

# a DOZEN MAGIC SHIELDS

BY PHILIP REED

When engaged in battle, armor is a must for many adventurers. Unfortunately, some classes perform much better out of armor than in, and it is for such characters that shields are truly valuable. And if a common shield – strapped to the arm and used to deflect blows – is of value against an opponent, a magical shield must be far, far more desired.

Shields, regardless of their size, style, or the materials used in their construction, can be ensorcelled by a spellcaster who possesses the proper tools, knowledge, and experience. Such magical shields are prized possessions of adventurers of all levels of experience, though the more accomplished heroes will seek to replace a lesser item with a more powerful shield at any opportunity to upgrade their gear.

On the pages that follow, I am happy to present twelve different magical shields that range in power from the weakest of defenses to the greatest of unexpected abilities. Every shield includes a touch of history, in addition to suggestions for the item's in-game effects, and any one of these would make for an excellent treasure to reward one of the player characters the next time that the party discovers a treasure hoard.

As with all of the releases in the **A Dozen . . .** series, I have described the shields in such a way that you, the GM, will need to flesh out the game effects to suit your chosen system. Fortunately, many games share common terms and expanding these items should not be challenging for the experienced GM.



*“Any magic item must be properly used to have any effect. A magic shield will have no effect unless it is carried normally; a ring must be worn on a finger to get the magical effect.”*

*– Frank Mentzer with  
Gary Gygax and Dave Arneson,  
**Dungeon Masters Rulebook**  
(Dungeons & Dragons  
Set 1: Basic Rules)*

# anatomy OF a SHIELD

1. A title, to help set the mood.
2. A brief overview and introduction, to set the scene/mood.
3. Information on the shield, which includes both any powers the shield may possess as well as a little info on the history of the item.
4. Every shield includes an illustration to help spark your imagination and give you something to show the players: "You have found this."

## 1 SPELLSHELL BLOCKER

Part of a set that includes armor and helm, the Spellshell Blocker is a magical shield that is far more powerful when used with the other pieces of the set than it is when used on its own. Please see **A Dozen Magic Armors** and **A Dozen Magic Helmets** to learn more about the other pieces in this set of magic items.

As with the Protective Spellshell armor and the Spellshell Helmet, this shield is one of several that were made and given to warriors one-thousand years ago. Not as common as the helmet, but not as rare as the armor, this magic shield may be found in the hands of any enemy, tucked safely away in a treasure vault.

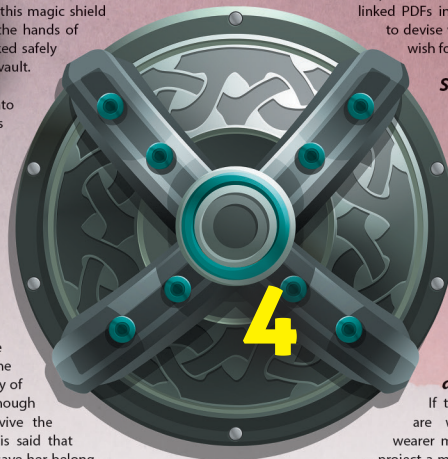
If the party digs into the history of this item and the other pieces of the set, they may learn that the last recorded instance of the complete set being used in battle was when the warrior Larisa Petric faced the armies of the Zombie King. The woman killed many of the King's forces, though she failed to survive the encounter and it is said that the Zombie King gave her belongings to his skeletal champion. The story is that the champion was soon slaughtered by Heero Awedan (see **A Dozen Magic Helmets**, p. 11) and that Petric's helmet, shield, and armor were reclaimed and buried alongside her remains.

Whether or not the slain warrior's grave was disturbed after Awedan returned her possessions to her final resting place is a question that only the GM can answer.

See **A Dozen Magic Helmets**, p. 6 and **A Dozen Magic Armors**, p. 6.

The shield's exact abilities depends entirely on whether or not other pieces of the set are also worn.

**NOTE:** If you do not have access to the linked PDFs in this series, feel free to devise whatever powers you wish for this magical set.



### Shield Alone

On its own, the spellshell blocker acts as +1 shield.

### Shield and Helmet

When worn together, helmet increases the shield's bonus to defense by one, to a total of +2.

### Armor and Shield

If the shield and armor are worn together, the wearer may – once each day – project a magical force field that blocks all incoming damage for five rounds. The force field extends outward from the wearer 10-ft in all directions and protects the wearer and any others within the field's area of effect.

### Armor, Helmet, and Shield

See **A Dozen Magic Armors**, p. 6, for details on wearing all three pieces of the set at once.

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## USING THE SHIELDS

As treasure items, you may simply drop one or two of these into the next hoard that the party discovers when exploring a dungeon or other location. If used in this way, you may want to single out the shield – perhaps by saying it looks unusual – so that the group gives it a little more attention than the latest +1 sword. Of course, every magic item should be special in some way, so it may require as little effort as stating "the item glows faintly in the dark of the dungeon" to alert the party that the item is in some way special.

**Loot.** If used as loot, the shield is intended to be exchanged for gold just as soon as the party finds a willing buyer. Loot items should often be small and light, making it easy for the party to transport them back to town.

**Adventure.** A shield that is used to spark an adventure is one that has an owner and a past. When you use a magic item as an adventure hook, it works best if you have some setup before the party finds the item.

**Curse.** The worst treasure of all, cursed items look like a reward and are in fact a punishment. Be careful not to drop too many cursed items into your campaign. You want the party to desire treasure, not run from it.

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# HOLY GUARDIAN

*The cleric Atreju Ermel carried this shield during his many years as an adventurer, using it to protect himself and his companions during their exploration of the world's dungeons. Ermel found the shield in the hoard of Pynothagius, an ancient green dragon who lived deep in the forests of the Scavengers. The shield may only be used by good-aligned characters; it will burn any evil character that attempts to wield it in battle.*

