

Zigfeld's Summoned Shield

- This square heavy spiked shield is made of some sort of blackened metal with an embossed silver 'Z' on the front. While it appears to be a standard heavy shield; it is actually light in weight and easily to wield. The shield may be stored in its own extra-dimensional 'locker' when not in use. The shield may be easily summoned and equipped (ready for use) by the owner* using a

- The shield is stored (when not in use) in an extra-dimensional space (the shield is the only thing stored in this space). The owner fingers in a three movement and equipped to a 'Heavy' shield (still counts as a



three motion somatic gesture. stored (when not in use) in an extra-dimensional space). The owner fingers in a three movement and equipped to a 'Heavy' shield (still counts as a



dimensional space). The owner fingers in a three movement and equipped to a 'Heavy' shield (still counts as a

- In addition to the embossed silver 'Z', the shield's exterior surface is covered with numerous sharp spikes. This spiked shield may be wielded in combat to execute a shield bash. The damage inflicted from a shield bash will be type P (piercing) and B (bludgeoning).

- Zigfeld's summoned shield has three enchantment bonuses. As armor it provides an AC bonus of +4 (+2 for the heavy shield, +2 from protective enchantment), As a melee weapon it is considered +2 to hit and damage, in defense it has an additional parry modifier of +3 (on top of the normal +4 for a heavy spiked shield).

Weight(lb.): 3.5

Value(gp): 20,000

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- To put the shield back into its extra-dimensional storage space (a swift action), the wielder must rub his/her hand across the embossed name of 'Zigfeld Morendorf' (found on the inside/backside of the shield). The shield then disappears (silently) and returns to the extra-dimensional locker until summoned by the owner*.
- *The owner of the shield is the last person to touch the embossed name of 'Zigfeld Morendorf' (The Dwarven craftsman who created the shield); which can be found on the inside/backside of the shield.
- The weapon has the following stats:
- Damage: 1d8(+2); Crit: x2; Rng: -; Wt: 3.5; Type: P+B; Parry: +4(+3); M.Str: 8; M.Dex: 5; Fumble: 16

Item Level: Body Slot – (held); Caster Level: 8th; Aura: Moderate (DC 17) abjuration; Activation: –

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