

ote:

Most shields require one hand free in order to equip them. If you are using a two-handed weapon, you cannot use a shield.

Notation:

Icon/Name/Scenario/AC Adjustment/Weight/Class/Race/
/Other (optional)

Standard Shield

Shield/CB,PP,GM,CC,DN/-2/150/
/F,P,R,C/All

Magic Shields

*Shield of Protection (X24)/GM,DN/-2/190/
/F,P,R,C/All/Luck+4, Cast Protect From Evil (X24)

*Shield of Magicks/DN/-2/143/
/F,P,R,C/All/Magic Res.+5, Pro. 2nd Level

Shield +1/CB,PP,GM,CC,DN/-3/150/
/F,P,R,C/All

Iron Scales +1/CB,PP,GM,CC,DN/-3/75/
/F,P,R,C/All

*Shield of Healing +1 X36/CB,PP/-3/90/
/F,P,R,C/All/Cast Heal Light Wounds (X36)

*Shield of Happenstance +1/GM,CC/-3/167/
/F,P,R,C/All/Luck+3

*Deaths Head Shield +1 (X6)/DN/-3/125/
/F,P,R,T,C/All/Cast Death (X6), equip w/out free hands

Shield +2/CB,PP,GM,CC,DN/-4/79/
/F,P,R,C/All

*Shield of the Blue Oxen +2/PP,GM/-4/143/
/F,P,R,C/All/Regenerate

*Shield of Hawk Sight +2 (X24)/PP/-4/118/
/F,P,R,C/All/Cast Light (X24)

*Dragon Breath +2 (X12)/GM,CC/-4/112/
/F,P,R,C/All/Cast Flame Breath (X12)

Shield +3/GM,DN/-5/150/
/F,P,R,C/All

*Saurons Bane +3/??/-5/160/
/F,P,R,C/All/Magic+1, Magic Res.+5, Protection from Evil

*Hellsbane +3/??/-5/180/
/P,C/All/Magic+1, Bless

*Shield of Shields +4/GM,DN/-6/120/
/F,P,R,C/All

*Emeral Alloy Shield +4/DN/-6/180/
/F,P,R,C/All/Magic Res.+5

*Ruby Shield +4/??/-6/145/
/F,P,R,C/All/Magic+1, Mental Protection

*Band of the Unicorn +5/??/-7/160/
/F,P,R,C/All/Magic Res.+5, Electrical Protection

*Hells Caretaker +5/??/-7/175/
/F,P,M,C/All/Magic+2, Fire Protection

Cursed Shields

*Sir Robbins Shield -3/??/3/120/
/F,P,R,C/All/Magic-3, Move+12, Fear

/Disguised as Hells Caretaker +5

*Shield of Entanglement/GM/2/173/
/F,P,R,C/All/Entangle
/Disguised as Shield of Shields +4

*Shield of Vulnerability -1/CC/1/130/
/F,P,R,C/All/
/Disguised as Shield +3