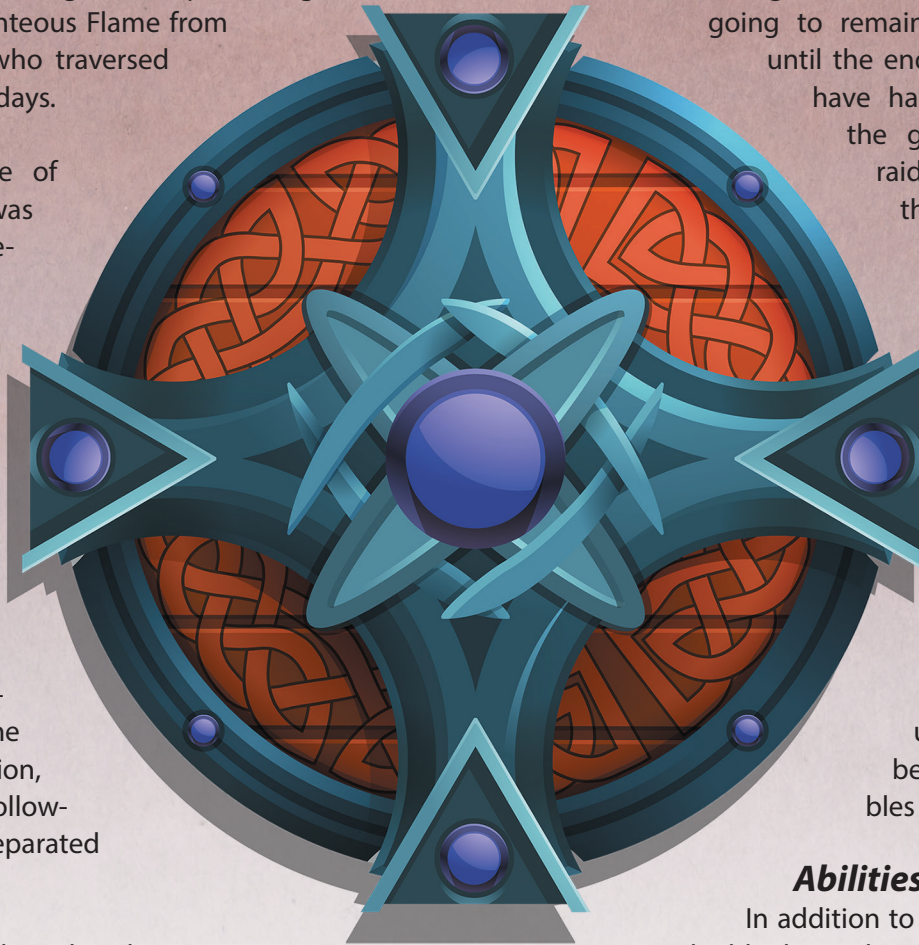
Crafted during the Age of Troubles, the shield is one of many of an identical design that were given to the 100 knights who were charged with protecting the Temple of Righteous Flame from the evil savages who traversed the lands in those days.

When the Temple of Righteous Flame was destroyed by demonic forces, over half of the temple knights were killed and their equipment – including their magical shields – was erased from existence by the demons' powerful spells. The survivors scattered, fleeing the scene of destruction, and the temple's followers were forever separated by the disaster.

In the years that followed, as the remaining knights did what was necessary to survive, they wandered farther and farther from the temple until, as the knights died and their gear was claimed by others, the shields were scattered so widely that many who encountered one thought that it was a unique item. Those sages, scholars, and experts in arcane items and artifacts carefully recorded the location of each shield as they surfaced in different parts of the world, though no one person ever knew the location of each of the surviving shields.

When the cleric Atreju Ermel was buried with his gear, those closest to him assumed that the shield – along with his magical hammer and rings – were going to remain with his remains until the end of time. That may have happened, if not for the grave robbers who raided the fresh grave the same day that the cleric was buried.

The shield's exact whereabouts is unknown at this time. Chances are, it was sold to someone who then died in a dungeon in the nearby woods. Perhaps, when exploring an underground chamber, the party stumbles across the shield.



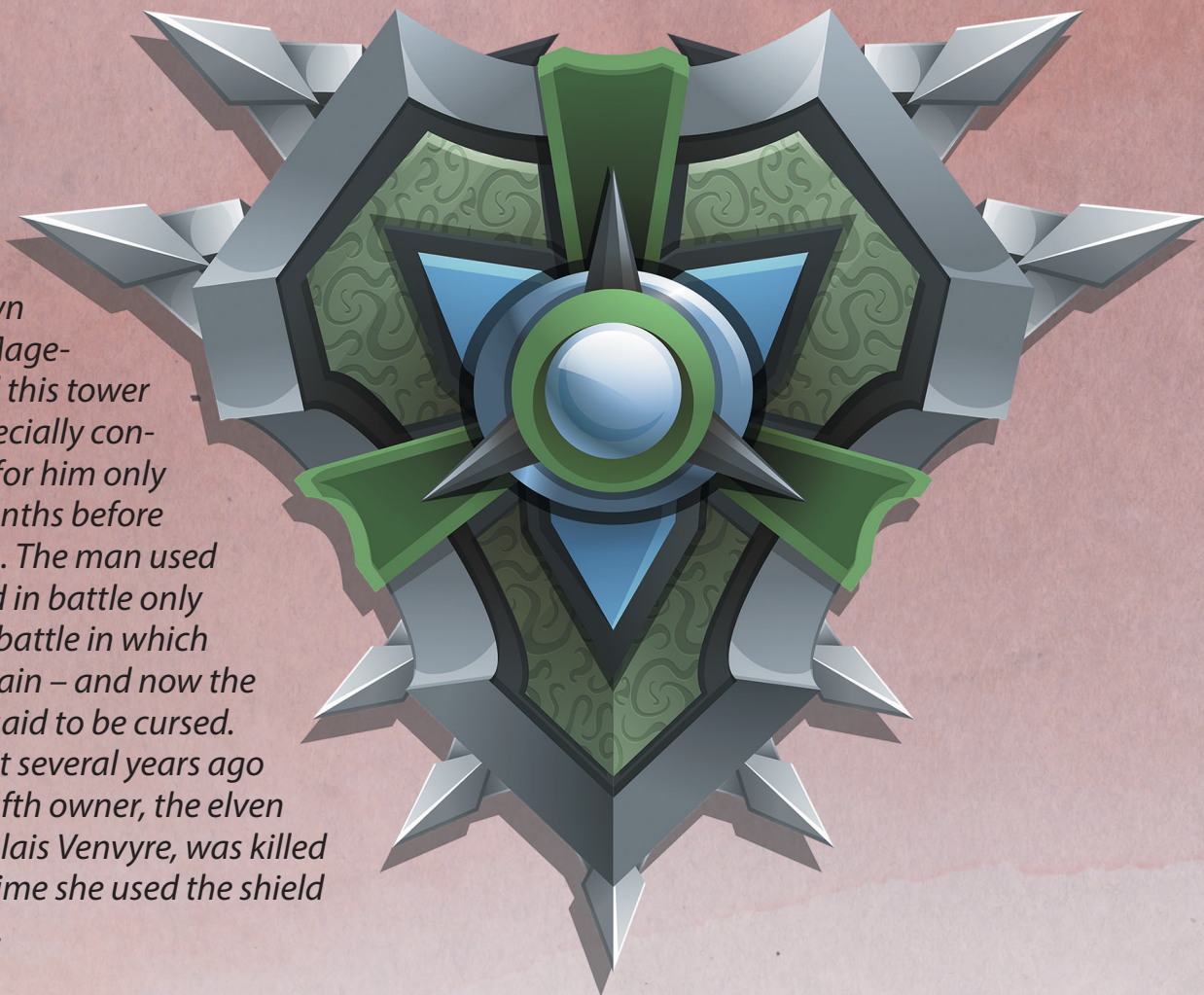
## Abilities

In addition to functioning as a +3 shield, the Holy Guardian grants the user a few different powers:

- The ability to cure light wounds, as a 1st-level cleric, once each hour.
- Once each day, the shield's wielder may surround himself and all friends within 10-feet in a holy aura that grants each one of them a +2 to attack and damage rolls for five rounds. Any who stray more than 10-feet from the shield's user lose this bonus.
- Once each week, the shield's user may instantly heal 3d6 points by touching the intended recipient.

