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3 Slick Trail Boots 680 Feet 3 Spike Trail Boots 680 Feet 4 Dagger Strike Boots 840 Feet 5 Boots of Disrupting 1,000 Feet 5 Flame Charge Boots 1,000 Feet 6 Fog Trail Boots 1,800 Feet 7 Boots of Avoidance 2,600 Feet 8 Freestep Boots 3,400 Feet 8 Surestep Boots 3,400 Feet 9 Fire Trail Boots 4,200 Feet 10 Flame Foot 5,000 Feet 10 Icy Toes 5,000 Feet 11 Quickstep Boots 9,000 Feet 12 Danger Dodgers 13,000 Feet 14 Forest Striders 21,000 Feet 15 Boots of Disrupting 25,000 Feet 15 Boots of Disrupting 25,000 Feet 15 Boots of Disrupting 25,000 Feet 16 Sidestep Boots 45,000 Feet 17 Boots of Disrupting 25,000 Feet 18 Backtracking Boots 45,000 Feet 19 Flame Charge Boots 25,000 Feet 10 Flame Charge Boots 25,000 Feet 11 Boots of Disrupting 25,000 Feet 12 Danger Dodgers 13,000 Feet 13 Boots of Disrupting 25,000 Feet 14 Forest Striders 21,000 Feet 15 Boots of Disrupting 25,000 Feet 16 Sidestep Boots 45,000 Feet 17 Boots of Disrupting 65,000 Feet 18 Backtracking Boots 85,000 Feet 18 Backtracking Boots 85,000 Feet 25 Flame Charge Boots 625,000 Feet 25 Flame Charge Boots 625,000 Feet 25 Flame Charge Boots 625,000 Feet 26 Storm Stomp Boots 625,000 Feet	Lvl	Name	Price (gp)	Category
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26 Storm Stomp Boots 1,125,000 Feet	25	Storm Charge Boots	625,000	Feet
	26	Storm Stomp Boots	1,125,000	Feet

Backtracking Boots

Level 18

These boots allow you to retreat back along the path you've just taken.

Item Slot: Feet 85,000 gp

Property: Gain a +1 bonus to your AC against attacks of opportunity while using the boot's backtracking power.

Power (Encounter): Free Action. Keep track of the spaces you move through during your turn. At the end of your turn you can move back along your path a number of spaces equal to or less than your normal movement rate.

Beast Foot Boots

Level 15

Wearing these hide and scale covered boots guarantee you'll always be putting your beast foot forward.

Item Slot: Feet 25,000 gp

Property: Gain a +1 bonus to Acrobatics and Athletics

checks.

Power (Daily ◆ Polymorph): Minor Action. Choose one of the following: Fish Form - Your feet transform into webbed flippers. You can swim at your normal

movement rate. *Tiger Form* - Your feet transform into tiger paws. You deal an additional 1d6 points damage to targets you hit during melee combat. *Cheetah Form* - Your feet transform into cheetah paws. Your movement rate is increased by 2 squares and you gain a +2 bonus to your initiative and Reflex defense. *Bull Form* - Your feet transform into the hooves of a bull. Your charge attacks gain a +2 bonus to their attack and damage rolls.

Special: The transformation lasts for 1 hour. The wearer can use a minor action to end the transformation earlier.

Boots of Avoidance

Level 7

These boots see trouble coming before you do.

Item Slot: Feet 2,600 gp

Property: You gain a +1 item bonus to Reflex defense. **Power (Encounter):** Immediate Reaction. You may use this power when hit by a melee or ranged attack. Make a saving throw. If you succeed ignore the attack and slide 1 square. You must be able to slide into an empty square adjacent to you to use this power.

Boots of Disengaging

Level 17

When you find yourself in a tight spot these boots will help get you out safely.

Item Slot: Feet 65,000 gp

Property: Gain a +1 bonus to your AC against attacks of opportunity while moving out of the attacker's threat range.

Power (Daily): Move Action. Move a number of squares equal to your normal movement rate. When using this power you do not suffer attacks of opportunity when moving out of a creature's threat range.

Boots of Disrupting

Level 5+

These boots will help you kick some serious undead butt.

Lvl 5 1,000 gp Lvl 25 625,000 gp

Lvl 15 25,000 gp

Item Slot: Feet

Property: Undead creatures that end their turn in a space adjacent to you take 1 point damage.

Level 15: 3 points damage. Level 25: 6 points damage.

Power (Encounter ◆ Radiant): Standard Action. Make a basic ranged attack against an undead creature in a space adjacent to you. Target is dealt 2d8+5 Radiant damage.

Level 15: 3d6+6 Radiant damage.

Level 25: 4d6+9 Radiant damage.

Special: After using the encounter power the damage undead creatures that end their turn in a space adjacent to you take is doubled until the end of the encounter.

Boots of Least Resistance

Level 7

This footwear is designed to help you roll with the punches.

Item Slot: Feet 2,600 gp

Property: When you are struck by a melee attack you may shift one space away from the direction the attack came from. If you do the damage from the attack is reduced by 2.

