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The Ebon Vault: Fantastic Footgear



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Introduction

While they are not technically a part of one's character, magic items are perhaps one of the best ways to customize a player character in the *Pathfinder* game. There are only so many classes and races (though those numbers do grow over time, as more and more are added to the list of options by additional rulebooks), and a character can only have so many feats (of which, typically speaking, only a small handful have any real hope of being useful, in any event). But there are vast quantities of magic items out there, and they can be used in all manner of configurations. With as many magic item slots and different types of magic items as there are, and all the fun and interesting powers that many of them have (especially wondrous items), it's no wonder that, in a game where characters are often defined primarily by "what can s/he *do*," the things that they own often become a major part of their identity.

The *Ebon Vault* series has always had two major goals in mind, beyond just making a collection of magic items that are cool and fun. The first is that they should provide a selection of magic items for characters of all levels, from the ridiculously cheap to the unimaginably expensive, and everywhere in between, with a roughly even distribution. The second is that the abilities and special powers found in the *Ebon Vault* books should have a strong flavorful resonance with the idea of whatever it is that the book is about. In the past, we've tended to focus on fairly flashy and exciting sorts of magic items: swords and armor, shields and axes, and, for the spellcasters, orbs, staves, and rings (actually rings are for everyone, but who's really counting?). This book, however, is devoted to a somewhat humbler type of magic item, one that begs for practicality and reliability, but which is often taken for granted or overlooked entirely. I am talking, of course, about footgear.

Now, for most people, when it comes to fantasy footgear, the first thing that comes to mind is usually boots (most likely brown leather ones with buckles), but the fact of the matter is, there's a whole world of potential ways to put a little magic on your feet, including the obvious boots and shoes, but also sandals and slippers, which can sometimes have a bit more of an exotic and luxurious feel about them.

This book goes a bit beyond simple and straightforward magic footgear, however, and also covers things like magic horseshoes and cursed items (all of which are, of course, footgear). There are a few reasons for this. Those who have read other installments of the *Ebon Vault* series are no doubt aware that they always have a bit more than just a raw list of magic items, and it's fairly standard to have a section with mundane enhancements or a large number of unique or intelligent magic items. Unfortunately, mundane enhancements for footgear are just not going to be that interesting, most of the time (there was some brief talk of rules for magic shoelaces and buckles, but even we have our limits), and because footgear are wondrous items, any "unique" footgear wouldn't really be all that different, mechanically speaking, unlike, for example, swords or shields. While we solved this in *The Ebon Vault: Rings of Power* by simply doing intelligent rings instead of unique rings, we honestly found the idea of intelligent boots more than a little bit silly, and it was a bit of a stretch to include as many as we did.

Yes, we could have simply done more magic footgear, but the *Ebon Vault* books are supposed to be about a little bit more than just a list of 101 magic items, and we feel that the magic horseshoes (which are an interesting type of magic item that was, let's face it, never going to get its own book) as well as cursed footgear, go a long way towards rounding out this product and covering magical footgear from every possible angle. In fact, we're very excited about what we came up with for the cursed footgear, and think that this section will prove valuable not only to GMs, but also to players as well. We think that the diversity of regular magic footgear, magic horseshoes, cursed footgear, and intelligent footgear will go along way towards making this book more useful to a larger number of people. Of course, there's one thing you need to ask yourself before you start digging through this book for all the exciting new magic boots, slippers, shoes, and the like, and that question is:

Just how many pairs of shoes does one person need?

Footgear Descriptions:

The following section presents twenty-five physical descriptions which can be applied to various kinds of footgear, whether magical or mundane. The descriptions are purely flavorful, and are designed to make it easy to make boots, shoes, sandals, and slippers a little more exciting and evocative. The descriptions are purposely left a little bit open-ended, and while some certainly hint at specific types of enchantments or origins, each of them can easily be applied to a wide variety of footgear, striking a balance between keeping them generic enough to be easy to insert into your campaign, yet specific enough to still be interesting to envision. They are divided into different types of footwear, which are organized in alphabetical order: boots, sandals, shoes, and slippers. The individual entries in each category are presented in no particular order.

Boots

#1: These boots are made of plain brown leather, and are largely unadorned. They have plain brown laces, and the boots themselves come about a third of the way up the shin, when worn. The bottom of each sole bears a separate engraved symbol, which has been carefully and expertly etched into the leather: one shows a pristine and majestic tower rising triumphantly from a bustling town, while the other displays a dragon, flying over a burning city as tiny townsfolk flee in terror.

#2: These boots are made of fine black leather, and come nearly up to the wearer's knee. The laces are very small and fine, and crisscross in a very tight pattern up the entire front of the boot. They always appear glossy and gleam in any light, as though they had been freshly polished. The image of a rose, including a long, snaking, thorny stem, has been stitched onto the side of each boot, running down the wearer's calf.

#3: These boots appear to have been made from the skin of some kind of reptile, though it is unclear what sort. They are black, though the inside is lined with a plush, comfortable red velvet, cushioned with down, making them incredibly comfortable to wear. The soles are incredibly soft, and slide comfortable along the ground with little friction, as well. The tongue of the boot has been fashioned in a peculiar shape, with what appear to be miniature bat wings emerging from either side.

#4: These boots are made of red leather, and rise two-thirds of the way up the wearer's calf. They feature a slight heel, but not enough of one to make walking difficult or uncomfortable, though the toes come to an unusually narrow point. The outside of each boot bears a stitched inlay depicting a desert scene, though the position of the sun in that scene actually moves depending on what time of day it currently is.

#5: These plain brown boots have several small nails emerging from the bottom of their soles, as though in a crude attempt to make spiked boots. A dark red stain covers the bottom quarter or so of the boots, including the nails, and no amount of cleaning seems able to remove it. Despite the awkward placement of the nails, the boots are

comfortable to wear, and not difficult to walk on, though they do occasionally make a strange hissing noise while walking.

#6: These heavy wolf-fur boots are both comfortable and fashionable. The soles are made of black leather, and the inside stuffed with down, making them very easy on one's feet. On the night of the full moon, the fur on the boots turns from a greyish-white to pure black, and they emit a faint scent of pine needles.

#7: These brown leather boots are trimmed with gold, which is set into the leather with various whorls and designs along the sides and atop the tongue. The center of the tongue on each boot has a single tiger's eye quartz inlaid in gold, which is itself inlaid into the leather. In the darkness, these quartzes glow with a faint light, which could almost be mistaken for a reflection, except when there is no light to begin with.

#8: These unusual boots are made from the skin of some unknown creature, and are covered on the outside in three-inch long sharpened quills, which hang from the boot's leathery surface at a 30-degree angle. The quills are hollow, and the boots make rattling noises as the wearer walks. Further, in a strong wind, the wind can be heard whistling through the quills, creating an eerie, moaning sound.

#9: These boots appear to be made of solid gold, though closer inspection reveals that they are only covered in a thin layer of gold, and remain quite supple and flexible. The inside is lined with soft, smooth ermine fur, making them very comfortable. They rise about halfway up the wearer's thighs, and have three large buckles, each set with a gem: the highest has a sapphire, the middle an emerald, and the lowest a ruby. On the toe of each of the boots a moderately-sized diamond has been set.

#10: These boots are covered in shaggy brown fur, about two inches in length. They rise nearly to the wearer's knees, and are incredibly warm and soft on the inside. The boots have been fashioned in the shape of a bear's paw, and actually have five large claws sewn into each boot, though a close examination reveals that the soles of the boots are made of plain leather.

Sandals

#1: These sandals appear to have been made entirely from woven grass and reeds, expertly twisted and molded together, as though by magic. They feature a pair of crisscrossing straps that cover the majority of the foot, forcing the wearer to slide his feet into the sandal, as there is no way to unbuckle them. Despite their material, they seem surprisingly durable, and smell faintly of fresh-cut grass.

#2: These sandals have been plated in copper, and appear at a glance to be made from a solid bar of it. The straps are made of copper as well, and are not so much straps as they are a pair of hinged bars, curved to match the topography of a foot, with buckling clasps, allowing them to be opened and closed like the door of a cage. Most of the sandal's inner surface has been covered with a pillow-like padding of purple silk, stuffed with down, preventing the hard metal from being uncomfortable for the wearer.

#3: These sandals are made of wood, and are raised above the ground by a pair of rectangular wooden blocks affixed to the soles, which are about an inch thick and run all the way from the left end of the sandals to the right. The straps are made of leather, with no buckle. Attached to one of the straps on each sandal is a brass pin, in the shape of a long, serpentine dragon, which winds its way around the strap, and is positioned in such a way that it appears to be preparing to devour the wearer's toe.

#4: These sandals are made of transparent glass, though the straps are made of a sort of bluish leather, which is slightly cold to the touch. The sandals themselves are quite thick, nearly three inches tall, and the glass within is hollow, and filled with water. Even stranger, within the water, inexplicably, is a fish, one in each sandal, which swims merrily about within its small prison. There is no means of opening the sandal, which begs the question of how the fish survives, but close scrutiny seems only to confirm that each is a real fish, and not a fake or an illusion.

#5: These sandals are made of a reddish clay, and have straps made of plain, simple ropes. The bottoms of the sandals are studded with tiny rocks and pebbles, which stick halfway out from the clay and act like spikes on a hiking boot, gripping the ground and providing traction for the wearer. The tops of the sandals do not have similar protrusions, and are smooth, and typically chill to the touch. Crude engravings have been made into the clay on the tops of the soles, just where the balls of the wearer's feet would be, which depict a single, winged eye, one on each sandal.

Shoes

#1: These shoes are made of wood, and the toes come to an uncomfortably narrow point, which curves upwards slightly. The wood itself appears to be oak, and has been carefully stained with a rich, dark tone. When worn, they make a great "clacking" sound as the wearer walks, and seem almost supernaturally resonant, making deep tones even when he walks on grass or soft carpets. Each boot has a single character engraved on the heel, with the left heel bearing a "G" and the right heel bearing an "N."

#2: These plain brown leather shoes appear rather innocuous at first glance. They have a buckle, instead of laces, which appears to be made of copper. Curiously, the shoes seem to smell faintly of cinnamon, and those who investigate more closely find that the inside of the shoes smells very strongly of the herb, though no cinnamon can be found within, and the scent does not fade with time or use.

#3: These shoes are made from some kind of snake or lizard skin, in a mosaic of scales that range from pale tan and yellow to dark brown and a rich, sunset-red. Each shoe has a single silver buckle, and just a hint of a raised heel. The backs of the shoes bear small silver spurs, which have been fashioned in the shape of a serpent mid-strike, its exposed fangs forming the point of the spur.

#4: These black leather shoes have neither laces nor a buckle. Instead, as soon as a foot is placed within them, the plush, velvet-lined inner lining of the shoe seems to inflate or bulge out, providing constant but comfortable pressure, and fitting the inside of the shoe perfectly to the wearer. This process is accompanied by a faint hissing sound. A gentle but firm tug is enough to cause the inside of the shoe to "deflate" again, allowing the wearer to remove his feet.

#5: These shoes were clearly once made of brown leather, but are now made more of patches and stitching than they are of the original material. Resembling nothing so much as a patchwork quilt, these boots have sections of leather dyed in every color, and others that have been carefully painted or dyed with garish patterns: yellow and purple polka dots, green and blue stripes, red and white checkerboard patterns, and the like. Even the laces are two different colors: one black, and one white.

Slippers

#1: These slippers are made of a green-tinted glass, which has been carefully crafted and engraved with a pattern of leaves and vines, giving it the appearance, to the casual observer, that it is made of some kind of crystalized plant. The inside is lined with green velvet, making them comfortable enough to wear. At the toe, the slippers curve up and into a point.

#2: These slippers are made of rabbit's fur, with the rabbits' heads still attached, situated just above the toe. Careful taxidermy has been applied, as well as some magic, and though the rabbits have black crystals for eyes, the slippers occasionally quiver or twitch their noses. The inside of the slippers are quite comfortable, filled with goose down and lined with silk.

#3: When not worn, these slippers appear to be little more than a pair of small, purple silk purses, as they have no real form or shape to them. As soon as a foot is placed inside, however, the material comes alive, wrapping itself comfortably around the wearer's foot and molding perfectly to its shape, holding that form for as long as it is worn. Though they are not thick, the slippers are quite warm, and keep the wearer's feet toasty in nearly any conditions.

#4: These slippers are made of a very thin and flexible sheet of silver, which has been studded with tiny sapphires in a row along the sides, circumnavigating the entire affair. The insides of the slippers are lined with seal fur, but not padded in any way, though they remain quite comfortable, regardless. Slightly long, from heel to toe, these slippers come to a point which curves upward and back in toward the wearer, and from which dangles a single silver bell, though that bell always remains perfectly silent.

#5: These slippers appear at first glance to be made of a sort of reddish glass, which seems to shimmer and sparkle in a way that almost resembles motion, but on closer inspection, one finds that they are not truly solid at all, but rather are made entirely of air, tinted red through alchemy or magic, which constantly whirls and rushes about in place, forming a bed of cushioned, flowing air for each of the wearer's feet. Though they do little to keep one's toes warm, they are incredibly soft to walk on.

Magic Footgear

The following section provides information on over 50 new wondrous items that occupy the feet slot. In all cases, both pieces of footgear must be worn in order to gain any benefit, and characters cannot "mix and match" two different pieces of footwear. Table 1-1: Footgear by Price lists all the magic footgear in this section, ordered by their price in gold pieces, and then alphabetically. Each entry on the table contains a hyperlink to the footgear in question.

ANIMA	TED	RO	ОТС
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Aura moderate transmutation; CL 11th Slot feet; Price 4,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, animate objects; Cost 2,000 gp

These unusual boots do not grant the wearer any direct magical benefits. Three times per day, however, the wearer can activate the boots with a purely mental command, causing them to move on their own, and carrying him with them. When so activated, the boots move the wearer up to 30 feet. This movement provokes attacks of opportunity, as normal. The wearer can activate this ability even while stunned or paralyzed, as long as he is conscious and aware. Even though the wearer is technically able to move in this way while helpless, he continues to be denied his Dexterity bonus to AC, and suffers all the normal drawbacks of whatever condition he may be in. These boots cannot be activated while the wearer is petrified.

When they are not being worn, the boots can also be activated with a command word, which causes them to animate and walk in a straight line in the direction that they are pointed for one mile. While moving in this way, the *animated boots* leave tracks as though they were an adult human. After walking for one mile (or when they reach an obstacle that they cannot pass) the boots come to a stop. Activating this ability does not count against the number of times per day that the *animated boots*' other ability can be used.

ANOTHER MAN'S BOOTS

Aura moderate conjuration; **CL** 7th **Slot** feet; **Price** 33,600 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *dimension door*; **Cost** 16,800 gp

These boots are always black and rather simple in appearance. The boots always feel stiff when worn, as if they have not been broken in, even after many weeks of use.