# mageclaw's TERROR

*The warrior known only as Mageclaw had this tower shield specially constructed for him only a few months before his death. The man used the shield in battle only once – a battle in which he was slain – and now the shield is said to be cursed. It was lost several years ago after its fifth owner, the elven warrior Alais Venvyre, was killed the first time she used the shield in a fight.*



Similar in appearance to the Orcskin Shield (see p. 11), Mageclaw's Terror is perhaps best known for all of the wrong reasons: the shield is considered to be a cursed item and those who recognize it will refuse to touch the shield for fear that they will be impacted by the curse.

## **A Cursed Shield**

While almost anything bad could happen to someone using a cursed shield, GM's are encouraged to only place Mageclaw's Terror into the hands of a character who is being eliminated from the campaign. Do you have a member of the gaming group who no longer has time to attend and will be leaving? Take that player aside and discuss the situation, suggesting that they join in one last session where their character will find a magic shield . . . and then immediately die. This will have a lot more of an impact on the other players if they're unaware that their companion is leaving the group.

## **Are There Any Benefits?**

Unlikely, though the GM may wish to hide the shield's true nature by giving the item a small bonus to defense. Perhaps the shield is a +3 magic item that, over time, loses its benefit. How would a PC react if they discovered that the magic shield that granted a +3 to defense changed each time that the character was attacked? The first attack against the character, the shield is a +3, then a +2 against the second, a +1 against the third, no bonus against a fourth attack . . . and then things get bad as every subsequent attack gains a cumulative +1 bonus to strike the shield's bearer.

As you can see, the shield is a nasty piece of work and one that the PCs will want to avoid at all costs. Unfortunately, a character who picks it up cannot drop it until they die or a remove curse spell is cast on the shield's current owner.

# THE SHIELD OF WOUNDS

*This shield was lost decades ago when the warrior Volker Weishaupt dropped it during his escape from the Mines of Virdan as he fled the great dragon, Ossikarth. Though Volker considered the shield a valuable and important tool, he chose life over riches after the shield fell as he crossed one of the Mine's many stone bridges. The man always intended to return and search for the shield, but he never made it back to the Mines before he died.*

After Weishaupt dropped the shield, it spent several years on the banks of a gentle, slow-flowing river that snaked its way through the lower levels of the mines.

The shield likely would have remained there for many more years if not for Tina Taneva and her sister Simona, two sorceresses who had less control of their arcane powers than they realized. While exploring the Mines of Virdan, the women were attacked by a minor demonic beast and, in their haste to extinguish the monster's flaming swords, the two unleashed a flood of summoned water that exceeded their expectations. The water destroyed the bridge that they were standing on, killing both of them, and then the massive flood of water overflowed the river's banks at which point the shield was caught up and swept downstream.

By the time that the waters had subsided and the had river had returned to its calm, native state, the shield was washed from the Mines and eventually ended up on the shore many miles downstream, where it was found by a farmer who traded it for a pair of cows.

After a few years, the shield's owner – who used it only as decoration in his home – died of natural causes and his possessions were passed down to his children. The youngest of them, Stefo Georgiev, sold the shield in the city to a merchant who, to be fair, ripped the young man off. It now sits there, waiting to be purchased.



## **The Shield of Wounds**

This magical item grants the user a +2 magical bonus to resist attacks. Also, once per day as a free action, the shield's wielder may unleash the shield's magical power to wound others; any living characters or creatures within 20-feet of the shield when this power is activated immediately suffers 1d6+2 points of magical damage. The shield does not allow the user to designate targets; all living characters or creatures within the affected area are harmed by the shield's power.

When used, the wounding power appears as a flash of silver, glowing light that radiates outward from the shield in the shape of thousands of spectral needles. The effect is instantaneous and pierces all mundane armors; a target wearing magical armor (or possessing natural magical defense against attack) has a 50% chance of suffering only one-half damage (round up) from the shield's wounding attack.

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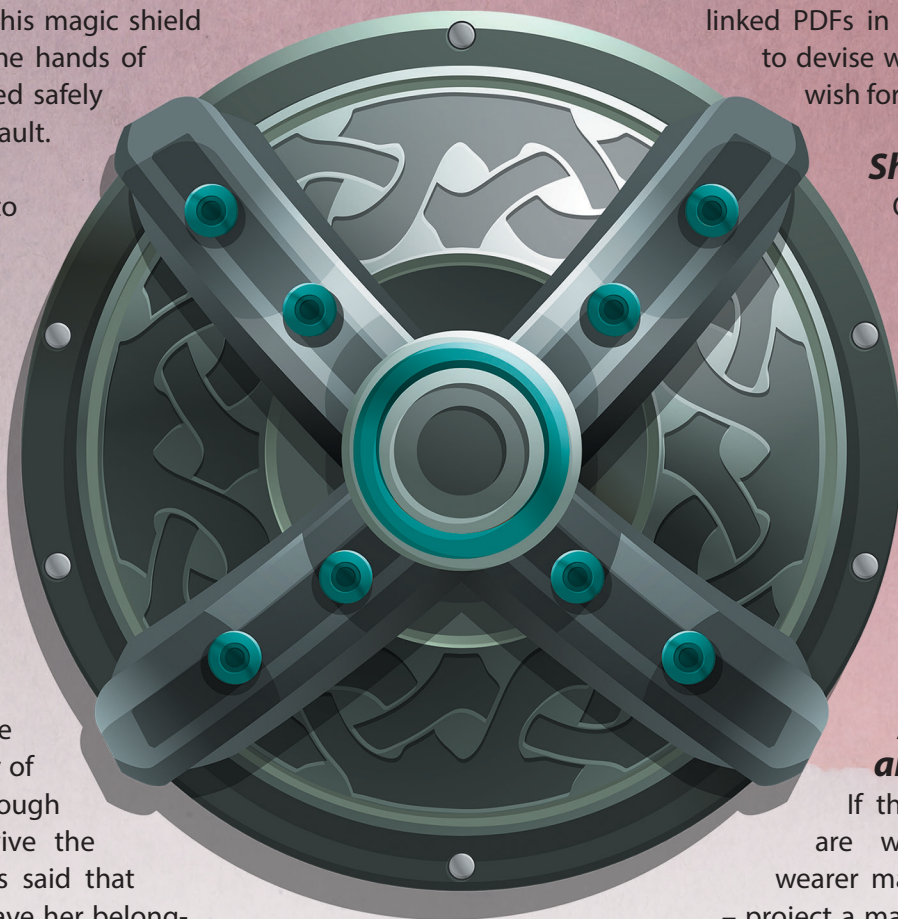
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# SHIELD OF THE DWARVES

