A LITTLE LESS PREP. A LITTLE MORE WONDER.

# Shields

Choose ordinary protection or a shield with an unusual defense, from eight published shield profiles.



**How to use.** Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

| d100 | Shields | Price / rarity | Quick reminder |
|---|---|---|---|
| **01-13** | **Animated Shield** * | Very rare | AC +2; Bonus Action: shield hovers for up to 1 minute, leaving hands free. |
| **14-26** | **Arrow-Catching Shield** * | Rare | AC +2; Extra +2 AC vs ranged attacks; Reaction can redirect a nearby attack. |
| **27-39** | **Shield** | 10 gp | A shield adds +2 to Armor Class if you have training with it. |
| **40-52** | **Shield (+1)** | Uncommon | Total +3 AC while held, including the normal shield bonus. Do not add that bonus twice. |
| **53-64** | **Shield (+2)** | Rare | Total +4 AC while held, including the normal shield bonus. Do not add that bonus twice. |
| **65-76** | **Shield (+3)** | Very rare | Total +5 AC while held, including the normal shield bonus. Do not add that bonus twice. |
| **77-88** | **Shield of Missile Attraction** * | Rare | AC +2; Ranged-weapon Resistance; cursed: nearby ranged-weapon attacks redirect to you. |
| **89-00** | **Spellguard Shield** * | Very rare | AC +2; Magic save Advantage; spell attacks have Disadvantage against you. |

**Your table, your treasure.** Custom selection odds, independent of value, rarity and challenge rating. Each result has a 12% or 13% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.



This work includes material from the System Reference Document 5.2.1 by Wizards of the Coast LLC, licensed under CC BY 4.0.
Item summaries, selection and roll ranges adapted by justroll. Not affiliated with Wizards of the Coast.