These boots have a simple magic which allows them to transpose the wearer with another nearby character. As a swift action three times per day, you can activate the boots to switch places with another character within 60 feet. Unwilling targets may resist this effect with a successful Will save (DC 16). If the target is also wearing a pair of *another man's boots*, you can switch places with him in this way without using up one of your daily uses of this ability.

BOOTS OF BACKTRACKING

Aura strong divination; CL 11th Slot feet; Price 9,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, find the path; Cost 4,500 gp

Table 1-1: Footgear by Price

Table 1-1: Footgear by Price	
Footgear	Price
Boots of false trails	500 gp
Shoes of sudden starts (+1)	500 gp
Shoes of swift sliding	500 gp
Boots of the long fall	500 gp
Boots of guiding trails	750 gp
Dodgestep shoes (+1)	750 gp
Marathon shoes	750 gp
Boots of crawling	1,500 gp
Shoes of sudden starts (+2)	2,000 gp
Shoes of sharp turns	2,500 gp
Shoes of shifting step	2,500 gp
Shoes of the tightrope walker	2,500 gp
Dodgestep shoes (+2)	3,000 gp
Boots of dynamic entry	3,500 gp
Animated boots	4,000 gp
Shoes of sudden starts (+3)	4,500 gp
Boots of steed mastery	5,000 gp
Boots of the riverwalker	5,000 gp
Boots of mighty tremors	6,000 gp
Boots of repelling	6,000 gp
Boots of the tortoise	6,000 gp
Dodgestep shoes (+3)	6,750 gp
Paving boots	7,000 gp
Boots of icy step	7,500 gp
Gecko boots	7,500 gp
Shoes of sudden starts (+4)	8,000 gp
Boots of backtracking	9,000 gp
Boots of blooming	10,000 gp
Flying dragon sandals	10,000 gp
Dodgestep shoes (+4)	12,000 gp
Green man boots	12,000 gp
Shoes of sudden starts (+5)	12,500 gp
Boots of incredible leaping	12,800 gp
Sandals of the coalwalker	15,000 gp
Boots of beasts	16,000 gp
Shoes of short stepping	18,000 gp
Dodgestep shoes (+5)	18,750 gp
Homely boots Boots of rooting	20,000 gp
Rubble boots	25,000 gp
Shoes of the cautious thief	25,000 gp 26,000 gp
Boots of the dwarf	27,000 gp
Another man's boots	33,600 gp
Boots of the stampede	36,000 gp
Shoes of the magnificent dance	40,000 gp
Boots of raking	44,000 gp
Shoes of the retreat	47,000 gp
Slippers of the lightest step	48,000 gp
Boots of the swift charge	51,000 gp
Boots of shadowstriding	53,000 gp
Boots of stomping	54,000 gp
Boots of sinking	55,000 gp
Slippers of air walking	60,000 gp

Boots of dashing	65,000 gp
Boots of the pit lord	85,000 gp
Boots of the fault line	96,000 gp
Boots of oceanstriding	97,000 gp
Boots of the wandering warrior	100,000 gp
Boots of planar exploration	180,000 gp

Three times per day, as a move action, the wearer of these boots can activate them, causing them to spring to life and begin leading the wearer backwards along the path that they had followed for the last 10 miles that they traveled. Though the boots seem to pull the wearer's feet in the appropriate direction, this sensation is easy to resist, and the wearer is not compelled to follow them. The boots always take the shortest path to the next-oldest "footprint" where they had stepped on a non-moving surface, even if no actual footprints were left (for example, if a character walked a mile, got on a carriage and rode for a mile, then walked a mile and activated the boots, he would retrace his steps back to where he got off the carriage, then take the shortest direct route from there to where he got on the carriage, regardless of the route the carriage took, and then retrace his steps a mile back from there).

This ability functions even if the wearer is not the one who was wearing the boots at the time that they travelled that distance, and, if found abandoned on the side of the road, can be used to find where the previous owner had been before discarding them, etc.

Finally, by placing the boots on another person's feet, (including a corpse) and speaking a command word, the owner can attune the boots to that person's footsteps, meaning that the wearer can then put them back on and activate them in order to backtrack the path of the person that it was attuned to, at the time that he attuned them. The boots only remain attuned in this way for 10 minutes if they are not activated, and attuning the boots in this fashion does not count against the number of times that it can be used each day.

BOOTS OF BEASTS

Aura moderate transmutation; CL 11th Slot feet; Price 16,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, summon nature's ally V; Cost 8,000 gp

These tall boots are crafted from buck skin and cured with tears of a grizzly bear. While the boots always fit the wearer snugly, they feature a wide and ungainly sole which is prone to leave massive, roughly humanoid footprints in mud or snow.

A pair of *boots of beasts* automatically leaves a trail wherever the wearer goes, and he cannot hide his trial while wearing them. Normally, the wearer's tracks appear to be from a large and unidentifiable bipedal primate, or similar humanoid. As a free action up to three times per day, the wearer can activate the boots in order to alter his tracks, causing them to mimic any natural animal with which he is familiar. His tracks remain altered in this way until the next time he uses this ability, or until he ends the effect (a swift action). As long as the boot's tracks have been altered, the boots of beasts also attract wild animals to the wearer's location. For every hour that the boots are worn while this ability is used, there is a 50% chance that 1d3 animals of the same type as the footprints that the boots are currently creating discover the trail, and begin follow it to the wearer. No more than three animals can be attracted in this way each time that the boots are activated. Animals that arrive as a result of this ability are under no compulsion to serve the wearer or continue following him once they can see him, but all such creatures have a starting attitude of indifferent towards the wearer. If there are no animals of the chosen type within 5 miles of the wearer when he activates this ability, it has no effect.

BOOTS OF BLOOMING

Aura faint transmutation; CL 1st Slot feet; Price 10,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *entangle*; Cost 5,000 gp

These simple brown leather boots are constantly covered with a verdant bloom of foliage which cascades from the top of the boots to obscure them in a blanket of brightlycolored flowers. The flowers grow at a rapid pace, beginning as buds, reaching maturity, and dying within a period of only an hour, though they are constantly replaced by new flowers.

As long as the boots are worn, anywhere that the wearer walks bursts into vibrancy as flowers and plants spring up in his wake. These plants are temporary, lasting only 10 minutes after the wearer passes over a place, and are nonintrusive; they do not impede movement in any way, nor do they cause any damage to creatures, plants, or even structures in the affected area. The plants are even able to take root in surfaces which would not normally be possible, such as solid rock, wood, or even metal. Though the plants do not impede movement on their own, they are sufficiently large to be the target of an *entangle* spell, or any other spell that requires the presence of vines, brambles, or other undergrowth.

Once per day, as a swift action, the wearer can activate the boots to leave special plants called deadly creepers in his wake that round, instead. If he does, then each square that he moves through that round is covered with animated vines, which attempt to grapple any creature other than the wearer that enters their square. The deadly creepers have a CMB of +13, and a CMD of 23 for the purposes of grappling, and deal 1d8+7 points of damage with each successful grapple check. A single square of deadly creepers has AC 15 and 30 hit points. The deadly creepers last for only one minute before withering up and crumbling to dust.

BOOTS OF CRAWLING

Aura faint transmutation; CL 1st Slot feet; Price 1,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, expeditious retreat; Cost 750 gp

These tall brown boots reach nearly to the wearer's knees. As long as they are worn, the wearer does not provoke attacks of opportunity for crawling. Additionally, he can move 10 feet each time he crawls, rather than 5 feet.

BOOTS OF DASHING

Aura faint transmutation; CL 5th Slot feet; Price 65,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *haste*; Cost 32,500 gp

These handsome knee-high boots are cobbled expertly from leather of bright and vibrant crimson. The interior is lined with the fur of a cheetah, and magically imbued with the power to provide both superior comfort and support to the wearer.

At the beginning of each of his turns, the wearer of a pair of *boots of dashing* may move up to his speed as a free action. This movement does not prevent him from making 5-foot steps. If he is climbing or swimming, he may make an additional Climb or Swim check, and climb or swim the appropriate distance, instead. The wearer may not use this ability to perform other move actions, such as drinking a potion.

BOOTS OF DYNAMIC ENTRY

Aura faint transmutation; **CL** 3rd **Slot** feet; **Price** 3,500 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *bull's strength*; **Cost** 1,750 gp

Designed for adventurers who prefer to kick down doors rather than unlock them, these unusual boots allow their wearers to break down stuck, locked, or barred doors, and sometimes even walls, with relative ease. Three times per day, the wearer can activate these boots as a swift action to gain a +10 bonus on Strength checks made to break down doors, walls, or other obstacles. This bonus only applies on Strength checks made to beat break DCs, and lasts until the beginning of the wearer's next turn.

BOOTS OF FALSE TRAILS

Aura faint transmutation; CL 1st Slot feet; Price 500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *alter self*; Cost 250 gp

These grey leather boots are largely shapeless, and mold to the shape of the wearer's feet, making them exceptionally comfortable. Far more important to most adventurers who come across them, however, is their ability to mislead those that would pursue him.

On command, the soles of the boots can transform, allowing the wearer to produce unusual or misleading tracks as he walks. The boots can replicate the footprint of any Small, Medium, or Large creature that the wearer desires, allowing his footprints to appear to have been made by the chosen type of creature, instead. He can also make his footprints appear to have been made by another creature of the same race, but a different gender, height, and so forth. Finally, if desired, the boots can also create footprints that are facing backwards, leading anyone who encounters them to believe that they lead in the opposite direction from the one that the wearer was headed.

Anyone who makes a Survival check to follow the tracks (or an appropriate skill to study the tracks and identify

the creature that made them, such as Knowledge [nature] for animal tracks) and exceeds the DC by 5 or more can determine that the tracks are not natural, and have been tampered with or faked in some way. Anyone that exceeds the DC by 10 or more can identify the wearer's actual tracks, and all the information that that entails.

BOOTS OF GUIDING TRAILS

Aura moderate transmutation; **CL** 11th **Slot** feet; **Price** 750 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *dancing lights, find the path*; **Cost** 375 gp

These boots seem perfectly ordinary, if slightly more comfortable than the average boot. Three times per day, however, when the wearer speaks a command word, the boots create a trail behind the wearer, causing each of his footprints to light up with a pale, yellow-green light. This light is equivalent to a candle, and outlines the shape of the wearer's footprint exactly, even if the wearer did not actually leave any footprints (such as because he was walking on a stone floor, or because of a spell or ability that prevents him from leaving tracks). This affect extends to everywhere that the wearer has walked in the last hour, up to a maximum range of 10 miles from where the boots are activated. The effect lasts for 1 hour before the light fades. Any steps that the wearer takes after activating the ability are not illuminated in the same fashion.

BOOTS OF ICY STEP

Aura moderate evocation; CL 7th Slot feet; Price 7,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, wall of *ice*; Cost 3,750 gp

These fur-lined boots allow their wearer to create a trail of slippery ice when he walks. Three times per day, as a swift action, the wearer can activate the boots. If he does, then each square that he moves through that round is covered in a thin layer of slick, slippery ice. Any creature that enters an affected square must succeed on an Acrobatics check (DC 20) or stop their movement and fall prone. A creature that spends two squares of movement to enter the affected square gains a +5 bonus on this check, while a creature that enters the square while running or charging suffers a -10 penalty (these adjustments are cumulative, for a total penalty of -5 for creatures that do both).

The wearer must be walking on a solid surface to use this ability, and does not leave slippery ice in any squares that he flies, levitates, swims, or burrows through. The ice created in this way lasts for 1d4 rounds in areas of moderate or warmer temperature. In cold or colder temperature, it remains until it is destroyed naturally.

Finally, the wearer can traverse slippery ice (both that created by the *boots of icy step* and other slippery ice) without penalty.

BOOTS OF INCREDIBLE LEAPING

Aura faint transmutation; CL 1st Slot feet; Price 12,800 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *jump*; Cost 6,400 gp



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These sky-blue boots are decorated with images of fluffy white clouds, which change their shapes daily, never quite repeating the same pattern. The boots are always a tight fit, but strangely comfortable, and have a springy feel when the wearer walks.

The wearer of a pair of *boots of incredible leaping* is capable of jumping to great heights. His natural jumping ability is greatly improved, allowing him to jump vertically with the same ease as jumping horizontally. As a result, when the wearer makes an Acrobatics check to perform a high jump, the DC is equal to the height to be reached, in feet. If the wearer must jump both vertically and horizontally (crossing a certain distance while reaching a certain height), the DC is equal to the distance to be crossed horizontally + the height to be reached vertically.

Finally, three times per day, as a move action, the wearer of a pair of *boots of incredible leaping* can make a single, incredible jump, launching himself 30 feet vertically and 10 feet horizontally.

BOOTS OF MIGHTY TREMORS

Aura strong transmutation; CL 5th Slot feet; Price 6,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, stoneshape; Cost 3,000 gp

These heavy boots have iron soles, and manage to clang and clomp loudly on any surface, imposing a -5 penalty on Stealth checks made to be quiet or avoid being heard. On the other hand, this extraordinary noise had a crippling effect on creatures that rely on tremorsense to locate their prey. Tremorsense fails to work within 30 feet of the wearer, as numerous crisscrossing tremors make it impossible to locate even the wearer's location, let alone those of other creatures in the area. The wearer can suppress this effect for 1 round as a full-round action by deliberately standing perfectly still.

Additionally, once per day the wearer can stomp on the ground with all his might, creating a minor earthquake. All creatures within 120 feet of the wearer must succeed on a Reflex save (DC 14) or fall prone and suffer 1d6 points of damage. A creature that fails its saving throw by 5 or more suffers 1d6 points of fall damage, as well.

BOOTS OF OCEANSTRIDING

Aura faint transmutation; CL 5th Slot feet; Price 97,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *water walk*; Cost 28,500gp

These heavy boots are made of a dark blue, rubbery substance, which feels wholly uncomfortable to wear. The boots are always wet, and it impossible to be comfortable while wearing them, as they constantly soak the wearer's feet in cold, briny water.

Despite this, these boots boast a number of magical properties which endear them to oceanic travelers, especially those that prefer to avoid boats. The wearer is constantly affected as by the spell *water walk*, except that his feet do touch the water. Additionally, as long as the boots are touching water, the wearer's movement speed is increased by 20 feet (treat as an enhancement bonus), and he gains a +2 dodge bonus to AC.

Further, the wearer can adjust the motion of the water around him, making it more or less violent. As a move action, he can cause all water within a 6o-foot-radius area centered on him to become calm (swim DC 10), rough (swim DC 15), stormy (swim DC 20), or savage (swim DC 25, and characters in the water suffer 1d6 points of nonlethal damage each round that they remain in the area). This effect extends 20 feet below the surface of the water. The water remains in the chosen state until the wearer leaves the affected area, or ends the effect (a swift action).