*This shield was once used by the dwarven warrior, Motralsia Orcbreaker, during her years defending the dwarven clans that once lived deep beneath Mount Frostlance. Along with a magically bonded suit of armor and helmet, the shield gave Orcbreaker the power she needed to protect her people from all manner of threats.*

Lost for decades, the Shield of the Dwarves is a legend, a well-remembered magical item that is spoken of by the bards and sages of the lands when they tell of Motralsia Orcbreaker and her work protecting the dwarves of Mount Frostlance. The item was last seen in the hands of Oriz Hardbasher, a dwarven warrior who had dreams of collecting the set. Unfortunately for Hardbasher, he fell into an underground river while exploring one of the many dungeons of the land; the dwarf and all of his gear – including the shield – have not been seen since that day.

This shield grants the user a +1 bonus to defense (+2 if it is used while wearing the Armor of Dwarven Stoicism) and the wearer may heal an ally – once per day – by touch. This requires a full action and heals 2d4+1 points.

## **Shield and Helmet**

Anyone carrying both the shield and wearing the helmet gains the powers of both as well as the benefit of darkvision (50-ft).

## **Where is the Shield?**

The helmet is in the hands of the goblin king Brugs Fung (see **A Dozen Magic Helmets**, p. 7), the armor is in

the hoard of the dragon Zazzurri (see **A Dozen Ancient Dragons**, p. 4), while the shield is – surprisingly – safe and secure in The Enchanted Scabbard (see **Fantasy City Sites and Scenes**, pp. 24-25), one of many small

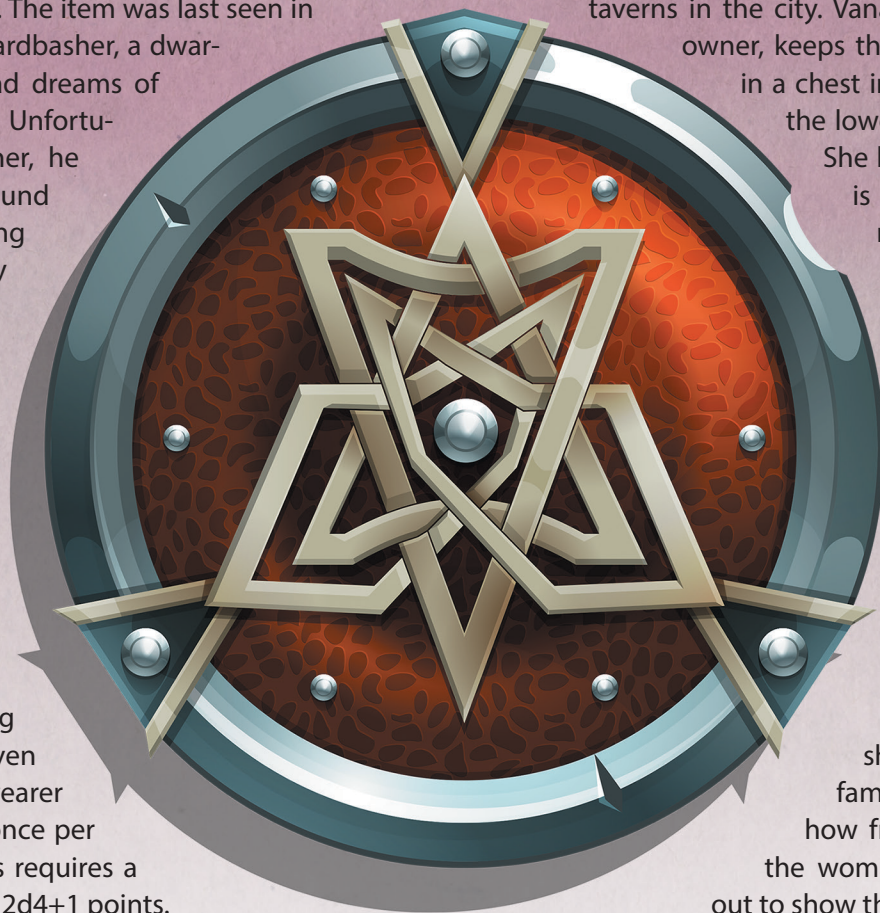
taverns in the city. Vana Granic, the tavern's owner, keeps the shield locked away in a chest in her private room in the lower level of the tavern.

She knows that the shield is magical, but she has no idea of its history or that it is part of a set of magical items.

Perhaps the PCs are visiting the "Scabbard" after finding either the helmet or armor and Granic overhears the PCs speaking of a magic shield that, she realizes, sounds familiar. Depending on how friendly they are with the woman, she may bring it out to show them.

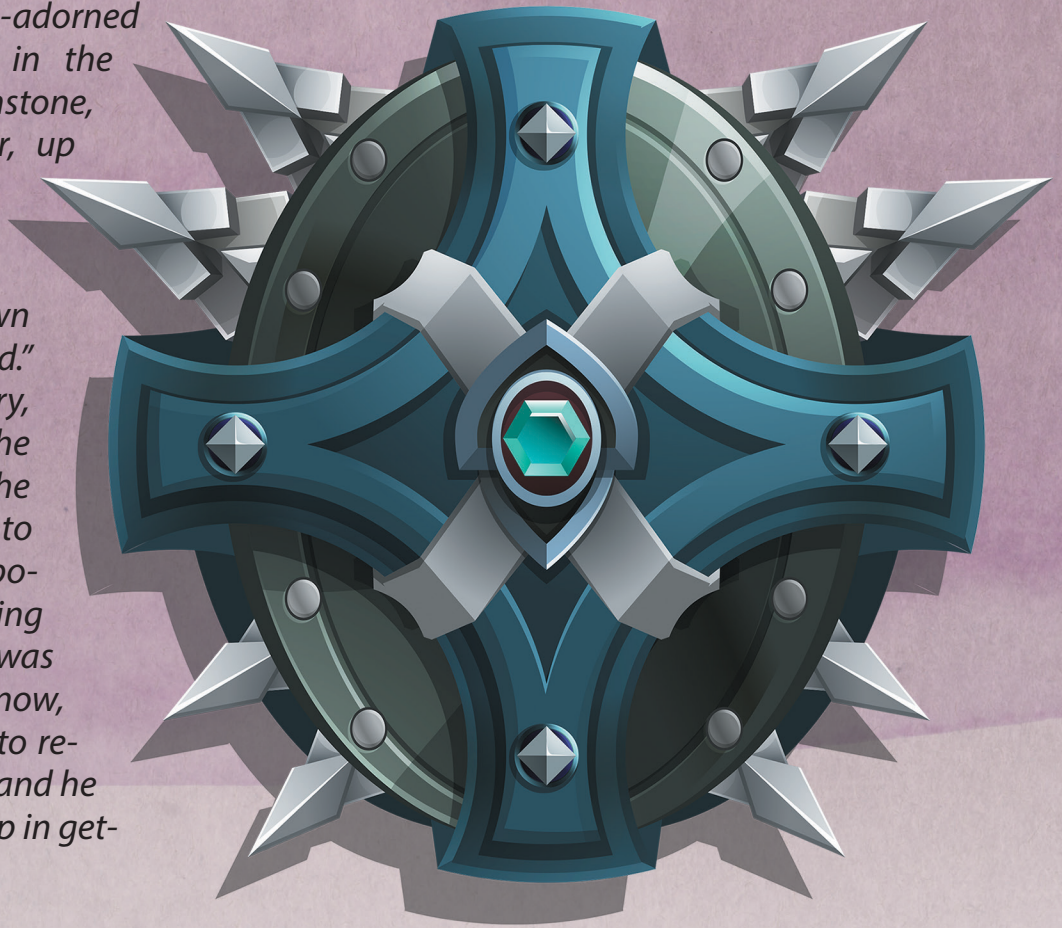
Or, even if they don't mention the shield in her presence, there may come a day when Granic needs adventurers to perform a task for her. Does she have a shipment of wine coming in that needs guards? Is there a friend who got himself lost in a nearby dungeon and she needs heroes to rescue him? Regardless of the specifics, it is possible that Granic will offer the shield as payment to the heroes if they will help her in some way.

