

Shield type:

Shield, Large, Earthen-Steel

Coordination Adjustment:

-10

Damage Reduction:

8 + 4-D8

Dexterity Adjustment:

-10

Movement Adjustment:

-3

Note:

None.

Special Abilities:

Type of attacks: %Roll needed to turn:

Acid: 57+

Blunt-edged: 45+

Cold: Cannot turn Cold.

Electricity: Maximum strike (highest damage of three rolls)

Fire: Maximum strike (highest damage of three rolls)

Needle: 01+

Sharp-edged: 47+

Value:

Shield types: Value:

Large, Earthen-Steel: 15,488 white-gold