Finally, once per day as a full-round action, the wearer of a pair of *boots of oceanstriding* can call a magical wave to bear him up to 100 miles across water, at a rate of 12 miles per hour.

BOOTS OF PLANAR EXPLORATION

Aura strong conjuration; CL 13th Slot feet; Price 180,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *plane* shift; Cost 90,000 gp

These boots are garish in design, and typically represent magnified, exaggerated versions of the aesthetics and cultures of the plane on which they were crafted. Regardless of their style, these boots are typically very comfortable, and made for very long journeys on foot.

The boots of planar exploration grant the wearer a +10-foot enhancement bonus to his movement speed, and a +2 circumstance bonus on Acrobatics, Climb, and Swim checks when on a plane other than the plane they were created on. Additionally, by clicking together the heels of the boots as a swift action once per week, the wearer and every character touching the wearer is immediately transported to another plane of existence, determined at random, as by the spell *plane shift*.

BOOTS OF RAKING

Aura faint transmutation; CL 5th Slot feet; Price 44,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, beast shape I; Cost 22,000 gp

These fearsome boots are made of tiger skin, and are complete with wicked claws which gleam supernaturally in areas of darkness. When worn, the wearer's feet are separated from the ground only by a thin layer of hide, making the boots exceedingly uncomfortable in most environments.

The wearer of a pair of *boots of raking* gains two rake attacks. These rake attacks deal 1d6 + the wearer's Strength modifier points of damage on a successful hit, with a critical multiplier of x2 and a critical threat range of 20. The wearer may make these rake attacks any time that he successfully maintains a grapple, but he must do so instead of any of the other actions he would normally be able to take when he maintained the grapple. If the wearer does choose to attack with his rake attacks as part of maintaining a grapple, doing so always requires a standard action, even if an ability (such as Improved Grapple) would allow him to do so as a move action. These boots can be magically enhanced like weapons to deal additional damage. Each rake attack is considered a separate weapon, and must be improved separately. *Boots of raking* are considered to be masterwork weapons.

BOOTS OF REPELLING

Aura faint transmutation; **CL** 5th **Slot** feet; **Price** 6,000 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *feather fall, levitate*; **Cost** 3,000 gp

These silvery boots are crafted from raw magical energy, and feel not unlike wet silk to wear. They are solidly created, and never cause any discomfort while walking, despite their rather thin appearance.

On command, the wearer of these magical boots can make them hover 5 feet above the ground. While hovering in this way, the wearer is unable to move forward or backward (unless he possesses a fly speed, or similar ability to move through the air), and simply floats in place. He is considered to have higher ground than creatures on groundlevel (granting a +1 bonus to attack rolls made against such creatures). The wearer continues to float 5 feet above the ground until he ends the effect with a separate command.

The boots can also be activated as an immediate action while falling, causing the wearer to come to a cushioned and safe stop 5 feet above the ground.

BOOTS OF ROOTING

Aura faint transmutation; CL 1st Slot feet; Price 25,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *entangle*; Cost 12,500 gp

These sturdy boots are made from solid brown leather, and decorated with a black pattern resembling the knotted twisting of tree roots. While worn, the boots feel heavy and sluggish, as though they do not want to move.

Whenever the wearer stands in place for any length of time, these boots send tendrils of pure energy down into the ground, which hold the wearer in place. If the wearer does not leave his square for a full round, he gains a +4 bonus to his CMD against all bull rush, drag, overrun, reposition, and trip attempts. If he does not leave his square for two full rounds, these bonuses are doubled. If he does not leave his square for three full rounds, he becomes immune to all bull rush, drag, overrun, reposition, or trip attempts, and gains an additional +4 bonus to CMD and saving throws made to resist any other attempts to move him from his spot. If he remains in the same place for 3 or more rounds he cannot be moved from the spot in question against his will.

BOOTS OF SHADOWSTRIDING

Aura moderate illusion; CL 11th Slot feet; Price 53,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *shadow walk*; Cost 26,500 gp

These boots are always black, and seem to swim with liquid shadows and gleam with malice. Apart from their coloration, these boots vary wildly in style, and are often cobbled to fit the tastes and comfort of the individual to whom they belong. While in areas of dim light, the wearer of a pair of *boots of shadowstriding* gains a +10-foot enhancement bonus to his movement speed and a +5 competence bonus on Stealth checks. These bonuses are doubled in areas of darkness. Additionally, once per day, the wearer, and any number of willing characters in physical contact with him, can travel to the plane of shadow, as though with the spell *shadow walk*. This does not allow the wearer of a pair of boots of shadow striding to travel great distances, as with the *shadow walk* spell.

BOOTS OF SINKING

Aura moderate transmutation; CL 7th Slot feet; Price 55,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, dimension door, meld into stone; Cost 27,500 gp

These flat-soled boots are rounded at the front, and are typically made from suede leather dyed to a deep, dark brown. The boots constantly smell of mud and seem to stick to the ground as though covered in muck, making movement unpleasant, if not particularly difficult, for the wearer.

The wearer of a pair of *boots of sinking* can use their magic in order to sink into the ground, disappearing from the surface. As a standard action, the wearer may click the heels of the boots together, and be magically transported to feet directly down from the position he is standing. If this would leave him in mid-air, he falls, as normal. If this leaves him partially or wholly in solid matter (such as the ground, the foundation of a building, or the floor of a second-story room), he merges into the matter as the spell *meld into stone*. He can meld into any non-living solid substance this way, even if it is not made of stone.

Any part of the wearer that exits the substance he is merged with cannot re-enter that substance, and remains on the outside (for example, if the wearer sticks his arm out of a wall, he cannot pull his arm back in, though he can exit the wall without difficulty). If any part of the wearer remains melded with a solid substance after 1 minute, he is magically transported back to the location where he activated this ability.

BOOTS OF STEED MASTERY

Aura faint enchantment; CL 1st Slot feet; Price 5,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *charm animal*; Cost 2,500 gp

These beautiful leather boots are often stylized with fancy scrollwork and images of horseshoes. The defining feature of these boots is a pair of shining spurs of the purest mithral, made with curiously blunt edges.

The wearer of a pair of *boots of steed mastery* can control a mount with his knees without effort, and automatically succeeds on any Ride check made to do so. Additionally, once every 10 minutes, the wearer can dig the spurs into his mount's flanks as a swift action, in order to encourage his mount to spring forward with a burst of speed. On its next turn, the mount's movement speed is treated as being five times its normal amount (*so a horse with a normal movement speed of 50 feet would be able to move 250 feet with a move action, or run up to 1,250 feet, in conjunction with the Run feat*).

BOOTS OF STOMPING

Aura faint transmutation; CL 5th Slot feet; Price 54,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *slow*; Cost 27,000 gp

These hardy-looking boots are almost comically large, and feature a sole of pure steel with wicked spiked cleats. The interior of these boots is magically augmented to fit snugly around the wearer's feet, allowing for easy and smooth movement.

As a standard action, the wearer of a pair of *boots* of stomping can attempt to stomp on a prone creature. The wearer makes a combat maneuver check with a +4 bonus, which, if successful, deals 6d8 + twice the wearer's Strength modifier points of bludgeoning damage to the target. Creatures damaged in this way are pounded physically into the ground, making it more difficult to get up. A character pounded into the ground in this way must succeed on a Strength check (DC 15) when he tries to stand up from prone. If he fails, he is unable to stand and the action is wasted.

BOOTS OF THE DWARF

Aura faint transmutation; CL 3rd Slot feet; Price 27,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *alter self*; Cost 13,500 gp

These heavily-constructed workman's boots are exceptionally durable, if not particularly stylish. The boots are heavily reinforced with iron, making them ungainly and uncomfortable, though they protect the wearer's feet from the day-to-day hazards of rough wilds and manual labor.

The boots of the dwarf greatly strengthen the wearer's legs, allowing him to bear exceptional loads with the strength of his knees and hips, while still moving easily. As long as the wearer is not carrying more weight than his maximum load, he does not suffer any penalties due to encumbrance. Further, he can carry up to twice his maximum load, though if he does so, he suffers penalties as though he were carrying a heavy load. The boots of the dwarf do not allow the wearer to carry more than twice his maximum load. Finally, the wearer gains a +4 bonus to his CMD against all bull rush, drag, overrun, reposition, and trip attempts.

BOOTS OF THE FAULT LINE

Aura strong evocation; CL 15th Slot feet; Price 96,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, earthquake; Cost 48,000 gp

These boots come in a variety of fashions, but always feature a narrow metal ridge which runs the entire length of the boot's sole from heel to toe. Despite the narrow ridge, walking in the boots is both intuitive and comfortable.

The wearer of a pair of *boots of the fault line* can create fissures within the earth. Doing so requires a fullround action which provokes attacks of opportunity. The fissures created by a pair of *boots of the fault line* are 5 feet wide and 20 feet long, and form a straight line beginning from one edge of the wearer's space. At the wearer's option, he can choose whether or not to include his own square in the fault line: if he does, he is lowered harmlessly to the bottom of the trench. Any other creatures in squares affected by an opening fissure can make a Reflex save (DC 22) in order to move to an unoccupied, adjacent square. Creatures that fail the Reflex save, or do not have an unoccupied adjacent square to move to, fall to the bottom of the fissure. Creatures in squares adjacent to those occupied by the fissure suffer 3d6 points of damage and fall prone. A successful Reflex save (DC 22) halves the damage and negates the prone condition.

The boots of the fault line can only create fissures in natural surfaces (such as rock, loose earth, etc.), and if any part of the fissure would cross a man-made surface (such as cobblestone streets, a wooden floor, the foundation of a building, etc.), or if it would cross another fissure created by the boots, then the trench stops in that spot, and does not continue past it. The fissures created by this ability last for one hour, after which the affected area slowly returns to its normal shape, gently and safely depositing any creatures or objects at the bottom of the fissure on the ground in the square the fissure occupied.

The depth of the fissures is determined by the wearer when he activates the boots, up to a maximum depth of 80 feet. The boots have 30 charges, which are renewed each day at dawn. Whenever the wearer activates this ability, he uses one charge for every five feet of depth of the fissure. The fissures have the same depth throughout their entire length. If no charges remain, the boots cannot be used to create fissures until they regain their charges.

BOOTS OF THE LONG FALL

Aura faint transmutation; **CL** 1st **Slot** feet; **Price** 500 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *feather fall*; **Cost** 250 gp

These boots are well-padded and comfortable. Whenever the wearer makes an Acrobatics check to take less damage when falling, he ignores an additional 10 feet for every 5 points by which he exceeds the DC (for example, a result of 20 would allow a character to ignore the first 20 feet that he falls, while a result of 25 would allow him to ignore the first 30 feet that he falls, and so on). Additionally, the wearer only becomes prone as a result of a fall if he takes at least 10 points of lethal damage from falling.

BOOTS OF THE PIT LORD

Aura strong transmutation; CL 12th Slot feet; Price 85,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *rope trick*, *stone shape*; Cost 42,500 gp

These wicked-looking boots shape themselves to the wielder's imagination, always assuming wicked appearances with many sharp edges and spikes. While the form of the boots changes depending on the wearer, they are always black with red highlights, and seem to smoke and smolder constantly as the wearer walks about.

These dreaded boots' powerful magic allows the wearer to reshape the very ground he walks on to suit his own nefarious purposes. The wearer can walk over pit traps and similar holes as though they were not there. This power only affects pits, crevasses, holes, and ravines of no more than 20 feet across at the top, and does not allow the wearer to walk on open air or off the edge of a cliff.

Additionally, as a swift action, the wearer of a pair of *boots of the pit lord* can create or deepen pits in the area where he is standing. If the wearer is not currently standing on a pit trap when he activates this ability, then doing so causes the wearer's space to become a concealed pit trap that is 60 feet deep. The pit trap is not concealed by magical means, but rather by a thin layer of earth or floor that remains behind, and which collapses under 1 lb. of pressure (though the wearer himself does not trigger the trap by standing on it). The DC to locate a pit trap created in this way is 25, and a successful Reflex save (DC 16) allows a character that triggers the pit trap to avoid falling in. If the wearer is currently standing over an existing pit trap (one that was not made with this ability), he can instead activate the boots in order to deepen the pit by an additional 60 feet. He can use this ability only once per pit.

The pits created in this way (and the extra depth added to existing pits) use extradimensional space, and are actually only an inch or so deep, preventing them from being used to tunnel vertically. Once a pit is created (or deepened), it remains for 12 hours, after which the area returns to normal, with no sign that the pit trap was ever there. Any creatures in the pit trap at this time are brought to the surface of the pit, unharmed.

BOOTS OF THE RIVERWALKER

Aura faint transmutation; CL 5th Slot feet; Price 5,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *water walk*; Cost 2,500 gp

As long as they are worn, these boots allow the wearer to walk on water and other liquids as though they were solid surfaces. This allows him to walk on mud, oil, snow, quicksand, running water, or even lava. Unlike the *water walk* spell, the wearer's feet do not hover an inch or two above the surface, but instead tread on the liquid directly. As a result, these boots can have a few complications that *water walk* is not generally subject to.

While the *boots of the riverwalker* do grant the wearer the ability to traverse liquids as though they were solid, it is difficult to maintain one's balance while doing so. Each time that the wearer moves more than 5 feet in a single action, he must succeed on an Acrobatics check (DC 10). If he fails, he stumbles and falls into the water. If the wearer moves more than half his speed during that action, the DC increases by +5, and if the action is running or charging, it increases by +10, instead. Finally, if the liquid he is walking on is running (such as a river) or uneven (such as the ocean during a storm, etc.) the DC increases by an additional +5. Finally, the DC increases by +1 for each consecutive minute that the wearer remains balanced on the liquid without reaching a solid surface.

Finally, if the wearer uses the *boots of the riverwalker* to walk across lava, acid, or any other substance that would normally inflict damage, the *boots of the riverwalker* suffer that damage, instead. If the *boots of the riverwalker* are destroyed in this way (they have hardness 4 and 15 hit points), the wearer plunges immediately into whatever he had previously been walking on.

BOOTS OF THE STAMPEDE

Aura moderate transmutation; **CL** 11th **Slot** feet; **Price** 36,000 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *beast shape III*; **Cost** 18,000 gp

These beautiful leather boots end just above the wearer's knee, but allow for surprisingly fleet movement.

Often, a pair of *boots* of *stampeding* is decorated with the horns of herd animals, such as aurochs or bison, carved to resemble the animals they were harvested from.

The wearer of a pair of *boots of stampeding* gains the ability to trample down creatures in his path. As a fullround action, the wearer can attempt to overrun any creature that is his own size category or smaller. The wearer does not need to make a combat maneuver check, he merely moves over opponents in his path. Targets of the trample can make an attack of opportunity at a -4 penalty, or, if they forgo the attack of opportunity, can attempt to avoid the wearer with a successful Reflex save (DC 16). Targets that do not avoid the trample suffer an amount of bludgeoning damage equal to 2d6 + the wearer's Strength modifier. Further, if the target is not currently prone, the wearer can make a trip attempt as a free action, and, if successful, the target is knocked prone in addition to taking damage. The wearer cannot be tripped himself as a result of this attempt.