See **A Dozen Magic Helmets**, p. 7 and **A Dozen Magic Armors**, p. 7.



# IRONSTONE'S SPIKEWALL

*This jagged, spike-adorned tower shield was in the possession of Ironstone, a dwarven warrior, up until a few weeks ago when he lost it in a dice game at a tavern known as the "Scabbard." Ironstone was angry, and insists that he was cheated, but the dwarf was unable to prove that his opponent was cheating and so the shield was lost. Ironstone is now, some say, plotting to reclaim the shield . . . and he may need some help in getting the job done.*



When leaving The Enchanted Scabbard (see **Fantasy City Sites and Scenes**, pp. 24-25) one evening, the PCs are approached by a dwarf who introduces himself as Ironstone Roughcut. *"Son of Heartstone Roughcut,"* he adds as he bows. The dwarf tells the party that he is searching for a few skilled warriors to help him get back a shield that was stolen from him a few days ago.

*"It were me father's,"* the dwarf tells the PCs after he invites them to join him at a different tavern so that he can lay out his offer.

Ironstone promises to pay each of them ten gold coins if they'll assist him in reclaiming the shield from one who he calls a thief and a coward. *"Nela Bottova,"* he names her, *"and she's one you'll want to keep a close eye on."*

If the PCs agree to aid the dwarf, he cheers happily and buys each of them another drink. After downing his ale, he stands up. *"Let's go, then, and deal with that lying thief!"*

Though Ironstone is unhappy about the situation, Nela Bottova did win the shield fairly; she may be a thief, a liar, and a killer, but she's not one to try and pull a fast one in a tavern that she frequents regularly.

When confronted by the dwarf and his hired help, Nela Bottova tries to convince the adventurers that she won the shield fairly and did not cheat. Any heroes who choose to listen to the woman speak may make skill checks (as determined by the GM) and may, depending on the results, decide that she is telling the truth. Ironstone refuses to leave the shield in the woman's hands, but maybe there's a way to resolve this without violence?

## **A Minor Magic Item**

For as important as the shield is to Ironstone Roughcut, it's actually nothing more than a +1 magic shield and possesses no special powers or abilities. If it were not for the fact that it was his father's, Ironstone would likely drop the entire situation and forget about the shield.



# RANGER'S LOCKED DOOR

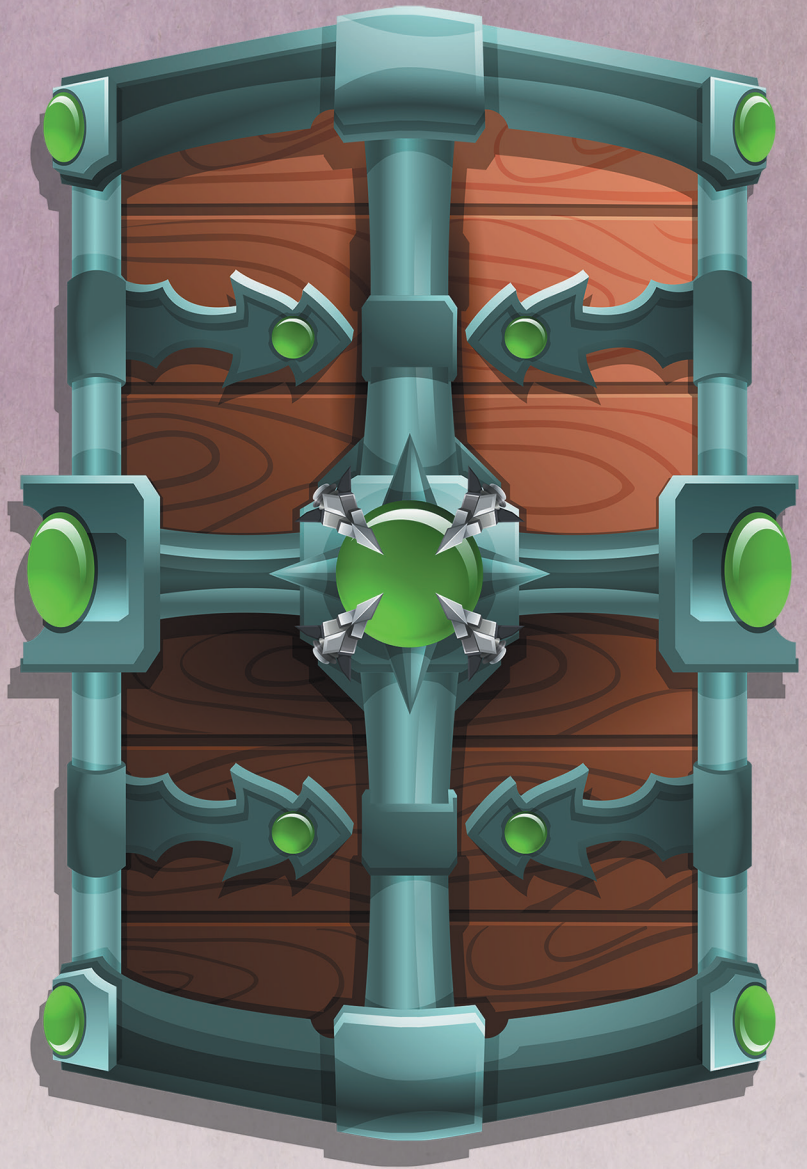
*While anyone may use this magical tower shield, it is most powerful when in the hands of a ranger.*

*This shield was originally crafted for the ranger Fawzi el-Kazi, a young soldier of King Theodon Adalbertus. Fawzi went on to become one of the King's most-trusted huntsmen, and he used the shield in many battles before his life was lost at the dagger of an evil assassin.*

The tower shield provides a +2 magical bonus against attacks and, when used to block a magical attack, has a 10% chance of redirecting the magical energy of that attack back on the attacker (the damage that would have been applied to the shield's user is instead inflicted on the attacker).

