

# Purple Duck Storeroom Heraldric Devices



*“In a nondescript dwelling, down a dusty hallway, past rooms of unclear purpose, there is a door... a door that looks like many others, except for the ancient maroon tint of the aged wood, and, of course, the glowing runes emblazoned on the stones that make up the door-frame. Should you know its purpose, should you know the correct sequence to touch those runes, you might gain entry to a Storeroom of wonders, shelves and bins and racks beyond counting. Place your torch in the rusty sconce, and enter...”*

The Purple Storeroom is an ongoing series of tightly-focused supplements that cover topics that do not fit into our larger offerings. They are the pieces that just don't fit anywhere else or they are the little things we work on to take a break from bigger projects like Purple Mountain, Legendary Treasures, or Lands of Porphyra. They have been stored here for safe keeping.

### **Heraldric Devices**

**Aura** varies; **CL** varies

**Slot** none; **Price** varies; **Weight** 1 lb

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#### **Description**

A *heraldric device* is an image of a monster mounted onto the front of a shield, generally during creation, but sometimes added to an existing shield. Each device grants the shield wielder a special ability upon command, and may only be activated when attached to a shield. A GM may, at their discretion, allow them to be attached to a suit of heavy armor in place of a shield. Mounting or removing a device takes a full hours worth of work, and requires tools frequently found in a blacksmith's shop for repairing shields. Activating a *heraldric device* is a standard action unless otherwise noted. The list of *heraldric devices* below is far from exhaustive; a few unique versions are said to exist for monsters of legend.

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#### **Construction**

**Requirements** Craft Wondrous Item, see individual descriptions for spells required and cost; the costs below are only for the device, and do not factor in the shield they are attached to.

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**Cursed Heraldic Devices:** A cursed *heraldic device* (biscione, bonnacon) attached to a non-magic shield can be discarded with that shield, but if the attached shield is magical, the shield itself becomes cursed, and must be treated as a cursed shield, until remove curse is successfully cast upon the device and it is removed. Cursed *heraldic devices* appear as a normal heraldic device, until the wielder is engaged in combat, whereupon they change to the appearance of the cursed heraldic “beast” until combat is over.

**Bat:** These simple looking devices are made of blackened steel, with two small rubies for eyes. The bearer of a bat device may use blindsight in a 40 foot radius for 10 rounds, 3 times per day.

**CL** 9th; **Price** 48,502 gp; *echolocation*<sup>UM</sup>; **Cost** 24,251 gp

**Biscione:** When a shield with this cursed *heraldic device* is used in serious combat, it will change appearance to that of a bright blue, ferocious snake, recoil back on the wielder and bite them on the arm, holding on! This bite does 1 point of piercing damage per caster level of the “real” heraldic device that it originally appears as, but it also adds the same amount to the CMD of the wielder to resist disarm or sunder attempts on the shield.

**CL** varies; **Heraldic Devices** *dragon, greater dragon, superior dragon, hydra, wyvern*

**Bonnacon:** When a shield with this cursed *heraldic device* is used in serious combat, it will change appearance to that of a dull brown, curly-horned horse-like creature, and the shield will be the origin point of a 15 ft. cone of flaming dung, doing 2d6 points of fire damage that always hits the wielder. Other beings in the cone’s path can make a Reflex save for half damage equal to 10 plus the CL of the *heraldic device* that it originally appears as. This happens once per combat, on the wielder’s turn.

**CL** varies; **Heraldic Devices** *centaur, stag, unicorn, yale*

**Centaur:** Nearly always forged from steel reclaimed from battlefield weapons, and polished into a brilliant sheen, centaur devices feature the creature rearing and bringing a weapon to bear. Three times per day the shield bearer may double their movement rate, allowing them to reach the front lines of battle rapidly.

**CL** 1st; **Price** 1,077 gp; *expeditious retreat*; **Cost** 538 gp

**Cockatrice:** Typically made of verdigris covered bronze, a cockatrice device features the creature as if it was leaping into the air, wings spread. The shield bearer may, once per day, turn the target of a successful shield bash to stone. A

DC 21 Fortitude save negates this effect.