Finally, the wearer is treated as having the stampede special ability. If three or more creatures with stampede make a trample attack while remaining adjacent to each other, the saving throw DC to avoid the trample increases by +2. Additionally, in the wearer's case, whenever he stampedes in this way, his trample attack deals an additional 2d6 points of damage.

BOOTS OF THE SWIFT CHARGE

Aura faint transmutation; CL 5th Slot feet; Price 51,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *haste*; Cost 25,500 gp

These ornate boots are made from leather and plated in burnished steel laced with gold filigree. Despite their size, the boots seem almost weightless, and are ideally suited for moving at extreme speeds.

These boots allow the wearer to make exceptional charges. The wearer of a pair of *boots of the swift charge* deals an additional 2d6 points of damage on any attack that he makes as part of a charge action, as he carries his momentum into the blow. Additionally, three times per day, as a swift action, the wearer can make a special charge action. This functions identically to the normal charge action, except that the wearer can only move up to 1/2 his speed as part of the charge. If the wearer uses this ability and a normal charge in the same round, the bonuses and penalties stack.

BOOTS OF THE TORTOISE

Aura faint transmutation; CL 1st Slot feet; Price 6,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, ant haul^{APG}; Cost 3,000 gp

These plain-looking brown boots are sometimes made from tortoise skin, but that is not where their name comes from. Rather, they are named for their ability to allow anyone to mimic the steady and tireless movement of the fabled tortoise who outraced the hare. The wearer's movement speed is never reduced by armor or encumbrance. Additionally, the wearer can walk for 12 hours before he must make a forced march, and the DC for Constitution checks made to resist the ill effects of a forced march increases by +1 per extra hour, instead of by +2.

BOOTS OF THE WANDERING WARRIOR

Aura faint transmutation; CL 5th Slot feet; Price 100,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, haste; Cost 50,000 gp

These steel-plated boots look well worn, and feature genuine (or occasionally decorative) battle damage. As long as they are worn, the wearer feels like every step he takes has great weight, as if he is moving towards some important purpose.

These boots allow the wearer to move more swiftly, as long as he is moving towards battle. As long as the only action that the wearer has taken so far in the turn is a single move action made to move up to his speed, he can make a full-attack action as a standard action. This does not allow the wearer to perform other move actions (such as drinking a potion) and then make a full-attack action, nor does it allow the wearer to make a run or charge action and then make a full-attack action. The wearer cannot make the full-attack action before moving. Once the wearer makes the full-attack action, he is unable to take any other actions that round, and is considered to have used his swift action for that round.

DODGESTEP SHOES

Aura faint transmutation; **CL** 1st **Slot** feet; **Price** 750 gp (+1), 3,000 gp (+2), 6,750 gp (+3), 12,000 gp (+4), 18,750 gp (+5); **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *expeditious retreat*; **Cost** 375 gp (+1), 1,500 gp (+2), 3,375 gp (+3), 6,000 gp (+4), 9,375 gp (+5)

While moving in these shoes, your feet move unpredictably, causing you to seem to stagger and sway. This has no effect on your ability to move or balance, but does make it more difficult for opponents to hit you while you are moving, granting you a dodge bonus to AC against attacks of opportunity caused by your movement, which ranges from +1 to +5.

FLYING DRAGON SANDALS

Aura faint transmutation; CL 1st Slot feet; Price 10,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *jump*; Cost 5,000 gp

These sandals are favored by martial artists, and facilitate incredible flying kicks. The wearer of a pair of *flying dragon sandals* gains a +10 bonus on Acrobatics checks made to jump. Additionally, three times per day, the wearer can activate the boots as a swift action. If he does, then if he charges an opponent that round and makes an unarmed strike as part of that charge, he may make an Acrobatics check (the +10 bonus granted by the *flying dragon sandals* applies), with a DC equal to the target's CMD. If he succeeds, the wearer gains an additional +4 bonus to the attack roll, and the attack deals an additional 2d12 points of damage. Additionally, attacking with an unarmed strike in this way never provokes attacks of opportunity, even if the wearer does not have the Improved Unarmed Strike feat.

GECKO BOOTS

Aura faint transmutation; CL 3rd Slot feet; Price 7,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, spider climb; Cost 3,750 gp

These boots allow the wearer to walk up walls or even hang upside down on the ceiling, and keep his hands free while doing so. The wearer can walk up walls or along the ceiling exactly as though he were walking on the ground, though it costs one additional square of movement to transition from walking on the floor to walking on the wall, or from the wall to the ceiling. There is no limit to how often this ability can be used, but moving vertically or upside down can be difficult.

Whenever the wearer walks along the wall or ceiling, he must succeed on an Acrobatics check (DC 15 for walls, 25 for ceilings) or be forced to move at half speed, and use his hands to steady himself, preventing him from taking any actions with them (he can still hold any items he was holding, however). If he fails the check by 5 or more, the wearer loses his balance completely and falls. A natural 1 on this check is always considered a failure, and a natural 1 that also fails by 5 or more results in the wearer falling out of his shoes, leaving them stuck to the wall or ceiling where he was when he fell.

GREEN MAN BOOTS

Aura faint conjuration; CL 3rd Slot feet; Price 12,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *cure* moderate wounds; Cost 6,000 gp

These boots, which always seem to be coated in mud and dirt no matter how much they are cleaned, leave tiny green shoots and plants in the ground behind the wearer as he walks. Additionally, they allow the wearer to sprout roots, drawing sustenance from the ground. Three times per day, as a move action, the wearer can activate the boots. If he does, he gains fast healing 5 for as long as he remains in his current square (up to 1 minute). While rooted in this way, he also gains a +2 enhancement bonus to his Strength and Constitution scores. If he moves from his square for any reason (including bull rush or reposition attempts, as well as voluntary movement), the effect ends immediately, and any remaining fast healing is wasted.

HOMELY BOOTS

Aura evocation [force]; CL 3rd Slot feet; Price 20,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *tiny hut*; Cost 10,000 gp

These boots are quite unusual in appearance, and generally contain tiny windows on the side, and a tiny chimney on either the left or right boot. As a full-round action, the wearer can remove both boots, set them on the ground next to each other, and speak a command word, which causes the boots to merge together and grow to massive proportions, forming a single boot-shaped hut that is 40 feet by 20 feet and 10 ft. high (except for a 10 ft. x 20 ft. tower on one end, which is 40 ft. high). This "boot house" has a roof over the top, and a door at the toe of the "boot." The inside is comfortably but plainly furnished, and contains enough food to sustain four people for a day, which is renewed each day at dawn. From the toe of the shoe, it is divided into several sections, each 10 feet by 20 feet: a dining room, a kitchen, a living room, and a bedroom. The bedroom forms the base of the tower, which actually consists of three bedrooms, one atop the other (they are accessible via a ladder), and an attic is at the tower's top. Each room has a glass window, and the door is a strong wooden door that has a good lock. The walls are made of wood, and 1 foot thick.

The "boot house" remains in this form indefinitely, until a command word is spoken, at which point it shrinks down to its form as a pair of boots. Any creatures inside the "boot house" when this occurs are ejected from it, unharmed.

MARATHON SHOES

Aura faint transmutation; CL 3rd Slot feet; Price 750 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *bear's* endurance; Cost 375 gp

These comfortable shoes allow the wearer to run for incredibly long distances without tiring. The wearer of a pair of *marathon shoes* can run for a number of minutes equal to his Constitution score, rather than for a number of rounds equal to his Constitution score, before he must begin making Constitution checks to continue.

PAVING BOOTS

Aura faint transmutation; CL 5th Slot feet; Price 7,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, stone shape; Cost 3,500 gp

These boots have completely flat soles, and are very heavy. Three times per day, as a swift action, the wearer of a pair of *paving boots* can activate their ability in order to flatten and smooth everywhere he steps, making it easier to pass through. Until the end of his turn, if the wearer enters any squares with difficult terrain, snow, damaging brambles, or another impediment to movement, those squares are treated as though those impediments did not exist for 1d4 minutes thereafter. This does not prevent those squares from having their normal effect on the wearer (he still treats them as difficult terrain, or so on, when he first enters them), but does allow anyone moving into those squares after him to ignore those hazards. This ability only applies to the effects of solid objects, and cannot prevent liquid hazards, such as lava, from having their normal effect.

RUBBLE BOOTS

Aura moderate transmutation; **CL** 7th **Slot** feet; **Price** 25,000 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *spike stones*; **Cost** 12,500 gp

These spike-soled boots are ideal for mountainclimbing, hiking, and other hazardous terrain, but their real value comes from the magic that they are imbued with. The wearer of a pair of *rubble boots* ignores the adverse effects of difficult terrain and some other environmental effects that hamper movement (including bogs, dense rubble, ice sheets, and undergrowth, but not hedgerows, steep slopes, or trenches). This benefit allows the wearer to ignore both reductions in speed caused by these effects and any impact that they have on Acrobatics or Stealth checks. The boots also allow the wearer to ignore difficult terrain created by some spells: in general, any difficult terrain caused by inanimate aspects of spells (such as that created by *shifting sand*^{APG} or *tar pool*^{UC}) can be ignored, but difficult terrain created by animate aspects of spells (such as that created by *entangle* or *black tentacles*) applies normally. The boots do not provide protection against any other aspect of a spell besides creating difficult terrain.

Further, the boots can also be used to create a trail of dense rubble in the wearer's path. Three times per day, as a swift action, the wearer can activate the boots. If he does, then each square that he moves through that round is filled with dense rubble and rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Acrobatics checks on dense rubble increases by 5, and the DC of Stealth checks increases by 2.

The wearer must be walking on a solid surface to use this ability, and does not leave rubble in any squares that he flies, levitates, swims, or burrows through. The rubble created in this way lasts indefinitely until someone disperses, removes, or destroys it.

SANDALS OF THE COALWALKER

Aura faint abjuration; **CL** 3rd **Slot** feet; **Price** 15,000 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *fire trap*, *resist energy*; **Cost** 7,500 gp

These black sandals were first created by monks who practiced the art of walking on hot coals. They provide the wearer fire resistance 5.

Additionally, the boots can be used to turn the ground that the wearer walks on into a scalding hot bed of coals, leaving a burning trail behind him. Three times per day, as a swift action, the wearer can activate the boots. If he does, then each square that he moves through that round is superheated. Any creature that enters or begins its turn in an affected square suffers 1d6 points of fire damage. A successful Reflex save (DC 13) negates this damage. The wearer must be walking on a solid surface to use this ability, and does not heat any squares that he flies, levitates, swims, or burrows through. Affected squares glow with visible heat, and remain superheated for 1d4 rounds.

SHOES OF SHARP TURNS

Aura faint transmutation; CL 1st Slot feet; Price 2,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, expeditious retreat; Cost 1,250 gp

The soles of these shoes grant exceptional traction, and never wear down over time. More importantly, they allow the wearer to make incredible turns without losing any momentum. Five times per day, while using the charge or run action, the wearer can activate these shoes as a free action in order to make a single turn of up to 90 degrees at any point during his movement. The wearer can use this ability multiple times in a single charge or run action, in order to make multiple 90 degree turns, but each such turn uses up an additional daily use (so a character could active these boots three times during a single charge, and still have two daily uses remaining).

SHOES OF SHIFTING STEP

Aura faint transmutation; CL 5th Slot feet; Price 2,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, haste; Cost 1,250 gp

These shoes are made of a supple black leather, and usually bear the silhouette of a swift-striking creature, such as a rattlesnake or a crocodile, emblazoned on them in silver. Three times per day, as a swift action, the wearer of these boots can activate them in order to take a 5-foot step, even if she has already moved this turn. This 5-foot step does not prevent her from taking another 5-foot step or otherwise moving that round. Movement made as a result of this ability does not provoke attacks of opportunity.

SHOES OF SHORT STEPPING

Aura faint transmutation; CL 5th Slot feet; Price 18,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *haste*; Cost 9,000 gp

These short shoes rise just above the ankle, and are typically made from the cured hides of many small lizards. The shoes themselves are lined with sheep's wool, which is both warm and comfortable, making them ideal for casual wear.

Once per round, as a free action, the wearer of a pair of *shoes of short stepping* can make a single 5-foot step. This 5-foot step does not prevent the wearer from making a 5-foot step as a swift action, normally, nor does it prevent him from taking other movement this turn. The *shoes of short stepping* do not allow the wearer to make a 5-foot step in situations where he normally couldn't (such as in difficult terrain, for example).

SHOES OF SUDDEN STARTS

Aura faint transmutation; **CL** 3rd **Slot** feet; **Price** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5); **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *cat's grace*; **Cost** 250 gp (+1), 1,000 gp (+2), 2,250 gp (+3), 4,000 gp (+4), 6,250 gp (+5)

These shoes give the wearer a great spring in his step, allowing him to react more quickly to any threat that arises. They grant a bonus on Initiative checks ranging from +1 to +5.

SHOES OF SWIFT SLIDING

Aura faint transmutation; CL 1st Slot feet; Price 500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, expeditious retreat; Cost 250 gp

The soles of these shoes are completely smooth, allowing the wearer to slide more easily. This has two effects. First of all, slippery surfaces add twice the normal amount to the DC of any Acrobatics check that the wearer makes. Second, any time that the wearer moves 10 feet or more in a single action, she can choose to activate these shoes' magic, going into a slide at the end of her movement. If she does, she moves half-again as far as she did as part of that action (rounded down, minimum increase of 5 feet), but is automatically prone at the end of her movement.

SHOES OF THE CAUTIOUS THIEF

Aura faint transmutation; CL 3rd Slot feet; Price 26,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *knock*; Cost 13,000 gp

These stylish shoes are made from red leather, which darkens to black in areas of dim light or darkness. The shoes seem to squeeze the wearer's feet tightly, as though afraid for their lives.

A pair of *shoes of the cautious thief* protects the wearer from certain traps by magically disabling their trigger devices. The shoes only function on traps that are triggered by stepping on a pressure plate, falling into a pit, tripping a tripwire, or some other trigger that occurs primarily via contact with the feet, and has no effect on other traps. Whenever the wearer of the shoes would trigger such a trap, the shoes automatically attempt a Disable Device check, with a bonus of either +10 or the wearer's bonus, whichever is higher. If the check is successful, the triggering mechanism is destroyed, and the trap is disabled.

SHOES OF THE MAGNIFICENT DANCE

Aura strong enchantment; CL 15th Slot feet; Price 40,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *irresistible dance*; Cost 20,000 gp

These stylish leather shoes are available in both men's and women's fashions, and are often cobbled for both individual fit and aesthetic, meaning that no two pairs look quite alike. While the makers of these shoes emphatically state that this isn't the case, many wearers report feeling compelled to dance and caper while wearing these potent magical shoes.