If a ranger carries the Locked Door, that character's bonus to defense is increased to +3. Additionally, the ranger may – at any time as an attack action – stand the shield in an open doorway, hallway, or passage and instantly will the shield to barricade the area. The shield grows until it fills the space as magical hinges sprout from one side and embed themselves into the material on one side of the wall or passage. This newly-installed “door” is automatically locked and can only be opened by magical means, a very skilled thief, or if the shield's owner wishes the door to unlock.

This “door” remains in place until the shield's owner wills the shield to revert to its normal form or that character dies. A Locked Door is an unusual shield and there are fewer than a dozen known to exist in the world. This particular shield was claimed by the assassin who killed el-Kazi; the shield's location is currently unknown.



## **Hall of Locked Doors**

In one of the land's many dungeons, the fallen ranger Sufyan Nusayr has claimed the lair as his own and uses his skills as a ranger to trap beasts in the forest that he then lets wander the dungeon to act as guards. Nusayr devoted a few years of his life to seeking out the Locked Door and has, as of this writing, located six of the existing shields and taken them from their owners.

The ranger has now used all six of the shields as doors in his dungeon home, filling one hall – the passage that connects a side tunnel in the dungeon to a chamber that he has made his sanctuary – with the six magical doors.

The ranger has taken steps to ensure that the shields die if he dies, though, paying wizards to curse each item. They are now bonded to his life force and if he dies, the shields will crumble to dust.

# PALADIN'S BARRICADE

*Alex Olinescu, defender, protector, and servant of the God of Purity, inherited this shield from his father, the paladin Soare Olinescu, shortly after the man's death. Unlike many an adventurous warrior, the elder Olinescu was lucky enough to die of natural causes in his bed. The younger Olinescu, Alex, was not quite as fortunate as his father; the man was slaughtered by bandits while traveling the road to Hightown.*

Though known as the Paladin's Barricade, this large shield may be used by any warrior; while Alex Olinescu was a true paladin, his father was merely an experienced fighter who served many years as both a mercenary and as an adventurer.

When carried by a paladin, the shield grants the character a +2 magical bonus against attacks by any evil character or creature. This bonus is in addition to the shield's basic +1 magical defensive bonus, but protection against direct attacks is not the shield's strongest power or where it earned its name.

Only in the hands of a paladin can the Barricade show its true nature. Once during any battle, a paladin carrying the shield may shout out a prayer to any good-aligned god and trigger the shield's ability to embed itself into the ground – any surface, even the rockiest of soils as well as crafted stone flooring – and form a five-foot tall wall of metal and wood that encircles the shield's user. This magical barricade may be of any size the user wishes (up to a 20-foot circle) and it grants all those within the enclosed area a holy +1 bonus to resist any mundane or magical attack.

The magical barrier, once in place, will remain standing only so long as the shield's owner concentrates. If the character takes any action beyond walking one or two steps in a single round, the shield reverts to its natural form and the wall vanishes from sight.

The Paladin's Barricade is a valuable object and though few of them exist, paladins who are aware of these magical shields will certainly hope to find one to add to their belongings.

Rumors of an evil version of the shield, the Anti-Paladin's Barricade, may or may not be true as decided by the GM.

*"These shields possess great power and should be held triumphantly in the hands of those who find them."*

*– Robyn "Remedeez" Nix,  
**Shields of Wonder***



# ORCSKIN SHIELD

*Created at the same time as the shield best known as Mageclaw's Terror (see p. 4), this tower shield is considered a sibling of that (possibly cursed) magic shield. Unlike the Terror, the Orcskin Shield served its owner well for several years, protecting the man from harm many times.*

*The shield's original owner, the orc Magra Gomoku, was killed at the hands of his companions when they discovered that he was stealing from them as they slept.*



After Magra Gomoku's death, the shield was claimed by Yazgash Mor, a particularly nasty orc warrior who used the shield to protect her against many a deadly blow that would have otherwise killed her. Though it is a tower shield, Mor was such a broad, imposing figure that the shield looked far smaller in her hands than it truly was. Tall even for an orc, Mor would growl and scream at her opponents before smashing them with the shield and finishing them off with her axe.

When Yazgash Mor died, it was at the hands of a party of adventurers who claimed the shield from her remains. Those same adventurers then sold the shield to Elias Wouters\* who placed the item for sale in his small shop, All the Best Wares, where it sits to this day.

## **Spiked Bash**

While the shield offers no magical enhancement to its defensive capabilities (treat it as a normal tower shield when calculating what protective bonuses it may offer), it does have a few magical powers that can be especially deadly in skilled hands. The shield's least powerful ability is when it is used to bash others in battle.

See **A Dozen Shocking Betrayals**, p. 14.

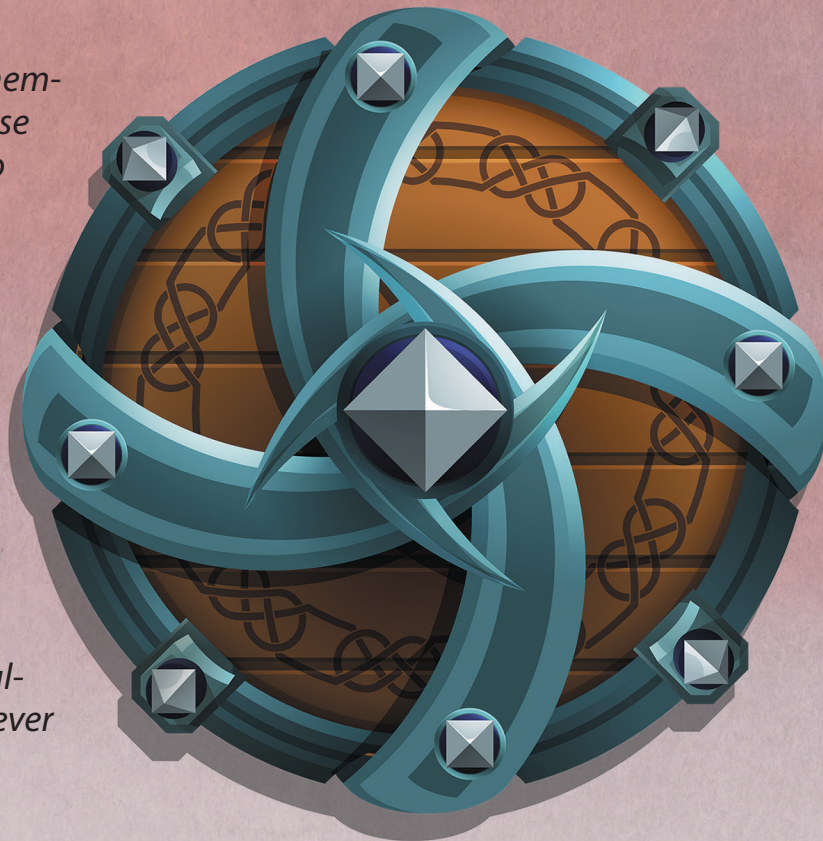
By crashing the shield into a foe, the user can skewer opponents with the sharp, jagged spikes that ring the shield and protrude from its center. When used in this way, the spikes inflict 1d8 points of damage (plus whatever strength bonus the user may have) and there is a 10% chance that the attack will unleash a magical shock that stuns the target for one round. When stunned, the shield's victim may make no attack, cannot speak, and may only move at 1/4 their normal speed. The stun attack can be fatal for a victim who is alone; the shield's user can easily finish off the target while they are stunned.