Power (Encounter): Immediate Reaction. Use this ability when struck by a critical hit in melee combat. You may shift 3 squares away from the direction the attack came in provided these spaces are empty. If you do you take half damage from the attack.

Dagger Strike Boots

Level 4

A small sheath attached to the side of one of these boots grants powers to a dagger placed within it.

Item Slot: Feet 840 gp

Property: You gain the quick draw feat when using a

dagger carried in your boot's sheath.

Power (At Will): Free Action. While the dagger is sheathed you may make a basic ranged attack with the dagger against a target up to 5 squares away. If the attack misses the dagger returns to the sheath at the end of your turn.

Power (Daily): Free Action. Use this power to have your dagger return to its boot sheath provided the dagger is no more than 10 squares away from you.

Special: A dagger must be carried within the boot sheath for 24 hours to attune it to the boots before it gains these abilities. Only one dagger may be attuned to the boots at a time.

Danger Dodgers

Level 12

When there's a nasty spell heading your way these boots will get you to safety.

Item Slot: Feet 13,000 gp

Property: You gain a +2 item bonus to Reflex defense

when defending against spells.

Power (Daily): Immediate Reaction. Use this power when the space you are standing becomes targeted by a spell with a range of blast, burst, or zone. You shift to an open space outside of the attack's range, provided that there's one available within 5 squares of you.

Fire Trail Boots

Level 9

These smoking boots will leave a dangerous trail of flames behind you.

Item Slot: Feet 4,200 gp

Property: You gain resist 5 Fire

Power (Daily ◆ Conjuration, Fire): Free Action. As per the wizard spell *wall of fire* however the area of the wall is limited to spaces you moved through during your turn (no more than 8).

Flame Charge Boots

Level 5+

Your charge attacks become enhanced with fire damage.

Lvl 5 1,000 gp Lvl 25 625,000 gp

Lvl 5 1,000 gp Lvl 15 25,000 gp Item Slot: Feet

Property: You deal an additional 1d6 fire to your target

when you make a successful charge attack.

Level 15: 1d10 Fire Level 25: 2d8 Fire

Power (Daily ◆ Fire): Free Action. Close Burst 2. Use this ability after making a successful charge attack against a target. Enemy creatures in the affected area are dealt

1d6+4 Fire damage. *Level 15:* 1d10+6 Fire *Level 25:* 2d8+9 Fire

Flame Foot

Level 10

You leave a trail of hidden fire traps behind you.

Item Slot: Feet 5,000 gp **Property:** You gain resist 5 Fire.

Power (Daily ◆ Fire): Free Action. Choose up to three squares you moved through during your turn. At the end of your turn these square become trapped. An enemy creature that steps into a trapped square is greeted by a spout of flames. Attack: +17 vs. Reflex. Hit: 3d6+5 fire damage and ongoing 5 fire damage (save ends). Miss: Half damage, no ongoing damage. Each trap remains until the end of the encounter or triggered, whichever comes first.

Fog Trail Boots

Level 6

This dark gray footwear is constantly surrounded by a light mist.

Item Slot: Feet 1,800 gp

Power (Daily ◆ Conjuration): Free Action. As per the wizard spell wall of fog however the area of the wall is limited to spaces you moved through during your turn (no more than 8).

Forest Striders

Level 14

Foot coverings of treated leaves and ivy offer you bonuses when moving through the woods.

Item Slot: Feet 21,000 gp

Property: You ignore the effects of difficult terrain and

gain a +1 bonus to your movement rate and initiative when moving through forest environments.

Power (Daily ◆ Teleportation): Move Action. You teleport a number of squares equal to your movement rate. You must be in a forest environment to use this power.

Power (Daily): Minor Action. Before moving this turn spend a healing surge. You are healed for your surge value + a number of hit points equal to the amount of squares you move through this turn. You must be in a forest environment to use this power.

Freestep Boots

Level 8

These boots allow you to take that one extra step.

Item Slot: Feet 3,400 gp

Property: You gain a +1 item bonus to Acrobatics checks. **Power (Encounter):** Free Action. Use this ability to move

1 extra square.

Power (Daily): Minor Action. Use to automatically escape a grab or end the immobilized, restrained, or slowed conditions. You shift into an empty space adjacent to you when you use this power.

Icy Toes

Level 10

You leave a trail of hidden frost traps behind you.

Item Slot: Feet 5,000 gp **Property:** You gain resist 5 Cold.

Power (Daily): Free Action. Choose up to three squares you moved through during your turn. At the end of your turn these square become trapped. An enemy creature that steps into a trapped square is greeted with a bone chilling blast. Attack: +17 vs. Reflex. Hit: 3d6+5 cold and target is slowed (save ends). Miss: Half damage, no ongoing damage. Each trap remains until the end of the encounter or triggered, whichever comes first.

Quickstep Boots

Level 11

These boots allow you to modify your movement rate under different conditions.

Item Slot: Feet 9,000 gp

Power (At-Will): Immediate Reaction. Use this power when an ally is damaged by a creature in melee combat. You may shift 1 square towards that creature. You may only use this ability once per round.

Power (Daily): Immediate Reaction. Use this power after an attack causes you to become bloodied. You may shift a number of spaces equal to half your movement rate.

