

# SHIELD MECHANICS 1.1

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## THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

## SHIELD DURABILITY

This optional rule allows shield bearers to sacrifice their shield to reduce damage from an incoming attack. In this rule system, shields have their own set of hit points in which you can use in place of yours when the moment calls for it. As a reaction, a shield-bearer may direct the damage from an incoming attack to their shields pool of hit points instead of their own. If the damage dealt by said attack surpasses the shield's hit points, the excess is dealt to the shield-bearer. When a shield drops to zero it breaks, losing all of its benefits.

A shield's durability is based on the material its made from. Here's a list of example shields

### Shield Durability Table

Simple wooden shield	5 HP
Simple metal shield	10 HP
Well crafted wooden shield	10 HP
Well crafted metal shield	20 HP

## SHIELD REPAIR

If your shield was damaged or broken it can be repaired at any armorsmith. Repair's cost 1gp for each hit point recovered.

## MAGICAL SHIELDS

If you choose to apply this optional rule set to magical shields all the same rules apply, except when a shield drops to zero hit points. Instead, a magic shield loses its properties and regains them the next dawn after the shield magical repairs itself. Lost properties include the shield armor bonus as well as any effects the shield might have.

## ADDITIONAL SHIELD TYPES

**Buckler.** +1 to AC. As a bonus action if you've made an

attack with a light weapon this turn you may make an off-hand attack with your buckler. 1d4 bludgeoning damage. Finesse.

**Tower Shield.** +3 to AC. While wielding a tower shield you're movement is 10' less than your max movement speed. As a bonus action, you may plant your tower shield in the ground giving yourself half cover. It's a bonus action to pick up your tower shield once it's been used in this way.

## FEATS & FIGHTING STYLES

### FEAT

**Shield Expert.** You may spend your action prepping for oncoming attacks. Your AC increases by 2, and all non magical ranged weapon attacks automatically miss until the start of your next turn. Additionally, as a bonus action, you may attempt to knock a creature prone using your shield.

### FIGHTING STYLE

**Shield Combatant.** Your shield is considered a weapon. It deals 1d8 bludgeoning damage + strength modifier.

## MAGIC SHIELDS

### RED SCALE

*Shield, uncommon (requires attunement)*

This simplistic iron and brass shield has the symbol of a dragon's skull etched to the front of it. Once per day the shield can be activated, causing it to erupt into flames. All creatures within 5 feet of you suffer 1d8 fire damage. This ability recharges at dawn.

### SPELL BANE

*Shield, legendary (requires attunement)*

You gain a +1 to all saving throws caused by a spell. Additionally once per day you may absorb a spell that's been cast within 60 feet of you. The spell must be 5th level or lower. An absorbed has no effect and still expends the spell slot.

### SPARK TONGUE

*Shield, rare (requires attunement)*

This shield is crafted from bright white steel and interlocking gold inlay made to look like lightning. This magic shield may be used as a weapon with these stats. Deals 1d8 bludgeoning damage + strength modifier. Plus an additional 1d6 lightning damage.

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