## **Fortress**

The shield's most powerful ability is one that few are aware of, including some of those who have carried the shield over the years. When someone first picks up the shield and raises it in a protective stance, there is a 5% chance that the shield will reveal – through a telepathic message – that it can also serve as a fortress. Those who know of this power may, once each week, place the shield on the ground and command it to turn into a wood and metal building 10-foot square; the shield itself becomes the building's door. The shield reverts to its normal form after twelve hours.

# CYCLONE DEFENSE

*Named for the shield's most memorable power, Cyclone Defense is a unique item that has yet to be replicated by any wizard or mage. A lot of the reason that the shield's power has not yet been duplicated is that the creation of the shield itself was an accident when an air elemental and powerful spellcaster fell through a portal and both were forever lost. All that survived the accident was a shield – an item of treasure that the spellcaster was hauling to town to sell – that was forever changed by the strange event.*



When the wizard Sha Gegievvy died in the freak planar accident, none would have guessed that a random item that the wizard was carrying would be forever transformed in the incident. When the shield tumbled through the gate, it was infused with both Gegievvy's soul and the air elemental's powers.

When wielded, the shield grants a magical +1 bonus to defense. That minor bonus alone makes the shield useful to many inexperienced warriors, but it is the shield's more unusual properties that makes it such an incredible find for anyone lucky enough to stumble across it.

Once per day, at will, the wielder may change into a whirling, twisting force of nature that acts as a brutal cyclone. The shield's user – as well as all carried and worn possessions – is effectively an air elemental and may draw upon the powers of the magical creature (as determined and allowed by the GM). This transformation lasts for 2d4+1 rounds or until the shield's user chooses to end the effect. When in this form, the shield's wielder is treated as if they were an elemental.

In addition to the ability to change into an air elemental, anyone carrying Cyclone Defense may project a magical gust of wind – once each hour – that may knock over human-sized characters and creatures, blow open doors and windows, and generally cause minor destruction as if a powerful wind burst had suddenly shaken the targeted area. This gust of wind is treated as if it were a spell for purposes of spell resistance and similar abilities.

## ***The Missing Shield***

After Gegievvy's death and the creation of the shield, it was first used by the warrior Palladius Rhanga. The man carried the shield from the day that he found it until his death, and he used it often in battle to surprise and overwhelm his opponents. Rhanga died at the hands of an air elemental, where he learned (too late) that beings from the elemental plane of air are immune to the shield's magical effects.

The shield was claimed by the elemental that killed Rhanga and it has not been seen since that day. Where the shield is resting is up to the GM to decide.

# HINDAR'S SHIELD OF LIES

*While most magic shields are created to assist the wielder in battle, this unusual item was crafted for the thief and swindler Cesar Alguacil, who used the shield's powers to amplify his already masterful skill at deceiving others. You see, when in combat, the shield acts as any standard shield, but when slung over the back, the item's arcane powers boost the wearer's ability to fast-talk others.*

Cesar Alguacil spent the majority of his time in the city, working the streets and alleys at night while making an appearance in many of the taverns during the day where he could try and convince others to trust him. The Drunken Sailor (see ***Fantasy City Sites and Scenes***, pp. 26-27) was one of his preferred hangouts, and Cesar took advantage of many of the tavern's patrons until Nurgal Daureneva, the owner, threw him out and threatened to have him killed if he ever returned.

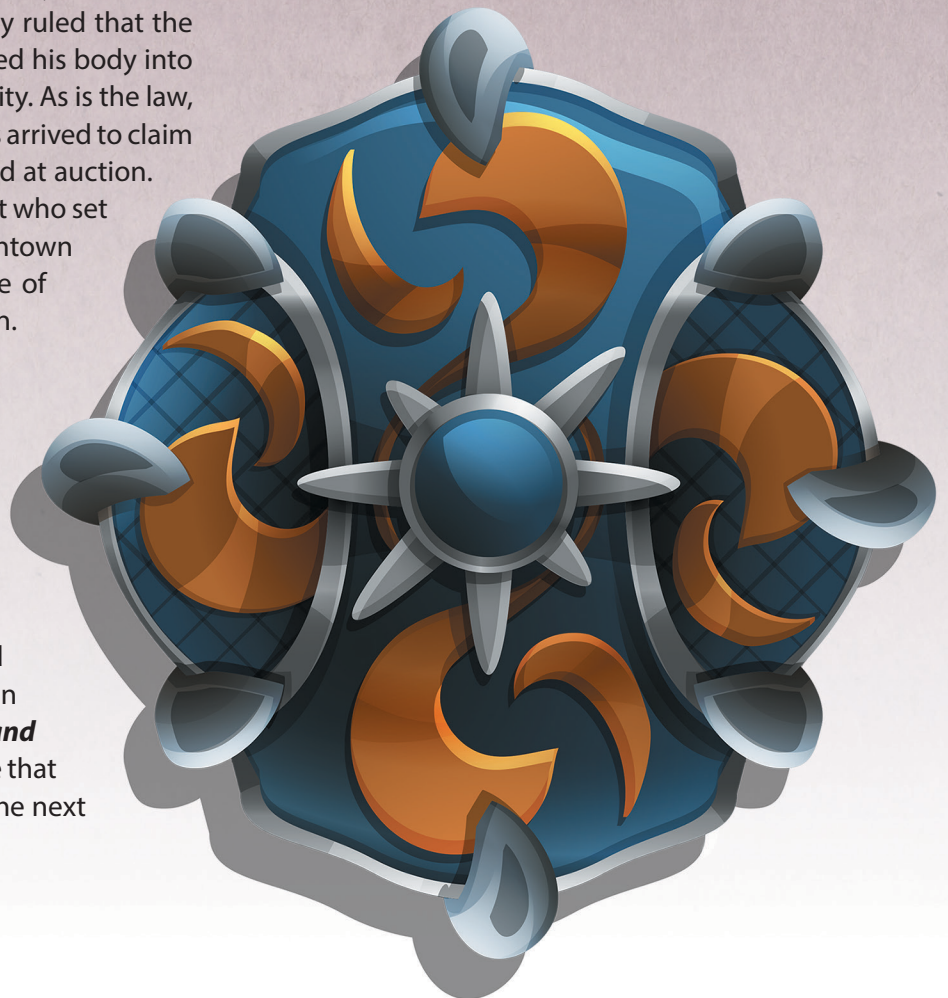
It turned out that the threat was unnecessary. Later that same day, after Cesar tried to fast-talk the wrong wizard, the swindler was found dead in an alley. The watch looked into the matter, but they quickly ruled that the man was killed in an accident and tossed his body into a mass grave on the outer edge of the city. As is the law, when none of Cesar's friends or relatives arrived to claim the body, all of his belongings were sold at auction. The shield was purchased by a merchant who set off the following day on the road to Hightown where he planned to try and sell some of the goods that he bought at the auction.