Whenever the wearer of the *shoes of the magnificent dance speaks* a command word, he begins to dance and caper elegantly and energetically, spending a move action each round to dance. Each time the wearer uses this move action to dance, he can move up to his movement speed, and gains a +4 competence bonus to AC for the purposes of any attacks of opportunity caused by his movement. For each consecutive round that the wearer continues to dance in this way, he gains a cumulative +1 bonus on all Acrobatics and Perform (dance) checks.

Additionally, each pair of *shoes of the magnificent dance* is tied to a specific type of music, represented by one of the following Perform skills: keyboard, percussion, sing, string instruments, or wind instruments. As long as the wearer can hear someone making the associated type of performance, he gains a +4 dodge bonus to AC and a +4 bonus to Reflex saves.

SHOES OF THE RETREAT

Aura faint transmutation; CL 5th Slot feet; Price 47,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *haste*; Cost 28,500 gp

These simple shoes are typically made from crow's feathers, which have been alchemically strengthened to be as hard as leather. The shoes have a sleek and relaxed feel when worn, which serves as a sharp contrast to the shoes' magic.

A character wearing a pair of *shoes of the retreat* is better able to get out of harm's way. Whenever the wearer uses a move action to move up to his speed, the square that he starts out in is not considered threatened by any opponent, and therefore enemies do not get attacks of opportunities against him for leaving that square. This applies only to move actions used exclusively to move. Additionally, the wearer gains a +4 bonus on initiative checks and Reflex saves.

Finally, three times per day, as an immediate action, when the wearer is successfully hit by a melee attack, he may take a 5-foot step. The triggering attack still hits and deals damage, as normal, but unless the attacker can still reach the wearer from his new location, the attacker cannot make additional attacks without moving. This 5-foot step does not provoke attacks of opportunity.

SHOES OF THE TIGHTROPE WALKER

Aura faint transmutation; CL 3rd Slot feet; Price 2,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *cat's* grace; Cost 1,250 gp

These shoes tend to come in two varieties: either garishly colored red leather with gold trim, or plain and unassuming black leather. Regardless of their appearance, a pair of *shoes of the tightrope walker* allows its wearer to traverse narrow surfaces with ease. The base DC for Acrobatics checks that the wearer makes in order to cross narrow surfaces cannot exceed 15 (the DC for surfaces 2-6 inches wide). Other adjustments (such as those for a surface being slippery, sloped, or unsteady) can still increase the DC above 15.

Additionally, the wearer gains a +5 bonus on Acrobatics checks made to avoid falling or being knocked prone as a result of suffering damage while using the Acrobatics skill.

SLIPPERS OF AIR WALKING

Aura moderate transmutation; CL 9th Slot feet; Price 60,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *air* walk, control winds; Cost 30,000 gp

These lovely pale blue slippers are constructed from stiffened felt and are carefully dyed and sanded to have a smooth appearance. Despite the thin material, the slippers are more than adequate to serve as footwear, and are exceedingly light and comfortable to wear.

The wearer of a pair of *slippers of air walking* can walk on thin air as though it were solid, and feels more

powerful while doing so. The wearer is constantly affected as though by the spell *air walk*, except that he cannot travel more than 50 feet above a solid surface. Additionally, as long as a pair of *slippers of air walking* is not in contact with any solid surface other than the wearer, the wearer gains a +2 bonus on all attack rolls made against targets that are touching a solid surface (such as the ground, the roof of a building, the deck of an airship, etc.). Finally, once per day as a full-round action, the wearer of these slippers can speak a command word to increase the wind speed within a 100-footradius area of his current location to hurricane-force winds (75 – 175 mph). The winds remain affected for one minute. The wearer is not affected by wind created in this way.

SLIPPERS OF THE LIGHTEST STEP

Aura moderate transmutation; CL 7th Slot feet; Price 48,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *freedom of movement*; Cost 24,000 gp

These low-cut slippers rise only ankle-high, and are made from soft and supple leather. They are often dyed a soft green or sandy brown, though their color varies to match local aesthetics.

While wearing a pair of *slippers of the lightest step*, the wearer can move very lightly. He can use the 5-foot step action in difficult terrain (although his movement through difficult terrain is otherwise unaffected), ignores the harmful effects of caltrops, the *spike stones* spell, and similar effects, and he never triggers traps that rely on pressure plates, pits, or tripwires as their trigger mechanism. Finally, once per day as a standard action, the wearer of a pair of *slippers of the lightest step* can move without making a sound or disturbing the ground for 1 minute. During this time, he gains a +10 competence bonus on Stealth checks, and cannot be detected by blindsight, blindsense, hearing, or other auditory-based senses.

Magic Horseshoes

The following section provides 20 new wondrous items designed to be applied to the feet or hooves of horses and other animals. Though they are referred to as horseshoes, part of the magic of these items is that they can be applied to any four-legged creature with a feet slot, regardless of its size or even the shape of its feet. If applied to a creature without hooves, the horseshoes simply change their form to match the feet of the creature they are attached to. Regardless of what the horseshoes are attached to, they adhere via magic, and can be attached or removed with a command word. No nails are necessary. Further, these horseshoes never wear out or get thrown by the creature wearing them. For all of the following items, a creature must wear all four of the horseshoes in order to gain their benefit. Humanoids, and other creatures with more or less than four legs, cannot wear these wondrous items.

Table 2-1: Horseshoes by Price lists all the horseshoes in this section, ordered by their price in gold pieces, and then alphabetically. Each entry on the table contains a hyperlink to the horseshoe in question.

HORSESHOES OF ABSOLUTE SILENCE

Aura faint transmutation; CL 3rd Slot feet; Price 28,000 gp; Weight 2 lbs. Construction Requirements Craft Wondrous Item, haste; Cost 14,000 gp

These wonderful horseshoes are made not from iron or steel, but from dark green felt, which has been magically strengthened to the hardness of iron. Despite the magical hardening, the shoes hardly make a sound upon impact, and the mount's steps are greatly muffled.



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Table 2-1: Horseshoes by Price

Horseshoes	Price
Horseshoes of the cliff leaper	1,500 gp
Horseshoes of pursuit	8,000 gp
Horseshoes of the grand charge	8,000 gp
Horseshoes of the giant	10,000 gp
Horseshoes of the eternal walker	11,000 gp
Horseshoes of remarkable agility	12,000 gp
Horseshoes of assurance	16,000 gp
Horseshoes of fleeing	16,000 gp
Horseshoes of the spider	16,000gp
Horseshoes of absolute silence	28,000 gp
Horseshoes of trampling doom	28,000 gp
Horseshoes of the stormrider	30,000gp
Horseshoes of quick lightining	32,000 gp
Horseshoes of the blazing trail	33,600 gp
Horseshoes of exceptional elusiveness	40,000 gp
Horseshoes of impossible speed	40,000 gp
Horseshoes of the leaper	40,000 gp
Horsehoes of sea and sky	49,000 gp
Horseshoes of the feral beast	50,000 gp
Lucky horseshoes	66,000 gp

The mount wearing a set of *horseshoes of absolute silence* gains a +5 competence bonus on Stealth checks. Additionally, whenever a command word is whispered into the ear of a creature wearing these horseshoes, a zone of absolute silence falls over a 10-foot-radius area centered on the wearer, which moves with it. Within this radius sound carries normally, allowing characters within the effect to hear each other as normal, however no sound can enter or leave the area from outside, preventing characters inside the radius from hearing any noise originating outside of it, and vice versa. This also blocks any effects that deal sonic damage, or rely on sound to deliver the effect.

HORSESHOES OF ASSURANCE

Aura faint transmutation; CL 3rd Slot feet; Price 16,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *cat's* grace; Cost 8,000 gp

Sometimes called the rider's horseshoes, these exceptionally sturdy horseshoes are crafted from old and well-cared-for iron, which never oxidizes or tarnishes. Beasts shod with such shoes always feel implacable and relaxed.

A mount shod with a set of *horseshoes of assurance* is provided with magical confidence and grace, allowing it to easily accomplish the regular tasks of riding. A creature wearing of a set of these horseshoes can take 10 on all Acrobatics, Climb, and Swim checks. Additionally, the shod creature is always calm and relaxed: it gains a +4 morale bonus on saving throws made to resist fear effects, and any Handle Animal check made to make the creature perform an action is treated as handling the animal, rather than pushing it, regardless of the situation.

HORSESHOES OF EXCEPTIONAL ELUSIVENESS

Aura faint transmutation; CL 5th Slot feet; Price 40,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *blink*; Cost 20,000 gp

These beautiful horseshoes are made of fine crystal, which never breaks or chips, even under extreme stress. Creatures wearing such shoes often buck their riders or slip out of saddles in reaction to their strange protective magic.

A creature wearing these magical horseshoes can dodge sudden attacks with ease. The first attack each round made against the creature wearing these horseshoes on its turn automatically misses. This applies to attacks of opportunity, readied actions made to attack, and any other attacks made during the creature wearing the horseshoes' turn. This ability does not protect the creature wearing the horseshoes against attacks made on other creatures' turns, nor does it protect anyone riding the creature wearing these horseshoes.

HORSESHOES OF FLEEING

Aura faint transmutation; CL 3rd Slot feet; Price 16,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *haste*; Cost 8,000 gp

These horseshoes are usually forged from steel, and are decorated with the image of a dog fleeing a dragon. They are exceptionally springy, making running comfortable and hassle-free for the creature they are affixed to.

A creature wearing these horse shoes can easily escape from nearby creatures. If another living creature ends its movement within 30 feet of a creature wearing these shoes, as an immediate action, the wearer can move up to its speed in a straight line away from that creature. The creature wearing the *horseshoes of fleeing* must end its movement further away from the triggering creature than where it began, and the wearer cannot move through difficult terrain or other obstacles in this way. This movement provokes attacks of opportunity as normal. This ability can be activated up to 5 times each day.

HORSESHOES OF IMPOSSIBLE SPEED

Aura faint transmutation; CL 1st Slot feet; Price 40,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *expeditious retreat*; Cost 20,000 gp

These majestic horseshoes are nearly all crafted from platinum, and engraved with the word "speed" in a variety of different languages, circumnavigating the horseshoe. While wearing these horseshoes, creatures desire nothing so much as to run as fast as they can until they grow weary.

A creature wearing a set of *horseshoes of impossible speed* is capable of sudden bursts of incredible speed, which leave the animal drained. Once per week, upon command (spoken by either the creature wearing the horseshoes or that creature's rider), the creature wearing these horseshoes has its movement speed increased to 500 feet for one hour. This allows the creature to cover roughly 60 miles while moving, or 120 miles if it hustles. At the end of this hour, the creature is drained almost completely of vital energy, and becomes staggered for one hour, after which it is exhausted for two hours and then fatigued for eight hours.

HORSESHOES OF PURSUIT

Aura faint transmutation; CL 3rd Slot feet; Price 8,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *haste*; Cost 4,000 gp

These horseshoes are usually forged from steel, and are decorated with the image of a dog chasing a hare. The horseshoes are exceptionally strong, making running easy and worry-free for the creature that they are affixed to.

Any creature wearing these horseshoes is able to easily close the distance with nearby creatures. Whenever the creature wearing them makes a move action, if it ends its movement within 20 feet of another living creature, then a command word can be spoken (by either the creature wearing the horseshoes, or that creature's rider) as an immediate action. If it is, then the creature wearing the *horseshoes of the chase* can move to a square adjacent to the creature in question. This movement must be in a straight line, and the wearer cannot move through difficult terrain or other obstacles in this way. This movement provokes attacks of opportunity as normal. This ability can be activated up to 5 times each day.

HORSESHOES OF QUICK LIGHTNING

Aura faint evocation; CL 1stSlot feet; Price 32,000 gp; Weight 4 lbs.Construction Requirements Craft Wondrous Item, haste;Cost 16,000 gp

These horseshoes are made from copper wires, which have been carefully woven together and magically enchanted to be comfortable for creatures to wear. The horseshoes can generate electricity, which hums noisily and occasionally gives off small static sparks.

As the creature wearing these horseshoes moves, the horseshoes build an electrical charge. For every 20 feet of movement that the creature wearing the horseshoes makes, the horseshoes gain one charge. Any attacks the wearer makes with the limbs shod with the horseshoes (typically hoof and trample attacks) deal an additional 1d6 points of electricity damage for every charge that the horseshoes possess. If the creature wearing the horseshoes makes an attack in the middle of its movement (such as because it is making a trample attack), only the distance that it has traveled so far is used to calculate the additional electricity damage dealt as a result of this ability.

The horseshoes of quick lightning do not hold their charge for long, and any charges vanish at the end of the creature's turn.

HORSESHOES OF REMARKABLE AGILITY

Aura faint transmutation; CL 1st Slot feet; Price 12,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, expeditious retreat; Cost 6,000 gp These horseshoes are most often made of a composite of precious and functional metals, typically iron and gold, and bear the images of lightning bolts upon them. Creatures wearing these horseshoes tend to be slightly more frenetic and overexcited than normal.

A creature wearing a set of *horseshoes of remarkable agility* becomes exceptionally maneuverable at high speeds. Whenever a creature wearing a set of these horseshoes uses the charge action, it may change its direction once at any time during the charge. All other rules for charging apply normally. This magic is more potent still when running, and a creature wearing these horseshoes can change directions up to three times while using the run action. All other rules for running apply normally.

HORSESHOES OF SEA AND SKY

Aura moderate transmutation; **CL** 7th **Slot** feet; **Price** 49,000 gp; **Weight** 4 lbs. **Construction Requirements** Craft Wondrous Item, *fly*, *freedom of movement*; **Cost** 24,500 gp

These magically-imbued horseshoes are always made from mithral, and are forged in seawater. The shoes constantly massage the hooves, and give the creature wearing them a sense of security as long as it keeps moving.

A creature wearing these horseshoes is capable of running both through the air and through water as easily as though it were on land, and gains a fly speed (average maneuverability) and a swim speed, both equal to its land speed. The creature must build up momentum in order to use these modes of movement, however, and cannot fly or swim unless it moved a distance equal to or greater than its movement speed on the previous round (flying and swimming count as movement for this purpose). These horseshoes do not grant the creature wearing them (or anyone riding that creature) any ability to breathe underwater.

HORSESHOES OF THE BLAZING TRAIL

Aura moderate evocation; **CL** 7th **Slot** feet; **Price** 33,600 gp; **Weight** 4 lbs. **Construction Requirements** Craft Wondrous Item, *wall of fire*; **Cost** 16,800 gp

These enchanted horseshoes appear to be a bright and angry red, as though freshly removed from the forge. In fact, the horseshoes are cool to the touch, and are notably more comfortable for the creature wearing them than mundane horseshoes are.

