DUALINK

Alucard Shield

Magic Item



Castlevania Edition

Alucard Shield

Armor (shield), legendary (requires attunement)

An ancient shield bearing the crest of Alucard, the son of Dracula, this legendary shield possesses powerful defensive enchantments and an unusual affinity for dark magic. Though outwardly resembling an ornate black shield adorned with crimson details, its true power lies dormant until awakened by a suitable magical catalyst.

Magic Shield. You gain a +2 bonus to AC while wielding this shield, in addition to the shield's normal bonus to AC.

Dark Resistance. While wielding the Alucard Shield, you have resistance to necrotic damage.

Vampiric Protection. When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to deal 2d6 necrotic damage to the attacker. You regain hit points equal to half the necrotic damage dealt.
You can use this reaction a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Awakened Shield. While wielding the Alucard Shield and holding the Shield Rod, you can activate the following effect using the Shield Rod's Shield Resonance property.

Alucard Shield Resonance

For 1 minute, the Alucard Shield

becomes surrounded by a crimson aura, transforming it into a weapon capable of draining the life force of enemies.

While this resonance is active, you gain the following benefits:

Soul Drain. Once on each of your turns, when you hit a creature with a melee weapon attack, you can deal an additional 2d8 necrotic damage to the target. You regain hit points equal to half the necrotic damage dealt.

Shield Assault. As a bonus action, you can make a melee weapon attack with the Alucard Shield against one creature within 5 feet of you. You are proficient with this attack, and you use your Strength modifier for its attack and damage rolls. On a hit, the target takes 1d6 + your Strength modifier bludgeoning damage. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Dark Empowerment. While the resonance is active, you have advantage on saving throws against being frightened or charmed.

The resonance ends early if you stop wielding the Alucard Shield or holding the Shield Rod.