**CL** 11th; **Price** 23,760 gp; *flesh to stone*; **Cost** 11,880 gp

**Djinni:** Djinni devices are made of electrum and mother of pearl, depicting the genie soaring amid clouds. Three times per day the shield bearer may create a 10 foot by 10 foot *wind wall* directly in front of him, and lasting for 6 rounds. In addition, the wielder may use *wind walk* twice per day. Lastly, once per day the wielder can create a *whirlwind*, with a DC 25 Reflex save for half damage.

**CL** 15th; **Price** 167,302 gp; *whirlwind*, *wind walk*, *wind wall*; **Cost** 83,651 gp

**Dragon:** These massive devices are crafted out of gem encrusted precious metals, and are always intimidating. The shield bearer is under a 60 point *protection from energy* per day, with the energy type matching the color of the dragon depicted.

**CL** 5th; **Price** 5,400 gp; *protection from energy*; **Cost** 2,700 gp

**Dragon, Greater:** In addition to granting 84 points of *protection of energy* twice per day, the shield bearer may, once per day, create a 50 foot cone of *fear* emanating from the device. A DC 23 Will save resists the effect.

**CL** 7th; **Price** 25,200 gp; *fear*, *protection from energy*; **Cost** 12,600 gp.

**Dragon, Superior:** In addition to granting *protection from energy* 120 three times per day, and using the *fear* ability twice per day, the shield bearer may use the breath weapon of the depicted dragon three times per day, dealing 12d8 points of damage, with a DC 23 Reflex save for half damage.

**CL** 15th; **Price** 172,702 gp; *fear*, *form of the dragon III*, *protection from energy*; **Cost** 86,351 gp

**Gelugon:** Crafted from silver and magically hardened frosted glass, these insect-like devices are disturbing to look upon. The shield bearer may affect any metal weapon missing her by 5 or less with a *chill metal* effect as a swift action, three times per day, with a DC 17 Will save to negate. In addition a wielder that is lawful may add the *axiomatic* quality to any weapon wielded or to a natural attack, three times per day. An evil wielder may add the *unholy* quality to any weapon wielded or to a natural attack, three times per day. A chaotic or good wielder takes a -2 penalty to their AC for each alignment step away from chaotic evil while holding a shield that a gelugon device is attached to.

**CL** 7th; **Price** 75,447 gp; *chill metal*, *order's wrath*, *unholy blight*; **Cost**

37,723 gp

**Great Old One:** The actual appearance of these devices varies, with the only unchanging characteristics being disturbing images of unnatural curves and dripping appendages, and the fact that they are forged from strange metals salvaged from bleak stones that fall from the depths of space. Once per day the wielder may cause all those within 20 feet to make a DC 22 Will save or be affected by *insanity*.

**CL** 3rd; **Price** 32,760 gp; *insanity*; **Cost** 16,380 gp

**Harpy:** A harpy device is typically made of steel, and frequently enameled to look more lifelike. Once per day the device can create a haunting sound that causes all listeners within 100 feet save the wielder to stop what they are doing and move towards the shield via the most direct route possible, unless they make a DC 23 Will save. If the route contains an obvious danger, the victim gains another Will save to resist. Once within 5 feet of the shield, they simply stop and listen. An attack by anyone other than the shield wielder breaks the effect; the victim gains a new Will save each time the shield bearer attacks them. The harpy will sing for as long as its bearer wills it to, although only targets within its range when it first began will be affected by the song.

**CL** 15th; **Price** 43,200 gp; *mass charm monster*; **Cost** 21,633 gp

**Hell Hound:** This device is made from blackened iron, and portrays an otherworldly canine charging with its mouth agape. The wielder may release a gout of flame from the device three times per day, dealing 4d6 points of fire damage, with a DC 17 Reflex save for half damage.

**CL** 3th; **Price** 6,467 gp; *scorching ray*; **Cost** 3,233 gp

**Hippocampus:** These beautiful devices are made from pearl, mother-of-pearl, and coral, depicting the horse-bodied, fish-tailed beast from the sea. When submerged in water, the wielder is treated as having *freedom of movement*, and is thus unimpeded by underwater combat or movement. Also, once per day, the wielder can cast *water breathing* upon himself.

**CL** 7th; **Price** 24,000 gp; *freedom of movement*, *water breathing*; **Cost** 12,000 gp

**Hydra:** These devices always show a five headed hydra, set in a menacing pose. Once per day the shield bearer can create five ghostly hydra heads that strike forth unerringly. Each head is a force effect that deals 1d6+1 points of damage to a specific target within 30 ft.