Three times per day, as a swift action, a command word (spoken by either the creature wearing the horseshoes or its rider) can be used to unleash the horseshoes' potent magic. When activated, the horseshoes unleash a potent burst of fiery energy, leaving a wall of fire in the wake of the creature wearing them. Each square that the creature wearing the horseshoes leaves before the end of its next turn is filled with a wall of fire 10 feet high, which obscures vision, and deals 4d6 points of fire damage to each creature that passes through it. A successful Reflex save (DC 16) halves this damage. Creatures that pass through multiple squares of this wall of fire suffer damage multiple times. The flames created by this ability are magical, and cannot be extinguished normally, nor do they cause flammable materials to catch fire. The wall of fire lasts for one minute.

Additionally, when the *horseshoes of the blazing trail* are activated, if the creature wearing them has a trample attack, that trample attack deals an additional 4d6 points of fire damage until the end of its next turn.

HORSESHOES OF THE CLIFF LEAPER

Aura faint transmutation; **CL** 1st **Slot** feet; **Price** 1,500 gp; **Weight** 4 lbs. **Construction Requirements** Craft Wondrous Item, *feather fall*; **Cost** 750 gp

These sky-blue horseshoes are typically made from lightweight metals and alloys, such as tin. Creatures that wear them seem to practically glide about the ground with unearthly grace.

A creature wearing a set of *horseshoes of the cliff leaper* is able to safely fall from great distances. For every rank in Acrobatics that the creature wearing the *horseshoes of the cliff leaper* possesses, it treats falls as though they were to feet shorter than they actually are for the purposes of determining fall damage (for example, a horse with 5 ranks in Acrobatics would treat all falls as though they were 50 feet shorter than normal). Additionally, creatures wearing *horseshoes of the cliff leaper* always land on their feet after a fall, and never become prone as a result of suffering fall damage.

HORSESHOES OF THE ETERNAL WALKER

Aura faint conjuration; **CL** 3rd **Slot** feet; **Price** 11,000 gp; **Weight** 4 lbs. **Construction Requirements** Craft Wondrous Item, *lesser restoration*; **Cost** 5,500 gp

These simple horseshoes seem to be made from brown iron, and carry the look of well-worn leather. As long as they are worn, the creature wearing them is nearly oblivious to the pains and rigors of travel, as magical vitality and energy fills its legs.

A creature wearing a set of *horseshoes of the eternal walker* is magically invigorated, allowing it to travel for longer periods without tiring. A creature wearing these horseshoes can run for a number of minutes equal to its Constitution score before it needs to start making Constitution checks in order to continue, rather than a number of rounds equal to its Constitution score. Further, a creature wearing these horseshoes can travel for twice as long before it is considered to be making a forced march.

Finally, the horseshoes of the eternal walker have a separate ability that can be activated by a command word (spoken by either the creature wearing them or that creature's rider), causing the horseshoes to propel the creature forward at a walking pace even while it is sleeping, allowing the creature to continue moving in its sleep (the creature must be guided in some way, or else it risks running into obstacles).

HORSESHOES OF THE FERAL BEAST Aura faint transmutation; CL 3rd Slot feet; Price 50,000 gp; Weight 4 lbs.

Construction Requirements Craft Wondrous Item, *beast shape I*; **Cost** 25,000 gp

These horseshoes are typically green in color, and bear savage images of lions and tigers ingrained into the underside. While wearing them, horses and other domestic animals become wild and unruly, driven somewhat more by their raw, primal instinct.

These potent horseshoes cause the creature wearing them to transform its hooves or other appendages into deadly, oversized lions' claws. Activating this ability requires a command word (spoken by either the creature wearing the horseshoes or that creature's rider). The transmuted claws do not hamper the creature's ability to move, or cause it any serious discomfort. While its limbs are transmuted, it loses any natural attacks normally associated with them, and instead gains two primary claw natural attacks, which deal 1d8 + the creature's Strength modifier points of slashing damage (for a Large creature). The effect can be ended with a second command word.

HORSESHOES OF THE GIANT

Aura moderate transmutation; **CL** 9th **Slot** feet; **Price** 10,000 gp; **Weight** 4 lbs. **Construction Requirements** Craft Wondrous Item, *animal* growth; **Cost** 5,000 gp

These horseshoes are typically made from a copper and mithral alloy, and adorned with images of trees or mountains on the underside. While first adjusting to the shoes, many animals walk with an unusually long gait, until they eventually become used to them.

A creature wearing a set of horseshoes of the giant has the power of its legs enhanced with magical force, allowing it to deliver more powerful kicks with its hooves, and take down larger creatures. For the purposes of all natural attacks involving the limbs bearing the horseshoes (typically hoof attacks), the creature wearing the horseshoes is considered to be two size categories larger than it actually is. This imposes the appropriate size penalty to attack rolls (for Large creatures treated as Gargantuan, this increases the attack penalty from -1 to -4), but also increases the damage dice appropriate for the attack by two steps (for a horse, this increases its hoof attacks from 1d4 to 1d8). This also increases the size bonus to CMB or CMD for the purposes of any effects that involve the creature's legs, such as any time it makes an overrun attempt, or is targeted by a trip attempt (for Large creatures treated as Gargantuan, this increases the bonus from +1 to +4).

Finally, if the creature wearing the *horseshoes of the giant* possesses the trample special attack, it is treated as being two size categories larger than it actually is for the purposes of determining what creatures it can trample.

HORSESHOES OF THE GRAND CHARGE

Aura faint transmutation; CL 1st Slot feet; Price 8,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, expeditious retreat; Cost 4,000 gp

These horseshoes are often made from steel or similar heavy metals, and are typically unadorned. Although



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they are normally quite comfortable, when the horseshoes' magic is activated, they fill with a burning heat, which, while uncomfortable, causes no permanent damage to the creature wearing them.

A creature wearing a set of *horseshoes of the grand charge* is exceptionally quick when charging into danger. Whenever the creature uses the charge action, it can move up to three times its movement speed, instead of twice its movement speed. If the creature does move more than twice its movement speed as part of a charge action, then the bonuses and penalties of charging are doubled (granting a +4 bonus to attack and imposing a -4 penalty to AC).

HORSESHOES OF THE LEAPER

Aura faint transmutation; CL 1st Slot feet; Price 40,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *jump*; Cost 20,000 gp

These magnificent lightweight horseshoes are the envy of show jumpers everywhere, and enable the creature wearing them to perform extraordinary feats of acrobatics. The shoes feel like air to the wearer, and creatures wearing them move with an unearthly grace.

A creature wearing a set of these horseshoes is gifted with exceptional prowess at jumping, and gains a +10 competence bonus on Acrobatics checks, which is doubled to +20 for Acrobatics checks made to jump. Additionally, once per day as a full-round action, the wearer of these horseshoes can make a single magnificent leap, in which it jumps a horizontal distance up to twice its movement speed, and reaches a vertical height up to 1/2 its movement speed (so an average horse would jump 100 feet horizontally and reach a height of 25 feet off the ground).

HORSESHOES OF THE SPIDER

Aura faint transmutation; CL 3rd Slot feet; Price 16,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, spider climb; Cost 8,000 gp

These untraditional horseshoes resemble a spider's web fitted to the size of a common horse's hoof, and constructed from sturdy—if incredibly fine—steel. The horseshoes stick slightly to the ground, which many animals find disconcerting and uncomfortable.

These horseshoes allow the creature that wears them to move about like a spider. The creature can climb upon surfaces as though affected by the spell *spider climb*. A set of *horseshoes of the spider* offers no special protection to anyone riding a creature that wears them, and such riders must take precautions when riding their mount on the wall or ceiling, lest they fall.

Additionally, three times per day, with a command word (spoken by either the creature wearing the horseshoes or that creature's rider), the *horseshoes of the spider* can conjure four 100-foot-long silk ropes (one from each horseshoe), which adhere to whatever surface the horseshoes were attached to at the time the command word was spoken. Ropes created in this way remain affixed to the point they were created on as though secured with sovereign glue, and last for 1 hour before crumbling to dust.

HORSESHOES OF THE STORMRIDER

Aura faint evocation; CL 5th Slot feet; Price 30,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *call lightning*; Cost 15,000 gp

These ornate shoes were originally designed to fit the cloven feet of goats, rather than horses, but reshape magically to accommodate any kind of beast. Most commonly worn by pegasi and other flying mounts, earthbound creatures find the shoes to be comfortable, but otherwise unremarkable.

While on the ground, a set of *horseshoes of the stormrider* have no special properties, apart from never wearing down or needing replacement. As long as the creature wearing them is flying, however, then the horseshoes constantly emit a loud roaring sound, as though of thunder, and cause a black storm cloud to appear beneath the hooves of the creature wearing them. This storm cloud is sufficient in size and density to grant the wearer (and its rider, if applicable) concealment from any creatures in a 15-foot-radius area directly below it.

Further, as a standard action, the creature wearing the *horseshoes of the stormrider* can stamp fiercely upon the storm cloud, calling forth lighting to strike targets on the ground. The lightning can strike any creature that is between 5 feet and 100 feet below the creature wearing the horseshoes, and no more than 20 feet away from the creature wearing the horseshoes horizontally. A creature targeted by a lightning bolt suffers 3d6 points of electricity damage (Reflex DC 14 for half). If this ability is used in stormy weather conditions (the storm cloud created by the *horseshoes of the stormrider* does not count for this purpose), then the lightning bolts deal 5d6 points of damage, instead, and the Reflex save DC is increased to 16.

HORSESHOES OF TRAMPLING DOOM

Aura faint transmutation; CL 5th Slot feet; Price 28,000 gp; Weight 24 lbs. Construction Requirements Craft Wondrous Item, *haste*; Cost 14,000 gp

These grim horseshoes are typically made from blackened steel, and bear engravings of broken bodies strewn about the ground. They are quite heavy, and animals unaccustomed to wearing them often move more slowly until they adjust.

A creature wearing a set of *horseshoes of trampling doom* is more deadly to foes it tramples. If the creature has a trample special attack, it can damage creatures twice with it in the same round by passing through that creature's square multiple times. This provokes additional attacks of opportunity, as normal. If the creature does not have the trample special attack, it gains one, which deals 1d8 + 1-1/2times the creature's Strength modifier on a successful hit. A creature that gains a trample attack from the *horseshoes of trampling* does not also benefit from the ability to trample creatures twice in one round.

LUCKY HORSESHOES

Aura faint enchantment; CL 1st Slot feet; Price 66,000 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, *bless*; Cost 33,000 gp

These horseshoes are made of gold as often as iron, and are inlaid with stylized clover leaves and rainbows. While wearing these shoes, a creature can't help but feel assured and confident.

A creature wearing these horseshoes can ward off ill fortune. It gains a +4 luck bonus to AC, CMD, and saving throws. Additionally, as an immediate action, a command word can be spoken (by either the creature wearing the horseshoes or that creature's rider) in order to cause the next attack made against the creature wearing the horseshoes to automatically miss. Each time this ability is used, the luck bonus to AC, CMD, and saving throws is reduced by 1 until the next day. This ability can't be activated if the luck bonus has been reduced to o.



Sidebar: I Want Horseshoes, Too!

The wondrous items in this section are, in general, designed to be worn by mounts or animal companions, not by actual PCs themselves. That said, there are going to be players who want to benefit from the items directly, rather than putting them on an animal companion or similar. If the character in question is in the form of an animal when this takes place (whether due to *polymorph*, wild shape, or simply being an awakened animal, or similar), then it's all fair, and perfectly above board. Some players will feel, however, that there's no good reason that a set of *horseshoes of the spider* couldn't, instead, be made as a pair of *boots of the spider*, and be usable by a humanoid creature. For the most part, from a game design and mechanical balance standpoint, they are correct, and while an effort was made to make the magic horseshoes feel more like horseshoes and be flavorfully different from the magic shoes, sandals, and slippers, in most cases GMs should feel comfortable allowing these items to be worn directly by PCs who are inclined to do so, and do not need to worry about how this affects game balance. One general exception to this rule exists, however: any of the magic horseshoes that provide or augment natural attacks were designed with horses and other animals (which are generally weaker in combat than the average player character) in mind, and are much cheaper than they would need to be if they could affect humanoids. As a general rule, these items should be restricted to animals, and not to humanoids.



Cursed Footgear

The following section presents 20 new cursed wondrous items which use the feet slot. Unlike the cursed items presented in the *Pathfinder Roleplaying Game Core Rulebook*, these cursed items have a price and construction requirements like normal magic items. This allows characters who are so-inclined to craft these cursed items deliberately. These cursed items can still be created in the normal way (failing an item creation skill check by 5 or more), but with a slight twist: instead of having a specific cursed item be associated with a specific wondrous item (such as with the *bag of holding* and the *bag of devouring*), any time that any of the magical footgear in this book would result in a cursed item, roll a d% and consult Table 3-1: Cursed Footgear to determine what type of cursed footgear is the result.

The standard rules for identifying and removing cursed items applies normally, unless the item's individual description indicates to the contrary.

Table 3-1: Cursed Footgear lists all the cursed footgear in this section, ordered by their price in gold pieces, and then alphabetically. To the left of this information, in the first column, are d% results, which can be used when randomly determining what type of cursed footgear is created by a failed attempt to create a piece of magic footgear. Each entry on the table contains a hyperlink to the cursed footgear in question.

BOOTS OF ACHING STEP

Aura faint transmutation; CL 3rd Slot feet; Price 3,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *bear's* endurance; Cost 1,500 gp

These boots are incredibly uncomfortable, and make every step a trial for the wearer. Once donned, they cannot be removed except with *remove curse*. The wearer can only walk for one hour each day before he is considered to have begun a forced march, and must begin making Constitution checks after only one hour of overland movement. For more information on forced marches, see the *Pathfinder Roleplaying Game Core Rulebook*.

BOOTS OF BLACK WINGS

Aura moderate transmutation; CL 8th Slot feet; Price 12,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *fly*; Cost 6,000 gp

These boots can usually be distinguished from normal *winged boots* by the fact that the wings that they sprout are black, to those who pay close enough attention to such things. They function identically to a pair of *winged boots*, except that each round that they are used, there is a cumulative 1% chance that they simply cease functioning, leaving the wearer to plummet to his death. Once the boots cease functioning in this way, they remain inert for 24 hours, after which they begin functioning normally again (albeit still with the normal cumulative 1% chance of failure).