Runarounders

Level 9

Attack from the front then move to the back.

Item Slot: Feet 4,200 gp

Property: Each time you make a successful critical hit in

melee combat you may shift 1 square.

Power (Encounter ◆ Teleportation): Free Action. You may use this ability after damaging a creature in melee combat. If the space directly across from you, on the opposite side of the creature you just damaged is empty, teleport to it and end your turn.

Sidestep Boots

These boots let you duck away from danger.

Item Slot: Feet 45,000 gp

Property: You gain a +1 item bonus to your Reflex defense. Each time an attack vs. your Reflex misses you may shift 1 square.

Power (Daily): Immediate Reaction. Use this ability when hit by a melee or ranged attack. The attack misses you. For this power to function you must shift into an open space to the left or right of the direction the attack came from.

Slick Trail Boots

Level 3

A pair of oily looking black leather boots leaves a slippery trail behind them.

Item Slot: Feet 680 gp

Power (Daily): Free Action. The squares you move through this round become coated with a slippery substance. Creatures that enter a coated square are subjected to a +10 attack vs. Reflex. If successful the target becomes prone. A coated square reverts to normal after making its attack.

Spike Trail Boots

Level 3

As you move, these boots pull small spikes of earth up from the ground.

Item Slot: Feet 680 gp

Power (Daily): Free Action. The squares you move through this round become covered in small spikes. Creatures medium size or larger that enter a spike covered square suffer a +10 attack vs. Reflex that does 2d4 + 4 damage and slows the target (save ends). A spiked square becomes cleared of spikes after its attack.

Storm Charge Boots

Level 5+

Your charge attacks become enhanced with lightning and thunder damage.

Lvl 5 1,000 gp Lvl 25

625,000 gp

Lvl 15 25,000 gp

Item Slot: Feet

Property: You deal an additional 1d4 Lightning and 1d4

Thunder to your target when you make a successful charge attack.

Level 15: 2d4 Lightning and 2d4 Thunder Level 25: 3d4 Lightning and 3d4 Thunder

Power (Daily ◆ Lightning, Thunder): Free Action. Close Burst 2. Use this ability after making a successful charge attack against a target. Enemy creatures in the affected area are dealt 1d4+2 lightning and 1d4+2 thunder damage.

Level 15: 2d4+3 Lightning and 2d4+3 Thunder Level 25: 3d4+4 Lightning and 3d4+4 Thunder

Storm Stomp Boots

Level 16+

A stomp of your foot unleashes the power of the storm against those foolish enough to engage you.

Lvl 16 45,000 gp

Lvl 26 1,125,000 gp

Item Slot: Feet

Property: You gain resist 5 Lightning and resist 5

Thunder.

Level 26: Resist 10 Lightning and resist 10 Thunder **Power (Daily ◆ Thunder):** Standard Action. Stomping your left foot unleashes a shockwave of thunder upon your enemies. Make an attack: Close Burst 2; Strength +3 vs. Reflex. Hit: Target takes 2d4 Thunder and must make a saving throw or be knocked prone.

Level 26: Strength +5 vs. Reflex. Hit: Target takes 4d4 Thunder and must make a saving throw or be knocked

Power (Daily ◆ Lightning): Standard Action. Stomping your right foot unleashes a burst of lightning upon your enemies. Make an attack: Close Burst 2; Strength +3 vs. Reflex. Hit: Target takes 2d4 Lightning and must make a saving throw or be dazed until the end of their next turn.

Level 26: Strength +5 vs. Reflex. Hit: Target takes 4d4 Lightning and must make a saving throw or be dazed until the end of their next turn.

Surestep Boots

Level 8

When you step in something foul these boots will protect you from any ill effects.

Item Slot: Feet 3,400 gp

Property: You gain a +2 item bonus to Acrobatics and

Athletics checks.

Power (Daily): Free Action. You are immune to powers and effects with the zone keyword until the end of the encounter.

Thorn Trail Boots

Level 3

These green leather boots leave a twisting trail of thorn covered vines behind them as you move.

Item Slot: Feet 680 gp

Power (Daily ◆ Conjuration): Free Action. Choose a

contiguous series of up to 8 squares you moved through during your turn. These squares become filled with a tangled mess of thorny vines up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d4 + Intelligence modifier damage. If a creature moves into the wall's space or starts its turn there, the creature takes 2d6 + Intelligence modifier damage. Entering a square occupied by the wall costs 2 extra squares of movement. The wall blocks line of sight. You can choose to sustain the wall with a minor action.

Trailblazers Level 10

These boots grant bonuses to allies who choose to follow in your footsteps.

Item Slot: Feet 5,000 gp

Property: You gain a +1 item bonus to your movement and initiative. If an ally enters at least one square you stepped in during your last turn they gain a +1 square movement bonus until the end of their turn.

Power (Daily): You gain an additional +2 to your movement and can move across difficult terrain as though it were normal until the end of the encounter. Allies can move through the same difficult terrain squares you moved through during your last turn as though it were normal terrain.

The boots illustration on the cover was created by Pawet Dobosz ©2007 And made available by The Forge Studios www.theforge.pl