**CL** 9th; **Price** 9,720 gp; *magic missile*; **Cost** 4,860 gp

**Kraken:** These orichalcum squid always take up the majority of the face of whatever shield they are attached to. Once per day the wielder may create a mass of fleshy tentacles that emanate from the device, and grapple all creatures in a 10 foot wide cone in front of the wielder. The tentacles have a CMB of 29, and deal 2d6+12 points of damage per successful grapple check. The tentacles drain the will of the shield bearer, requiring a full round action, and a DC 25 Will save to maintain for each round after the first. If the shield bearer fails the save, or takes any other action than concentrating on the tentacles, they vanish, and he is fatigued for one hour.

**CL** 17th; **Price** 65,160 gp; *black tentacles, crushing hand*; **Cost** 32,580 gp

**Lion:** These simple devices are made of highly polished gold, and typically depict a lion standing on its hind legs. The wielder of a lion device may make a full attack after a charge, as if they possessed the pounce ability. In addition, once per day, they may be affected by greater heroism.

**CL** 11th; **Price** 97,920 gp; *beast shape II, greater heroism*; **Cost** 48,960 gp

**Phoenix:** These magnificent devices are crafted from auricupride, feathered with brass, making them blaze in golden and coppery hues in the light, looking like living fire. Once per day the shield bearer can call down a 1d6 flame strike, Reflex save DC 20, centered on herself, followed instantly by a *heal* effect. The wielder of the shield receives no save against the damage.

**CL** 11th; **Price** 39,960 gp; *flame strike, heal*; **Cost** 19,980 gp

**Pixie:** These whimsical devices are made of silver and green-tinted gold. The pixie figure shifts position randomly, when unobserved. The bearer of one of these devices may utilize *greater invisibility* twice per day, for 4 rounds with each use. The bearer also finds cold forged iron unpleasant, taking a -2 penalty to all rolls if they carry the metal, and they take an additional point of damage from cold iron weapons. Bearers that already have a vulnerability to cold iron are immune to these penalties.

**CL** 7; **Price** 20,160 gp; *greater invisibility*; **Cost** 10,080 gp

**Purple Worm:** Created from deep purple hepatizon and crushed amethysts, these large devices loop around until the worm's maw faces outward. Once per day the shield bearer can suck a target within 20 feet into an extradimensional space that acts like a *hungry pit*. The victim may make a DC 20 Reflex save to resist the effect, and a similar save each round they are trapped for half damage. The victim takes no falling damage, and the effect lasts for 10 rounds or until the shield bearer dies, at which time they reappear 10 feet from the shield.

**CL** 9th; **Price** 48,795 gp; *hungry pit*<sup>APG</sup>; **Cost** 24,397 gp



**Spider:** These devices vary in design, from a black spider sitting in an intricate web, to a hunting spider leaping outward at the viewer. The wielder may use *spider climb* at will, as well as cast *web* three times per day.

**CL** 3rd; **Price** 17,267 gp; *spider climb, web*; **Cost** 8,633 gp

**Stag:** The horned male deer, or stag is a common symbol in the heraldry of nobility, and it is often forbidden to hunt except by them. *Heraldic devices* of stags are carefully made of thin layers of lacquered wood, of various subtle shades and colors. The wielder of this device gains +2 to Perception checks, saves vs. poison and disease, and aid another actions.

**CL** 3rd; **Price** 10,800 gp; *bear's endurance, owl's wisdom*; **Cost** 5,400 gp

**Succubus:** Made of carefully crafted pink gold, and studded with pearls and gems, these devices show the demonic women in seductive poses. Twice per day, the shield bearer may effect all targets that can both see and hear him with a *suggestion*, with a DC 21 Will save to resist.

**CL** 11th; **Price** 47,520 gp; *mass suggestion*; **Cost** 23,760 gp

**Tarrasque:** This massive, possibly unique device weighs nearly 5 pounds, and is made from an unknown reddish material. It depicts the legendary creature in full charge, and is disturbingly detailed, with its many spines raised off the metal. While the device is mounted it grants the shield bearer the effects of both a *ring of spell turning*, and a *ring of regeneration*. In addition the wielder may throw 6 spines from the shield, up to twice per day, as a standard action. Each spine may target a different victim, requires a ranged attack roll within 50 ft., and deals 3d8 points of damage. It is believed by many that the device is made from part of the tarrasque's shell, and that the creature will target the bearer of the device above all others if it was ever to encounter her.