Table 3-1: Cursed Footgear

Table 3-1. Curseu rootgear					
d%	Cursed Footgear	Price			
01 - 07	Diving boots	2,000 gp			
08 - 14	Lesser squeaky slippers	2,500 gp			
15 - 21	Boots of aching step	3,000 gp			
22 - 26	Sticky slippers	3,000 gp			
27 - 31	Boots of the black bog	3,200 gp			
32 - 36	Boots of bungled charges	4,000 gp			
37 - 41	Tripstep boots	4,000 gp			
42 - 48	Boots of clumsiness	5,000 gp			
49 - 54	Boots of sloth	6,000 gp			
55 - 59	Greater squeaky slippers	8,000 gp			
60 - 64	Lifesapping boots	8,000 gp			
65 - 69	Coward's shoes	9,000 gp			
70 - 73	Sprinter's shoes	9,000 gp			
74 - 78	Boots of black wings	12,000 gp			
79 - 83	Burglarbane shoes	13,500 gp			
84 - 86	Boots of gnawing	14,000 gp			
87 - 91	Leadfoot shoes	40,000 gp			
92 - 95	Shoes of the endless waltz	120,000 gp			
96 - 97	Suicide slippers	150,000 gp			
98 - 99	Boots of infernal exile	120,000 gp			
100	Deathmarch boots	180,000 gp			

BOOTS OF BUNGLED CHARGES

Aura faint transmutation; CL 1st Slot feet; Price 4,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, expeditious retreat; Cost 2,000 gp

These boots function as a pair of boots of striding and springing, until the wearer takes the charge or run actions, at which point they activate, and the wearer must succeed on an Acrobatics check (DC 20) or trip and fall prone halfway through his movement.

BOOTS OF CLUMSINESS

Aura faint transmutation; CL 3rd Slot feet; Price 5,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *cat's grace*; Cost 2,500 gp

These boots make the wearer's steps clumsy and ungraceful, but do not directly interfere with normal walking. Instead, they impose a -5 penalty on all Acrobatics, Climb, Perform (dance), and Swim checks that the wearer makes. Once donned, a pair of *boots of clumsiness* cannot be removed except with aid from *remove curse*.

BOOTS OF GNAWING

Aura moderate transmutation; CL 11th Slot feet; Price 14,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, animate objects; Cost 7,000 gp

These insidious boots are closely related to the *bag* of *devouring*, though they are somewhat easier to survive encountering. Characters inserting their feet into *boots* of *gnawing* feel that they are very warm, soft, and comfortable, but once they have been worn for 1d4 rounds, the boots come

Sidebar: These Don't Look Cursed to Me!

The items presented in this section are handled somewhat differently from the cursed items presented in the *Pathfinder Roleplaying Game Core Rulebook*. This is because the way that the rules for cursed items are presented in the core rules are useful enough when cursed items are treated solely as a "pseudo-encounter" that the GM can throw at his players, but if a player should actually *want* to craft a cursed item, some odd things occur.

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Because the way that a cursed item is created is by failing a craft check by 5 or more while creating a specific item, the rules, as written, mean that in order to deliberately craft a cursed item, the character either simply has to choose to fail (if the GM allows him to simply choose to fail the roll), or, must contrive to sabotage his own work or simply try repeatedly until he rolls poorly. There is no way to create a cursed item on purpose.

Worse, this means that the best way to deliberately craft a cursed item is to be very, very bad at crafting, meaning that those who are best at creating these items are the ones who put the least effort into being able to make them. Worse still, sometimes cursed items are *far* more powerful than the items that they are cursed versions of: for example, a *bag of devouring* can be made by botching an attempt to create a *bag of holding* (cost: 1,250 gp), but produces an item that is capable of instantly killing its victims and preventing them from being resurrected, with nothing more than a couple of grapple checks. Clever players can (and have) deliberately created cursed items on the cheap and used them to their enemies' peril.

Besides balance issues, not all cursed items are traps. Even in the core rules, many of the cursed items are simply "flawed" versions of beneficial items, which do have benefits, along with drawbacks. We believe that players that are interested in purchasing "discount" cursed items and working around drawbacks in order to get good magic cheap should be allowed to do so. However, since cursed items have no prices normally, it is impossible to determine what they should cost.

Finally, the system presented in the core rules ties each cursed item to a specific item for the purposes of creating one (ie., a *bag of devouring* can only be created from a *bag of holding*, and never from a *bag of tricks*). Since there are so many more pieces of magic footgear than there are pieces of cursed footgear, this makes it much less likely that any of these cursed items would come up in your game, and creating a complex cross-referenced system whereby the cursed item can be made from any of a short list of half a dozen items is not helpful for GMs who need to know what cursed items can come about as a result of crafting a specific item.

So, we decided to approach the cursed items as though they were actually magic items. GMs intending to inflict them on players can still do so. They are still created by failing to craft magic boots, as normal, but players can no longer predict what they will get, making it harder to abuse the system. Also, players deliberately setting out to create a specific piece of cursed footgear have the information necessary to do so, as well as how much it can be bought and sold for.



alive, sprouting dozens of razor-sharp teeth on the inside, with which they begin to chew their way up the wearer's legs. The wearer suffers 1d4 points of damage each round for each boot he is wearing, which is not subject to damage reduction and cannot be prevented. The wearer can attempt a Strength check (DC 20) to remove one boot each round, as a standard action. Up to two other characters can aid him. The boots can also be removed by a *remove curse* spell (which causes them to stop gnawing for 1 minute, during which they can be removed normally), or by attacking them (they have AC 20, hardness 5, and 15 hit points each), but all damage dealt to the boots is suffered by the wearer, as well, as the blow strikes his feet.

If the boots reduce the wearer to o hit points, they completely devour his body over the course of 2d4 minutes, leaving no trace behind, unless they are stopped during this time. **BOOTS OF INFERNAL EXILE Aura** strong conjuration; **CL** 13th **Slot** feet; **Price** 120,000 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *plane shift*; **Cost** 60,000 gp

These boots appear to be a normal pair of *boots of planar exploration*, and can, in fact, function in that capacity. However, the boots are closely tied to a single lower-plane, chosen at the time of their creation (typically either the Abyss or the Nine Hells, but *boots of infernal exile* tied to other lower-planes do exist), and each time that the boots are activated, there is a cumulative 3% chance that the wearer is transported to the plane that the boots are tied to, instead. Once the *boots of infernal exile* are used to transport a character to the plane that it is tied to (whether due to the cumulative 3% chance or because the wearer chooses to go there), they immediately lose all magic and crumble to dust, leaving the wearer barefoot on the plane in question.



BOOTS OF SLOTH

Aura faint transmutation; CL 5th Slot feet; Price 6,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *slow*; Cost 3,000 gp

These boots appear for all intents and purposes to be a pair of *boots of speed*, but as soon as they are activated, they have the opposite effect, causing the wearer to be affected as though by the spell *slow*. Unlike the *boots of speed*, once activated, this effect lasts indefinitely as long as the boots are worn, and they cannot be removed without the aid of a *remove curse* spell.

BOOTS OF THE BLACK BOG

Aura moderate necromancy; CL 1st Slot feet; Price 3,200 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, contagion, pass without trace, stinking cloud; Cost 1,600 gp

These floppy brown boots are always damp on the inside, no matter how they are dried or how long it has been since they were exposed to water. They are valued for the ease with which they allow one to navigate swampy environment, but many consider them not worth the cost. The wearer of a pair of *boots of the black bog* can walk on water in swampy environments, provided that the water is no deeper than 5 feet, effectively moving through swampy terrain and mud at no cost to his speed. He also leaves no tracks or other signs of his passage as long as he's in swampy terrain.

Somehow, the boots still manage to fill with swamp water, however, and each hour that they are worn, the wearer is exposed to one of the following diseases, chosen at random: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Each disease has its normal DC.

Additionally, when the boots are removed, they release a cloud of foul, stinking swamp gas. This functions as a *stinking cloud* spell, except that the duration of the effect is 1 round for every hour that the boots were worn prior to being removed, and the saving throw DC is equal to 10 + the number of hours that the boots were worn prior to being removed. The wearer is not immune to this effect.

BURGLARBANE SHOES

Aura faint illusion; CL 5th Slot feet; Price 13,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *invisibility, magic mouth, major image*; Cost 6,750 gp

These plain black shoes grant the wearer a +5 circumstance bonus on Stealth checks, and can be activated three times per day to make the wearer invisible, as the spell *invisibility*. Unbeknownst to the wearer, however, each time that he uses the Stealth skill while wearing the boots, or uses the boots to make himself invisible, the boots create a delayed illusion, which clearly shows all actions he takes while using Stealth or while invisible. This functions as *major image*, except that the image is delayed. This delay lasts until a creature comes close enough to see the image, but the image is always delayed a minimum of at least 5 minutes (for example, a character who used these to sneak past a guard would likely have his image seen by the guard five minutes later, while a character who used them to sneak into a lady's bedroom and steal her jewelry would like have his image appear as the first thing that the lady sees when she wakes).

COWARD'S SHOES

Aura faint necromancy; CL 5th Slot feet; Price 9,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *fear*; Cost 4,500 gp

These boots allow the wearer to run faster, effectively granting him the Run feat as long as they are worn. They do so mostly by heightening his natural flight response, however, and impose a -4 penalty on saving throws made to resist fear effects. Further, if the wearer fails a saving throw made to resist being shaken by 5 or more, he becomes frightened, instead, and if he fails a saving throw made to resist being frightened by 5 or more, he becomes panicked, instead. The wearer is not immediately aware of this aspect of the boots, and the adjustments to his saving throws should be made secretly by the GM.

DEATHMARCH BOOTS

Aura strong enchantment; CL 17th Slot feet; Price 180,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, dominate monster, expeditious retreat; Cost 90,000 gp

As soon as these boots are donned, the wearer is overcome by the compulsion to begin walking and never stop. The wearer must succeed on a Will save (DC 23) or begin moving due north. The wearer moves around obstacles to the best of his ability, and has some control over which way to go around such obstacles, but must always maintain a path that is as close to true north as possible. The wearer takes two move actions to move twice his speed each round, but can otherwise act normally (this leaves most characters with a single swift action each round). The wearer is entitled to a new Will save each hour to end the effect, at which point he can remove the boots as a standard action.

If the wearer fails his first save, then after an hour of moving, he suffers 1 point of nonlethal damage, and becomes fatigued. After two hours of hustling in this way, he suffers 2 points of nonlethal damage, and every hour he continues to follow the boots thereafter he suffers twice as much nonlethal damage as he had the previous round (4 points after three hours, 8 points after four hours, 16 points after five hours, and so on). When the wearer's nonlethal damage causes him to become unconscious, he may make one additional Will save with a +4 bonus. If he succeeds, he falls unconscious and the boots fall off, remaining by his feet. If he fails, then he continues to hustle even while unconscious, taking 1 point of lethal damage after the first hour of unconscious movement, and doubling the amount of lethal damage for each subsequent hour. If the wearer somehow fails to hustle (for example, because his allies tied him down to prevent him from doing so), he does not suffer nonlethal or lethal damage.

Unless the wearer succeeds on a Will save to resist the boots, they cannot be removed except by a *limited wish* or more powerful magic.

DIVING BOOTS

Aura faint transmutation; CL 5th Slot feet; Price 2,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *water walk*; Cost 1,000 gp

These boots appear to grant the wearer the ability to walk on water as the *water walk* spell, and, in fact, they do... for a time. Once the wearer has been walking over a liquid surface for a full minute, however, the magic fails, plunging the wearer suddenly into the depths below. The boots also become much heavier at this point, imposing a -4 penalty per boot on Swim checks. The boots can be removed without difficulty normally, but while underwater it takes a full-round action to remove each boot.

LEADFOOT SHOES

Aura moderate transmutation; **CL** 11th **Slot** feet; **Price** 40,000 gp; **Weight** 1 lb. **Construction Requirements** Craft Wondrous Item, *transmute flesh to stone*; **Cost** 20,000 gp

These shoes appear for all intents and purposes to be winged boots, but as soon as they are put on it becomes clear that they are nothing of the sort. As soon as they are donned, these boots transform into lead blocks surrounding the wearer's feet, which cannot be removed without the use of a remove curse spell. These blocks impose a -5 penalty on Climb, Escape Artist and Stealth checks, a -10 penalty on Fly and Swim checks, and a -20 penalty on Acrobatics checks. Further, the wearer's movement speed is reduced to be equal to his Strength score (rounded down to the nearest multiple of 5) (for example, a character with a Strength of 10 would have a movement speed of 10 feet, as would a character with a Strength of 11, 12, 13, or 14, while a character with a Strength of 15, 16, 17, 18, or 19 would have a movement speed of 15, and so on). If this would increase the wearer's movement speed, then he retains his normal movement speed, instead.

LIFESAPPING BOOTS

Aura faint necromancy; CL 1st Slot feet; Price 8,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *inflict light wounds*; Cost 2,000 gp

These black boots can sprout numerous tendrils on the inside, which burrow into the skin of the wearer and begin sapping his life essence with each step that he takes. As soon as the boots are put on, these tendrils secure their hold on the wearer's foot, inflicting 2d6 points of piercing damage. If the boots successfully inflict even 1 point of this damage (after damage reduction and other effects are applied), then the tendrils burrow into the wearer's feet, and the boots cannot be removed without the aid of a *remove curse* spell. If the boots fail to deal any damage, the wearer can remove them on his round. If he doesn't, they continue attempting to burrow into him.

As long as the boots have successfully burrowed into the wearer's feet, for every 5 feet that the wearer moves, he takes 1 point of damage. This damage is not subject to damage reduction, and cannot be prevented. This only applies to movement made on foot, and the wearer is free to fly, swim, burrow, teleport, ride an animal, or be carried without suffering damage, but any walking or running (including *air walk*) will cause him to suffer damage as described above.

SHOES OF THE ENDLESS WALTZ

Aura strong enchantment; CL 15th Slot feet; Price 120,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *jump*, *irresistible dance*; Cost 60,000 gp

These gorgeous dance shoes grant the wearer a + 20competence bonus on all Perform (dance) checks, as well as a +10 bonus on Acrobatics checks, but also cause the wearer to be overcome with an incredible desire to dance, dance, dance! The wearer must succeed on a Will save (DC 22) each round, beginning with the round that the boots are donned, or be compelled to spend a standard action dancing in place. This provokes attacks of opportunity, imposes a -4 penalty to AC and a -10 penalty on Reflex saves, and negates any bonus to AC granted by the target's shield, if he is holding one. Once the wearer fails this save, he automatically fails any further Will saves to resist this effect, and must spend a standard action each round dancing in place. Further, once this save is failed, the boots cannot be removed except with break enchantment or more powerful magic, though they can be removed normally up until the wearer fails his first saving throw.

Characters that dance for more than 30 minutes must make a Constitution check (DC 10 + 1 per previous consecutive minute) or become fatigued. Once fatigued, the wearer must continue making Constitution checks (the DC resets to 10 + 1 per previous consecutive minute) or become exhausted. While exhausted, the wearer takes 1d4 points of nonlethal damage per hour he continues dancing. This dancing prevents the wearer from sleeping or resting, which may have other negative long-term effects.

