DUALINK

Shield Rod

Magic Item



Castlevania Edition

Shield Rod

Rod, very rare (requires attunement)

An unusual enchanted weapon originating from Dracula's castle, the Shield Rod is capable of awakening the dormant magical properties of shields. Although it resembles an ornate ceremonial mace, its true strength lies not in striking enemies, but in drawing forth supernatural powers from the shields wielded alongside it.

When the rod is brought into contact with a shield, the two resonate with magical energy, producing effects determined by the shield's nature.

Magic Weapon. The Shield Rod functions as a +1 mace. You gain a +1 bonus to attack and damage rolls made with it.

Shield Resonance. While holding the Shield Rod in one hand and wielding a shield in the other, you can use a bonus action to expend 1 charge and awaken the shield's magical properties for 1 minute. The Shield Rod has 4 charges and regains 1d4 expended charges daily at dawn.

When you activate Shield Resonance, choose one of the following effects based on the type of shield you are wielding. If a shield qualifies for multiple effects, you choose which one to activate.

You can have only one Shield Resonance active at a time. Activating another ends the previous

effect. A resonance also ends early if you stop holding the Shield Rod or wielding the shield used to activate it.

Guardian's Shield

Any nonmagical shield

The shield glows with protective energy, reinforcing its defensive properties.

For the duration, you gain an additional +1 bonus to AC while wielding the shield.

Additionally, when a creature you can see within 5 feet of you is targeted by an attack, you can use your reaction to grant that creature a +2 bonus to AC against the triggering attack. You must use this reaction before the attack roll is made.

Knight's Shield

Any magical shield that grants a bonus to AC

The shield manifests the spectral image of an armored knight, whose presence reinforces your martial prowess.

For the duration, you gain a +1 bonus to melee weapon attack rolls.

Additionally, once on each of your turns when you hit a creature with a melee weapon attack, you can deal an additional 1d6 force damage.

Elemental Shield

Any shield that grants resistance to a damage type

The shield radiates the elemental energy contained within it.

For the duration, when a creature

within 5 feet of you hits you with a melee attack, it takes 1d6 damage of the type associated with the shield's resistance.

Additionally, as a bonus action, you can unleash a burst of elemental energy. Each creature of your choice within 10 feet of you must make a DC 17 Dexterity saving throw, taking 3d6 damage of the associated type on a failed save, or half as much damage on a successful one.

Once you use this burst, you can't use it again during the same activation of Shield Resonance.

Mirror Shield

Any shield that grants protection against spells or magical effects

The shield becomes a polished magical mirror, capable of reflecting hostile magic.

For the duration, when you succeed on a saving throw against a spell that targets only you, you can use your reaction to reflect a portion of its magical energy toward its caster.

The caster must succeed on a DC 17 Dexterity saving throw or take 3d8 force damage.

You can use this reaction once during each activation of Shield Resonance.

Alucard Shield

The Alucard Shield

When the Shield Rod is used alongside the legendary Alucard Shield, the two items resonate with tremendous supernatural power. The shield's surface glows with crimson energy, and its protective

magic becomes capable of draining the life force of enemies.

When you activate Shield Resonance while wielding the Alucard Shield, you can activate its unique resonance instead of any other applicable resonance.

The effects of this combination are described in the Alucard Shield's properties.