

Echovald Shield **1**
Armor: 16 (Requires 10 Tactics)
Received physical damage -3 (while Hexed)
Health +30
Value: 288 gold

Ornate Buckler **9**
Armor: 16 (Requires 10 Tactics)
Armor +10 (vs. Slashing damage)
Health +30
Value: 256 gold

Echovald Shield **2**
Armor: 16 (Requires 10 Tactics)
Armor +10 (vs. Demons)
Received physical damage -3 (while Hexed)
Value: 304 gold

Aegis **10**
Armor: 16 (Requires 9 Tactics)
Received physical damage -5 (Chance: 20%)
Tactics +1 (20% chance while using skills)
Value: 240 gold

Bladed Shield **3**
Armor: 16 (Requires 9 Tactics)
Armor +10 (vs. Ogres)
Health +44 (while Enchanted)
Value: 224 gold

Echovald Shield **11**
Armor: 16 (Requires 10 Tactics)
Received physical damage -2 (while Enchanted)
Health +29
Value: 408 gold

Gothic Defender **4**
Armor: 16 (Requires 11 Tactics)
Received physical damage -3 (while Hexed)
Health +30
Value: 212 gold

Echovald Shield **12**
Armor: 16 (Requires 10 Tactics)
Health +45 (while Enchanted)
Received physical damage -2 (while Enchanted)
Value: 220 gold

Eternal Shield **5**
Armor: 16 (Requires 11 Strength)
Health +60 (while Hexed)
Received physical damage -3 (while Hexed)
Value: 212 gold

Gothic Defender **13**
Armor: 16 (Requires 9 Strength)
Armor +10 (vs. Cold damage)
Received physical damage -2 (while Enchanted)
Value: 308 gold

Gothic Defender **6**
Armor: 16 (Requires 9 Tactics)
Received physical damage -2 (while Enchanted)
Health +29
Value: 208 gold

Outcast Shield **14**
Armor: 16 (Requires 9 Strength)
Received physical damage -2 (while in a Stance)
Armor +10 (vs. Earth damage)
Value: 276 gold

Outcast Shield **7**
Armor: 16 (Requires 10 Tactics)
Received physical damage -2 (while in a Stance)
Armor +10 (vs. Fire damage)
Value: 212 gold

Echovald Shield **15**
Armor: 16 (Requires 10 Strength)
Health +30
Received physical damage -2 (while Enchanted)
Value: 268 gold

Outcast Shield **8**
Armor: 16 (Requires 10 Tactics)
Received physical damage -2 (while Enchanted)
Armor +10 (vs. Earth damage)
Value: 360 gold