DUALINK

Shield of the Freljord

Magic Item



Runeterra Edition

Shield of the Freljord

Wondrous item (shield), legendary (requires attunement by a creature with Strength 16 or higher)

This massive, rune-carved shield is rimed with eternal frost. Though impossibly large, it feels perfectly balanced in the hands of one who stands for others.

Shield of the Freljord. While wielding this shield, you gain a +2 bonus to AC. This shield otherwise functions as a normal shield.

By attuning to the shield you gain the following benefits:

Unbreakable. You can raise the shield at will, as a free action. While the shield is raised, you gain resistance to all damage except psychic originating from the direction you are facing. In addition, effects originating from that direction that would impose conditions such as stunned, poisoned, paralyzed, restrained, or knocked prone instead have no effect on you.

To gain these benefits, you must be facing the source of the effect. While the shield is raised, your movement speed is halved. You can lower the shield as a bonus action.

Shield Turn. As a reaction, when you are hit by an attack or forced to make a saving throw against an effect you can see, you can turn the shield to face the source, provided it is within your line of sight. If the shield is already raised, this reaction allows you to change its facing direction.

Charges. The shield has 8 charges and regains 1d4 + 2 expended charges daily at dawn.

Winter's Bite. As an action, for 3 charges, you hurl the shield, coated in rime, in a straight line 30 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Strength or Constitution modifier, your choice).

On a failed save, a creature takes 4d8 cold damage and has its speed reduced by 10 feet until the end of its next turn. On a successful save, it takes half damage and suffers no additional effects. The shield immediately returns to your grasp after the attack.

Stand Behind Me. As a bonus action, for 2 charges, you leap to an unoccupied space adjacent to a creature you can see within 15 feet. This movement does not provoke opportunity attacks. Until the start of your next turn, attacks against that creature have disadvantage.

This ability can only be used when targeting a creature you consider an ally.

"The Shield of the Freljord is less a weapon than a promise. Forged to endure the coldest storms and the fiercest blows, it answers not to strength alone, but to the will to stand fast for others. Those who bear it feel its weight only when they falter; when they hold the line, the shield moves as if it were part of them, catching blades, turning frost, and daring the world to break itself first."