power (Daily ✦ Arcane, Charm, Implement, Psychic): Immediate Reaction. Use this ability when you are hit by a melee attack. You cast *eyebite* at your attacker as per the warlock's power.

Level 15: Power becomes Encounter power.

Level 25: Power becomes At-Will power.

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Shield of the Labyrinth

The surface of this shield is etched with the twisting pathways of an endless labyrinth.

Level:

Value:

Power (Daily ✦ Arcane, Implement, Psychic, Teleportation): Immediate Reaction. Use this power when struck by a melee attack. Make an attack roll against your attacker as though you were using a wizard's maze spell. Hit: Target becomes trapped in a maze as per the power. Miss: Target is dazed until the end of its next turn.

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Shield of the Raven

You can will the phantom image of a raven to fly from the shield and attack a foe.

Level:

Value:

Property: You gain a +1 item bonus to your AC when defending against radiant attacks.

Level 15: Gain a +2 item bonus.

Level 25: Gain a +3 item bonus.

Power (Daily): Immediate Reaction. Use this ability when hit by an attack that deals radiant damage. You take half damage from the attack.

Power (Daily ✦ Necrotic): Free Action. Make a standard range attack against an enemy target up to 10 squares away. Hit: Target is dealt 1d10 necrotic damage. Miss: Target is dazed until the end of your next turn.

Level 15: 2d10 necrotic damage.

Level 25: 3d10 necrotic damage.

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Shield of the Warhammer

This shield bears the image of a warhammer and grants the wielder special attacks when armed with one.

Level:

Value:

Property: You gain a +1 bonus to your attack roll when using a warhammer in combat.

Power (At-Will): Immediate Reaction. Use this power when you score a critical hit with a warhammer. Your attack deals an additional 1d6 damage.

Power (Daily): Standard Action. You may make standard melee attacks against 2 enemies adjacent to you. Hit: Target takes 1w damage and is dazed until the end of its next turn. Miss: target take 2 damage.

Level 12: Hit: 2w damage. Miss: target takes 4 damage.

Level 22: Hit: 3w damage. Miss: target takes 6 damage.

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Shield of Thorns

This wooden shield is framed by thorny vines. Both wood and vines seem to be alive and thriving.

Level:

Value:

Property: You gain a +1 item bonus to your AC while in wooded areas.

Level 15: +2 item bonus to your AC in wooded areas.

Level 25: +3 item bonus to your AC in wooded areas.

Power (At-Will): Immediate Reaction. Use this ability when hit by a melee attack. Attacker is dealt 1d4 damage.

Level 15: 2d4 damage.

Level 25: 3d4 damage.

Power (Encounter): Minor Action. Select an enemy in a space adjacent to you. That enemy is dealt 1d4 with ongoing 2 damage and is restrained (save ends).

Level 15: 2d4 damage with ongoing 4.

Level 25: 3d4 damage with ongoing 6.

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Shield of Turning

This shield offers you defense against the undead. In the hands of a cleric it is even more formidable.

Level:

Value:

Property: You gain resist 5 against all attacks of undead. If you are a cleric you also gain +1 to the range, damage, and push of your Turn Undead class feature.

Level 15: Resist 10 against undead.

Level 25: Resist 15 against undead.

Power (Daily ✦ Divine, Implement, Radiant):

Standard action. You can turn undead as though you were a cleric of the same level. If you are a cleric, using this power does not count against your once per encounter restriction.

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Shield of Unmarking

This simple shield is a powerful deterrent against those who would focus their attacks upon you in combat.

Level:

Value:

Property: Allies within 3 squares of you gain resist 5 against damage from creatures that have marked them.

Level 12: Allies gain resist 10.

Level 22: Allies gain resist 15.

Power (Encounter): Immediate Reaction. Use this ability when you become marked by a creature. That creature is dealt 1d8 damage and you are no longer marked.

Level 12: 2d8 damage.

Level 22: 3d8 damage.

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Spell Focus Shield

The crystalline structure of this shield makes it an ideal conduit for mystic energies.

