

Boundless Magic VIII

Magic Shields I



RT WYNTER



Boundless Magic: BM006 – Magic Shields 1

Designer: RT Wynter

Design Consultant: Paul Avistan

Editing & Playtesting: John “Buck” Buchanan, Jennifer Hansen, Natasha Mariska, Elora Probyn,
Rebecca Ryan

Special thanks to anyone who has been a part of the PPRPGS, Team Duffle, and The Captain’s
Crew

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See
[/pathfinderRPG](#) for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee
compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying
Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game
Compatibility License. See [/pathfinder/rpg/compatibility](#) for more information on the compatibility license.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying
Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License
version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters,
deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously
been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this product are
Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other
than the material designated as Open Game Content may be reproduced in any form without written permission.

BM006 – Magic Shields 1 © 2019, Aeon Forge. All Rights Reserved. Aeon Forge, the Aeon Forge logos, Vault of
Heroes, the Vault of Heroes logos, GateWalker, the GateWalker logos, Boundless Magic, and the Boundless Magic
logos are trademarks of RT Wynter.



Aeon Forge
aeonforge.wixsite.com/home
AeonForge@outlook.com

MAGIC SHIELDS

Ancestor Shield

CL: 15th	Weight: 5 lbs.	Price: 20,153 GP
Aura: strong transmutation		
Slot: shield		

This light wooden shield has ancient runes painted or carved on its face.

Crafted by shamans to grant its wielder the power of the ancestor spirits, an ancestor shield functions as a +1 ghost touch light wooden shield.

Once per day on command, the shield can grant its bearer the aid of the ancestors. This aid comes in the form of one of the following spell effects, choose by the bearer; Bear's Endurance, Bull's Strength, Cat's Grace, Eagle's Splendor, Fox's Cunning, or Owl's Wisdom. This effect last for 1 minute.

Construction Requirements	Cost
Craft Magic Arms and Armor, bear's endurance, bull's strength, cat's grace, eagle's splendor, etherealness, fox's cunning, owl's wisdom	10,153GP

Archer's Shield

CL: 7th	Weight: 7 lbs.	Price: 19,909 GP
Aura: moderate illusion		
Slot: shield		

This +2 light steel shield is shaped in such a way that it allows the wielder to properly hold and shoot a shortbow (though not a longbow) while still benefiting from the shield bonus.

Up to three times per day as a free action, the wielder of an archer's shield can command the next arrow fired to trail a line of sparkling violet flame in its wake.

If a creature is struck by this arrow, the target is affected by an isolate spell for 8 rounds, causing the target to become invisible and silent, but only to its allies.

Any creature with an attitude of indifferent or worse toward the target, and any creature that wishes the target harm, can see the target normally. The target can see and hear itself, can cast spells with verbal components, and can use command words normally, but any effect that requires allies to see or hear the target does not function. An ally that can see invisible creatures can both see and hear the target of isolate.

If the target succeeds at a DC 15 Will save, the duration of the isolation is reduced to 1 round.

Construction Requirements	Cost
Craft Magic Arms and Armor, isolate, creator must be proficient with a shortbow	10,009 GP

Dragonwing Shield

CL: 5th	Weight: 10 lbs	Price: 17,257 GP
Aura: faint transmutation		
Slot: shield		

This is a +2 light fortification heavy wooden shield. The shield is carved in the shape of folded dragon wings. Once per day, it can be commanded to fly (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round.

Construction Requirements	Cost
Craft Magic Arms and Armor, fly	8,707 GP

Egis of the Void

CL: 7th	Weight: 10 lbs.	Price: 32,155 GP
Aura: moderate evocation		
Slot: shield		

The matte surface of this +1 light fortification voidglass buckler is cold to the touch. The shield's face contains a disorienting field of flickering stars.

On command, the wearer of this shield can take 1 point of Wisdom drain to banish a single creature within 30 feet into the void. The target of this ability must succeed at a DC 16 Will save or be teleported into the airless void of space. The target can attempt a new saving throw as a full-round action each round to return. While banished in this way, the target takes 3d6 points of cold damage per round and must hold its breath or begin to suffocate. If the Wisdom damage is negated or does not occur, the ability does not function. If the Wisdom drain is healed before the target dies or escapes on their own accord, any banished creature returns, and the shield becomes permanently non-magical.

Construction Requirements	Cost
Craft Magic Arms and Armor, teleport	17,155 GP

Freedom's Bastion

CL: 9th	Weight: 15 lbs.	Price: 26,170 GP
Aura: moderate abjuration		
Slot: shield		

A freedom's bastion is a +2 heavy steel shield that typically displays a sunburst symbol above a stylized scene of mountains and forests.

The wielder of a freedom's bastion gains a +2 sacred bonus on saving throws against spells and effects with the lawful descriptor.

Once per day, the wielder can cast protection from law as a swift action.

Construction Requirements	Cost
---------------------------	------

Craft Magic Arms and Armor, 13,170 GP protection from law

Guardian's Shield

CL: 10th	Weight: 6 lbs	Price: 73,659 GP
Aura: moderate abjuration & evocation		
Slot: shield		

This +3 light steel shield is always circular in shape. When used for a shield bash it functions as a +2 weapon in the hands of most users. Yet in the hands of a ranger or brawler, the shield gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against creatures of a particular subtype choose by the creator. It deals an extra 1d8 points of damage against any other target.