**CL** 20th; **Price** 160,520 gp; *mass cause serious wounds, regenerate, spell turning*; **Cost** 80,260 gp

**Treant:** Made from iron etched to look like bark, and patinaed copper leaves, these devices give the impression of stoic strength. Once per day the shield bearer may animate a tree as a treat does, lasting for 10 rounds. The wielder may also use *tree shape* three times per day. These devices are most seen in the hands of elves, and other fey beings.

**CL** 11th; **Price** 40,025 gp; *animate objects, tree shape*; **Cost** 20,012 gp

**Unicorn:** Crafted from pure silver and a sliver of unicorn horn, these devices radiate nobility and piety. The shield bearer is constantly surrounded by a

*magic circle against evil*. In addition, three times per day the wielder can make their weapon and any natural attacks count as *holy* weapons for 10 rounds per usage. Any evil being attempting to use one of these devices takes a -2 penalty to their AC and saves vs good aligned creatures, and a -5 penalty to attacks against good aligned creatures for 10 rounds if they attempt to activate the holy ability.

**CL** 7th; **Price** 67,979 gp; *holy smite, magic circle against evil*; **Cost** 33,989 gp

**Vampire:** These devices are made of steel, and depict a sinister looking humanoid reaching out from the shield face. The shield bearer can use *vampiric touch* three times per day. In addition, once per day they may make a gaze attack against a single target that acts as *dominate person*.

**CL** 9th; **Price** 35,234 gp; *dominate person, vampiric touch*; **Cost** 17,617 gp

**Wight:** These devices are pitted and rusted, depicting a dark and menacing figure with glowing eyes. A shield bearer with a wight device may use *enervation* once per day on a foe successfully struck. This ability is a free action. The Fortitude save DC to remove the negative levels is 19. Once a wight device is mounted to the shield, it cannot be removed until a being holding the shield is killed.

**CL** 7th; **Price** 10,080 gp; *enervation*; **Cost** 5,040 gp

**Wight, Greater:** These devices are identical to a wight device, save they cause *energy drain* once per day. The Fortitude save DC to remove the negative levels is 25.

**CL** 9th; **Price** 55,080 gp; *energy drain*; **Cost** 27,540 gp

**Wolf:** These devices are often crafted from iron or hematite, and feature a snarling wolf. The shield bearer gains a +5 bonus to their Intimidate checks when holding the shield, and may make a free trip attempt with any successful shield bash, without provoking an attack of opportunity.

**CL** 7th; **Price** 52,900 gp; *beast shape IV, eagle's splendor*; **Cost** 26,450 gp

**Wyvern:** These devices show a wyvern standing proudly, and are generally crafted from steel. The shield bearer can grow dragon-like wings once per day, and *fly* for up to 7 minutes, used in one minute intervals. In addition, three times per day as an immediate action, they can cause any piercing weapon to cast *poison* on a successful attack.

**CL** 7th; **Price** 37,739 gp; *fly, poison*; **Cost** 18,869 gp



**Yale:** This bizarre device is crafted from ebony, ivory and gold, and depicts a fantastic beast somewhat like a tusked goat, with large, swiveling horns. It is depicted as having a black hide and golden spots, but cannot be identified as any existing creature. Indeed, attempting to use a Knowledge skill check, an *identify* or *legend lore* spell, or any similar magic or discovery will inflict *lesser confusion* upon those who attempt it, no saving throw, as many times as attempts are repeated. In combat, the device extends its horns to block any attempts to flank the wielder, as if the wielder had the Improved Uncanny Dodge ability (at the 8th level of skill.)

**CL** 8th; **Price** 16,200 gp; *lesser confusion*, creator must have 8 ranks of Knowledge (nobility); **Cost** 8,100 gp

*“...and so the torch is taken from the sconce, shadows swallow items on shelves not yet explored, and the rune-bordered door is closed; for who knows when an item, a curiosity, an unnamed oddity might be needed, for purposes wholesome or despicable- from the Storeroom...”*



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