Unfortunately for the merchant, he didn't make it far before thieves, under orders from Alexandre Bechtold (see ***A Dozen Guild Leaders***), stopped the man's small caravan and slaughtered every member of his party. The shield has not been seen since, though those in the know suspect that it was sold to Jimi Brinley, who is known to deal in stolen goods (see ***Fantasy City Sites and Scenes***, pp. 16-17). If so, there's a chance that the heroes will find the shield for sale the next time they visit the man's shop.

## **The Shield's Power**

As has been mentioned, the Shield of Lies offers no magical bonus to defense. Where the shield is most useful is when the wearer enters into negotiation and conversation with others. The shield grants a +4 bonus to all attempts to deceive others, which the GM will adjudicate as appropriate.

Additionally, the shield increases the wearer's social skills, providing a +2 bonus to any skill involving persuasion, such as convincing others to take actions that make little real sense.



# THE LOST SPELLSHIELD OF THE ARCANIST

*Once owned by the arcanist Akbar Jahangiri, a guard at the a once-great fortress that guarded the trade road between Hightown and Deepheaven, this shield is said to have protected the man against spells unleashed by opposing spellcasters. Bards and sages lost track of the shield when it, and Jahangiri's magic armor, were taken along with his corpse after he fell at the Blood Moon Feast.*

Though not an exact match for the armor that he also created, Akbar Jahangiri used this magic shield until his death and it served him well in dozens of encounters. The shield grants a +2 bonus against all physical attacks and, if brought into contact with Jahangiri's magic armor (see **A Dozen Magic Armors**, p. 14) the shield increases the armor wearer's spellcasting ability to cast any of the listed spells – Detect Magic, Flaming Touch, Lightning Bolt, or Shield – to three times each day.

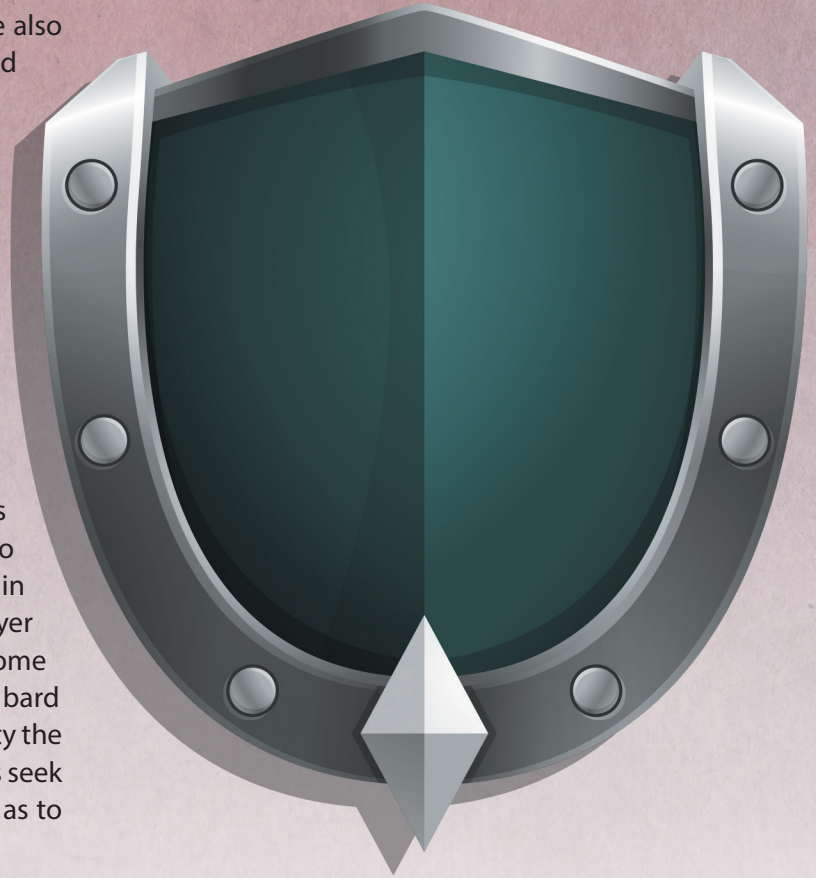
The shield and armor of Jahangiri – as well as his spellbook (see below) – were taken by raiders after the Blood Moon Feast and each were sold to different merchants. The shield is most likely lost in some ancient armory or treasure hoard, but the player characters may encounter the shield when they come across an opponent who is using it in battle. A PC bard may make a successful knowledge check to identify the shield, or the GM may require that the adventurers seek out a sage to learn of the shield's past . . . as well as to learn of the existence of the armor.

## **Jahangiri's Spellbook**

More valuable than the shield, though, is Jahangiri's lost spellbook that was also taken by the raiders following the Blood Moon Feast.

A large, thick tome made of dried leathers and wooden planks and decorative elements, the spellbook was never designed for travel and was only on Jahangiri's person because he was on his way to a wizardly meet when he was thrust into the battle of the Blood Moon Feast. In fact, it may have been the weight of the spellbook that

See **A Dozen Magic Armors**, p. 14.



contributed to his failings in that battle; the book was in his backpack and its considerable weight restricted his movement and speed. Unfortunately for the deceased spellcaster, he thought the book so important that he dared not drop the backpack during the battle.

There are 4d6+10 different spells detailed in the book, as well as enough blank pages that a wizard could record another 4d6 spells in the book. If the party comes across the spellbook, they find that the wizard also used it as a makeshift journal; what secrets of the past can they learn by reading Jahangiri's spellbook?