Construction Requirements	Cost
---------------------------	------

Craft Magic Arms and Armor 36,909 GP ,creator must be a ranger of at least 10th level;

Scorpion Sting

CL: 10th	Weight: 15 lbs.	Price: 9,170 GP
Aura: moderate transmutation		
Slot: shield		

This +2 heavy steel shield is fashioned in the appearance of a scorpion with its tail wrapped around the edge. Three times per day as a free action, the scorpion's tail can be commanded to attack (independently of the shield wearer), striking with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of piercing damage. This attack is in addition to any actions performed by the wielder.

Construction Requirements	Cost
---------------------------	------

Craft Magic Arms and Armor, 4,670 GP
summon nature's ally IV

Shield of Enemy Detection

CL: 10th	Weight: 5 lbs	Price: 25,153 GP
Aura: moderate abjuration & divination		
Slot: shield		

At will, this +1 light wooden shield pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the shield concentrates for a full round, the shield pinpoints the location of the nearest enemy and indicates how many enemies are within range. The shield can be used to pinpoint three times each day, each use lasting up to 10 minutes. Activating the shield is a standard action.

Construction Requirements	Cost
Craft Magic Arms and Armor, Craft Wondrous Items, true seeing	12,553 GP

Shield of Hidden Flame

CL: 3rd	Weight: 6 lbs.	Price: 4,279 GP
Aura: moderate transmutation		
Slot: shield		

This +1 light steel shield is decorated with silver studs and vaguely resembles a metal mask covered with runes.

As a standard action, the wearer can command it to transform into a normal arm-band, bracer, or gauntlet. In this form it does not count as occupying the arm or hand slot, but also does not function while in this hidden form. It also does not interfere with any items already occupying the arm and/or hand slot. A second command turns it back into its light shield form.

Once per day, while in shield form, the wearer can use it to cast burning hands.

Construction Requirements	Cost
Craft Magic Arms and Armor, burning hands, minor creation	2,219 GP

Shield of Liberation

CL: 9th	Weight: 6 lbs	Price: 65,159 GP
Aura: moderate abjuration		
Slot: shield		

This +2 light steel shield is adorned with an indestructible crystalline orb containing a continual flame.

The shield of liberation allows the wielder to act as if continually under the effect of a freedom of movement spell.

On command, the wielder of a shield of liberation may touch a creature that has failed a save against a charm, compulsion, or possession effect. Doing so grants that creature a new saving throw to end the effect. If this new save fails, the effect remains and the shield's touch cannot further affect it.

Once per day on command, the wielder can use break enchantment, as the spell.

Construction Requirements	Cost
Craft Magic Arms and Armor, Craft Arms and Armor, cast out, break enchantment, continual flame, freedom of movement	32,659 GP

Shield of the Slimelord

CL: 5th	Weight: 10 lbs.	Price: 14,170 GP
Aura: faint evocation		
Slot: shield		

This +1 bashing heavy steel shield is carved in the shape of screaming humanoid face that appears gaunt and almost skeletal.

While in combat the eyes and mouth of this face ooze an acidic green goo, gaining the corrosive weapon special ability when used to make shield bash attacks.

On command, the wielder can make the shield belch forth smoke as a smokestick, but this smoke does not impair the shield user's vision.

Once per day, the wielder may cause the shield to spray the sickly green goo. This functions as a burning hands spell but deals acid damage instead of fire.

Construction Requirements	Cost
Craft Magic Arms and Armor, acid arrow, burning hands	7,170 GP

Stone Shield

CL: 17th	Weight: 15 lbs.	Price: 50,170 GP
Aura: strong transmutation		
Slot: shield		

At first glance this +1 heavy steel shield appears to be made of stone, but is actually dull-grey pitted metal. Once every 2 days, on command, it can affect one creature it touches with flesh to stone, as the spell but requiring a melee touch attack. This effect only functions as an attack—it can't be activated to target a creature or weapon as it strikes the shield.

Construction Requirements	Cost
Craft Magic Arms and Armor, flesh to stone	25,170 GP

Winter Aegis

CL: 6th	Weight: 10 lbs.	Price: 15,170 GP
Aura: moderate evocation		
Slot: shield		

The face of this +1 bashing heavy steel shield is embossed with the image of dark clouds and falling snow over a mountainous landscape.

When used to make a shield bash attack, the shield's wielder can make a trip maneuver as a free action against her target without provoking an attack of opportunity from the creature being tripped.

Once per day on command, the wielder can cause the winter aegis to emit a blast of chilling wintery air as the frost fall spell.

Construction Requirements	Cost
Craft Magic Arms and Armor, bull's strength, frost fall	8,170 GP

Wurm Tooth Shield

CL: 5th	Weight: 15 lbs.	Price: 18,170 GP
Aura: faint divination and enchantment		
Slot: shield		

This +1 grinding heavy steel shield is studded with teeth, horns, and fangs from a smaller dragon or dragon-like creature.

In addition to the shield's grinding ability, the shield allows the wielder to use detect magic at will and true seeing once per week. As long as the shield is equipped, it also grants the wearer immunity to the trap the soul spell.

Construction Requirements	Cost
Craft Magic Arms and Armor, detect magic, keen edge, true seeing	9,170 GP

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balseley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.



aeonforge.wixsite.com/home



GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

- Boundless Magic -
An ever-growing compendium of magic items, spells, and options.



VAULT OF HEROES

- Vault of Heroes -
Pre-generated characters ready to pick up and play. Just add your own name and backstory.



Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Aeon Forge, GateWalker, Boundless Magic, Vault of Heroes, and their logos are trademarks of RT Wynter