Level:

Value:

Power (Daily): Free Action. An ally spell caster within 5 squares of you can choose to use your square as the point of origin for a spell that they cast instead of their own. If this power is used you gain a +1 item bonus to your AC until the end of the encounter.

Level 15: +2 item bonus to AC.

Level 25: +3 item bonus to AC.

Power (Daily): Immediate Reaction. Use after making a successful melee attack against a target. The target is dealt an additional 1d8 points damage. You can only use this power during an encounter in which the above power has been used.

Level 15: 2d8 points damage.

Level 25: 3d8 points damage.

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Spell Suck Shield

The image of a satyr adorns this shield. Its lips are pursed and its cheeks are puffed as if sucking in air.

Level:

Value:

Property: You gain resist 2 to damage from spells.

Level 15: You gain resist 5 to damage from spells.

Level 25: You gain resist 8 to damage from spells.

Power (At-Will): Immediate Reaction. Use this power when targeted by an enemy's spell. The caster is pulled one space towards you.

Power (Daily): Immediate Reaction. Use this ability when an enemy within 10 squares of you casts a spell. The enemy is pulled 1 space towards you and must make a saving throw. If they fail the spell is canceled.

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Spellstore Shield

This shield sparkles like a thousand tiny prisms. Its shine grows more brilliant when there is magic stored within.

Level:

Value:

Property: You gain resist 5 to damage from spells provided there is a spell stored in the shield.

Level 15: You gain resist 10 to damage from spells.

Level 25: You gain resist 15 to damage from spells.

Power (Daily): At-Will. An ally spell caster may cast one of their spells into the shield. This spell becomes stored for later use.

Power (Daily): Standard Action. The spell caster that stored the spell can cast it as long as they are within 3 squares of the shield. The casting of this spell does not count against the number of times the spell can be used. For instance a wizard can cast a stored acid arrow spell and still be able to cast their daily acid arrow spell during the following round.

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Spikeshot Shield

This shield resembles a coil of chain with a large spike set in its center.

Level:

Value:

Power (Encounter + Force): Immediate Reaction. Use this ability when hit by a range attack. You will an image of a spike attached to a long chain to shoot from the shield and strike your attacker. The attacker takes 1d6 force damage and is pulled 1 square.

Level 12: 2d6 force damage. Target pulled 2 squares.

Level 22: 3d6 force damage. Target pulled 3 squares.

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Steadfast Shield

This square shield resembles a section of a brick wall.

Level:

Value:

Power (At-Will): Immediate Reaction. Use this ability when an effect causes you to be push, pulled, or slid. Make a successful saving throw to avoid being moved.

Power (Encounter + Force): Immediate Reaction. When an enemy action causes you to be push, pulled, or slid you can ignore this effect. If you do, the enemy is dealt 1d8 force damage.

Level 14: 2d8 force damage.

Level 24: 3d8 force damage.

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Taunting Shield

This shield bears the image of a dwarf. Its tongue is sticking out; frozen in mid raspberry.

Level:

Value:

Power (Daily): Minor Action. Select a creature within 5 squares of you. That creature becomes taunted. At the start of each turn the creature must make a successful saving throw to resist attacking you.

Level 12: This power becomes an encounter power.

Level 22: Select 2 creatures up to 10 squares away.

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

Since there are several versions of each shield the cards have spaces for the DM or players to fill in specific information about the shield.

The shield, level and value depends upon the type of shield found.

The majority of cards also have enough blank space to record bits of information.

Defender's Shield

This shield allows you to better protect your allies.

Level:

15

Value:

25,000 GP

Power (Encounter): Immediate Reaction. You can use this ability when an ally within 5 squares of you is hit by a melee or ranged attack. The damage inflicted on the ally is reduced by 10 points.

Level 15: Damage reduced by 20 points.

Level 25: Damage reduced by 30 points.

LOOK FOR
DEFENDER'S ARMOR.
GAINS BONUS WHEN
YOU HAVE THE SHIELD!

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