SPRINTER'S SHOES

Aura faint transmutation; CL 1st Slot feet; Price 9,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *expeditious retreat*; Cost 4,500 gp

These shoes are considered by some to be a perfectly usable magic item, albeit somewhat flawed. While worn, they cause the wearer's feet to move incredibly fast, increasing his movement speed by 20 feet (considered an enhancement bonus). This comes at a price however, and it is difficult for the wearer to move his feet without moving them quite a ways, as his legs get ahead of themselves. He cannot take 5-foot steps, and whenever he uses the move action, he must move at least 20 feet. A pair of *sprinter's shoes* can be removed without difficulty.

SQUEAKY SLIPPERS

Aura faint illusion; CL 1st Slot feet; Price 2,500 gp (lesser), 8,000 gp (greater); Weight 1 lb.

Construction Requirements Craft Wondrous Item, *ghost sound*; **Cost** 1,250 gp (lesser), 4,000 gp (greater)

These soft, silky shoes appear to grant a +5 competence bonus on Stealth checks, and actually do so, until the next time that the wearer attempts to use the Stealth skill while hostile creatures are within earshot. At this point, they reveal their true nature, causing the wearer to seem to make a variety of loud noises and attracting attention to him. This imposes a -5 penalty on all Stealth checks that the wearer makes, including the one that triggered the transformation.

A pair of *lesser squeaky slippers* can be removed without difficulty, though removing them and putting them back on the same person does not "reset" them to granting a bonus. A pair of *greater squeaky slippers* cannot be removed without the aid of a *remove curse* spell.

STICKY SLIPPERS

Aura faint transmutation; CL 1st Slot feet; Price 3,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *entangle*; Cost 1,500 gp

These slippers seem to be a pair of *slippers of spider climbing*, until someone puts them on, at which point the soles become extremely sticky, as do the insides of the slippers, making it all but impossible for the wearer to move. In order to move, the wearer must spend a move action to make a Strength check (DC 15). A success allows him to move 5 feet. This is not a 5-foot step, and provokes attacks of opportunity. The *sticky slippers* do not stick to any surfaces that *slippers of spider climbing* can't stick to, and the wearer can walk normally on such surfaces. Further, the slippers do allow the wearer to walk and climb on walls as easily as the floor, though he must still make Strength checks in order to move, and does so at a reduced rate.

Sticky slippers can be removed with a successful Strength check (DC 20). Doing so is a full-round action that provokes attacks of opportunity. The *sticky slippers* lose these properties and do not stick to things when they are not being worn.

SUICIDE SLIPPERS

Aura strong enchantment; CL 17th Slot feet; Price 150,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, dominate monster; Cost 75,000 gp

These slippers are typically made of gold cloth, and studded with precious gems, which cannot be pried off it no matter how hard one tries. Once donned, the wearer immediately suffers a compulsion to walk off the nearest high ledge or to the bottom of a deep body of water. If the wearer fails a Will save (DC 23), his feet begin moving of their own accord, moving him towards the nearest place that he can commit suicide by simple walking (typically over the edge of a cliff or tall building, or walking to the bottom of a lake or river, but in some cases the slippers simply walk their victims through dangerous situations, such as into a dragon's lair or down the wrong part of town). The slippers cause the wearer to take a move action to move twice each round, and he can take no other actions.

The wearer may make a new Will save to resist this effect once per minute, and as long as the wearer is in sight of the imminent doom that he walks towards, he may make a Will save each round, instead. Success indicates that he is free to act as he pleases that round, and can remove the slippers as a standard action. Unless the wearer succeeds on a Will save, however, the boots can only be removed by *break enchantment* or more powerful magic: others cannot remove the boots by force.

TRIPSTEP BOOTS

Aura faint transmutation; CL 3rd Slot feet; Price 4,000 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *cat's* grace; Cost 2,000 gp

These boots appear to be a pair of more beneficial magical boots when identified with *detect magic* or similar spells; and typically seem to be a pair of *boots of striding and springing*. In actuality, however, they cause the wearer's legs to tangle up and cause him to trip over himself when he walks. Each time that the wearer moves more than 10 feet as part of a single action, he must make an Acrobatics check (DC 15) or move at half speed as he stumbles and tries to keep his balance. Failure by 5 or more causes him to only move up to a quarter of his speed, and then fall prone. Once donned, these boots cannot be removed without the aid of a *remove curse* spell, or until the wearer succeeds on five consecutive Acrobatics checks to move at full speed.



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Intelligent Footgear

The following section provides detailed information on four new sets of intelligent footgear, and one new set of intelligent horseshoes. In addition to complete information on the special powers and statistics of these intelligent items, this section provides detailed background information on the items, their origin, their personality, their appearance, and the way that they interact with PCs and other characters. For more information on intelligent items, see the *Pathfinder Roleplaying Game Core Rulebook*. They are presented in alphabetical order.

Intelligent Footgear Special Properties

Intelligent footgear is somewhat different from other intelligent items because while there is a single intelligence applied to the item, the item itself is a pair (or more) of distinct, physical objects. A pair of intelligent boots shares the same intelligence across both the left and right boots. Typically this will not become an issue in most games, as a player must be wearing both boots in a pair in order to gain their benefits, but it still begs the question of what happens if one of the boots is separated from the other, or is destroyed.

If the components of an intelligent item with multiple parts (such as a pair of boots or a set of four horseshoes) are moved far enough apart, they lose their intelligence and become ordinary magic boots until they are brought within range of each other again, at which point they regain their intelligence. For every 100 feet of distance between one part of the intelligent item and the nearest other part, it suffers a cumulative -1 penalty to each of its mental ability scores. If this penalty reduces any of its mental ability scores to o, it ceases to function as an intelligent item, though it retains any other magic abilities it may possess (although, typically, this is not useful without all the item's components). As soon as the items' components are brought close enough that the distance would not cause any of its mental ability scores to become o, then the intelligent item regains its intelligence. Intelligent items that undergo this process have no memories of what happened to them when they were not intelligent, and, from their perspective, only moments passed between losing their intelligence and regaining it. Intelligent items find this process very upsetting, and almost universally do everything in their power to prevent it from happening.

Table 4-1: Intelligent Footgear

Intelligent Footgear	Price
Lacia the Admired	32,200 gp
Arodos the Accursed	32,340 gp
Jenn the Swift	34,500 gp
Pavmi the Crusher	47,900 gp
Bernaus the Wary	53,700 gp

ARODOS THE ACCURSED

Aura faint transmutation; CL 3rd Slot feet; Price 32,340 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *longstrider*; creator must have 5 ranks in Acrobatics; Cost 16,170 gp

STATISTICS

Alignment NG Int 12 Wis 16 Cha 18; Ego 16 Senses 60 ft.; Communication speech Languages Common, Draconic

These unassuming leather boots are not only intelligent, but are also accursed. Arodos' gentle intellect struggles against this cursed nature, preserving his wearer even as he unwillingly contributes to his doom.

Physical Description

These boots have a relatively plain appearance, and are made from sturdy brown leather and chased with simple bronze fixtures. The workmanship on the boots is both exceptional and functional, showing evidence of a skilled hand, to those who take the time to look closely. Particularly careful observers will notice a faint series of arcane marks and runes etched into the interior of the boots. These symbols are obviously meant to be of occult significance, but were either poorly researched or poorly drawn, and actually have no meaning or significance.

Arodos speaks with a mournful voice, full of gloom. While he is normally quite friendly, his moods are often dark and the world seems to weigh on his shoulders.

Special Properties

These boots appear to be a simple pair of boots of striding and springing, but bear a lethal secret. While the boots are fully functional as a pair of boots of striding and springing, they cannot be removed once donned, a fact Arodos is very remiss about. Additionally, anytime the wearer attempts to move (whether with a move action, a 5-foot step, running, or charging) there is a 15% chance that he is held firm, as the boots' magic prevents him from leaving his square by normal means until the beginning of his next turn. During this time, the wearer is immune to any combat maneuver or other effect that would move him from his square, unless such movement would be via teleportation, or similar means. Similarly, the wearer can willingly leave his square via *teleport*, *plane shift*, and similar effects during this time. Arodos has no control over this ability, and cannot prevent his wearer from being affected by this ability, nor can he cause this effect on command.

Arodos is not without his own power, however, and as an intelligent item he has the following special abilities. He has 10 ranks in Diplomacy and Perception (giving him a total modifier of +14 for Diplomacy and +13 for Perception). Andros can cast *hold person* (DC 16) as a spell-like ability three times per day, and *slow* (DC 17) once per day. Further, he may use either of these spell-like abilities as an immediate action whenever his wearer is affected by his curse, though doing so counts against the number of times he can use that

spell-like ability that day, as normal.

Origins

Hundreds of years ago, a great and powerful though particularly lazy and foolish—sorcerer called Gerivandi was leading a band of adventurers. Reasoning that he could make life easier for himself and his companions by saving gold on the magic items that they desperately needed to undertake their adventurers, Gerivandi decided to craft all of the party's magical gear himself, allowing the party to spend more of their hard-earned gold on food, drink, and merriment. As was the case with most of his undertakings, Gerivandi approached the problem from the viewpoint that raw power and natural talent were at least as good, if not better, than training and experience. Not surprisingly, his early efforts resulted in a lot of dangerous explosions and wasted materials.

Eventually, Gerivandi decided to try something a bit simpler and sturdier, so he tracked down the heaviest pair of boots he could find and applied what he thought would be a relatively simple magical improvement. In a fit of inspiration, he added a series of what he believed were arcane symbols onto the interior of the boots, which were meant to help stabilize their magic, and prevent them from becoming another explosion. Unfortunately, the symbols were just meaningless gibberish, and actually worked against the magic of the boots, leaving his boots of striding and springing with a rather disruptive side-effect. The interference caused by these symbols also caused the boots to gain their intelligence, however.

While Gerivandi and the boots, whom he named Arodos (which he incorrectly believed to be the draconic term for "boot"), became fast friends, the sorcerer soon discovered his error, as he found his movement greatly hampered by the boots, rather than improved by them. The sorcerer's frustration only grew when he discovered that he was unable to remove the boots. Gerivandi was quickly abandoned by his companions, who were already tired of the sorcerer's "bargain" magic items, and had no intention of being held up by their slow-moving and accursed leader. Gerivandi was eventually slain by a mugger when he made a turn down the wrong alley, and was stopped in mid-flight by the curse, allowing his pursuers plenty of time to catch up and slit his throat. His creator's death weighed heavily upon Arodos, who blamed himself for his maker's sloppy craftsmanship.

Arodos was pawned by his creator's killer, and soon found himself on the feet of a woodsman whose death came at the hands of a wandering bear he was unable to escape. They were picked up by a bandit, who was killed by a caravan guard when the rest of his band retreated, but he was stuck in place by the boots' curse. The guard, in a fit of truly unfortunate luck, was killed by a lightning bolt while frozen in place. This continued for quite some time as Arodos was forced to watch as countless men died because of a curse he couldn't control. Arodos quickly grew a strong sense of selfloathing, hating the curse that he inflicted upon his wearers, and feeling helpless and sorry for himself. For some time, he would try to warn away anyone who tried to put him on, but he found that declaring that he was cursed only enticed those who were interested in him further, as they simply dismissed his claims as lies meant to keep them from enjoying his magical power, and eventually he gave up on trying to save would-be wearers, and now offers only a token warning.

Arodos does his best to help those who don him, offering them advice and insight to the best of his ability, but he has grown to accept that people who wear him are likely to die as a result, and no longer blames himself for such things. Most of the advice that he offers is philosophical in nature, and he considers it his goal to help those who wear him to prepare for and accept their inevitable death.

Personality

Arodos is a friendly, if tragic, individual. He is often quite pleasant and easy to get along with, but prone to occasional fits of melancholy. He often greets new owners with the statement, "Hello, I am Arodos, and I'm very sorry, but I'm going to get you killed very soon." He is a capable adventurer who has seen everything that can go wrong on an expedition, and is more than prepared to help thwart it. That said, he knows that death is an inevitability for his owners, and has grown keen on philosophies involving death. He can play councilor to his owners, helping them come to terms with their impending loss.

	BERNAUS THE WARY		
	Aura faint illusion; CL 3 rd		
	Slot feet; Price 53,700 gp; Weight 1 lb.		
	Construction Requirements Craft Wondrous Item,		
invisibility; Cost 26,850 gp			
	STATISTICS		
	Alignment NG Int 14 Wis 16 Cha 14; Ego 18		
	Senses 60 ft.; Communication speech		
	Languages Common, Dwarven, Elven		

These soft and comfortable boots have seen their share of adventures, and can tell any adventurer a thing or two about what sort of perils he's getting into. Animated and talkative, Bernaus is quick to speak his mind, and even quicker to tell his supposed owners where they can stuff their pride if they think that they can ignore him.

Physical Description

These soft knee-high boots are made from magicallystrengthened black velvet. They grip the wearer's feet and shins in a tight and comfortable fashion, ideal for swift movement. The soles are flat, but conform perfectly to the wearer's feet, and walking in them feels as natural as walking barefoot, while still providing the best protection against the hazards of travel. Curiously, the boots never make a sound as they fall flat on the ground, even when moving over gravel or other usually noisy surfaces. As a result, the only sound these boots make comes in the form of talking, which the garrulous footwear tends to do at length, unless it senses that danger is near. When he talks, the toe of the each boot opens and shuts as though it were a mouth.

Bernaus speaks with a loud and often irritated voice, and he does so almost constantly. When outside of dangerous situations, Bernaus tends to speak in a lively manner of trivial things, and will not hesitate to join conversations or tell longwinded stories about his adventures with previous owners. When he feels he is in danger, Bernaus mostly screams, typically very loudly.

Special Properties

Bernaus the wary constantly functions as a pair of boots of elvenkind, except that he also grants the wearer a +10 competence bonus on Stealth checks. As long as Bernaus is worn, the wearer also leaves no trace of his trail, as though he had been affected by the spell pass without trace. Additionally, Bernaus (not the wearer) is constantly alerted to the presence of unusual ground within 10 feet, alerting him to the presence of natural and artificial pits, pressure plates, caltrops, quicksand, or other potential hazards nearby. Though he is not strictly required to share this information with his wearer, Bernaus generally does so, and can provide the wearer with a warning when he is about to move over such terrain, allowing him to come to a stop exactly 5 feet away from the hazard, ending his movement. If the wearer is running or charging, he must succeed on a DC 15 Reflex save to stop in time, or else he moves into the affected area anyway. Finally, Bernaus can find magical traps, and gains a +5 insight bonus on Perception checks made to find traps.

In addition to these abilities, Bernaus has the following special properties as an intelligent item. Bernaus has 10 ranks in both Perception and Sense Motive (making his total bonus for these skills +13, except on Perception checks to find traps, for which he has +18). Additionally, Bernaus can cast *expeditious retreat* as a spell-like ability three times per day, *blink* once per day, and *haste* once per day. Each of these abilities targets the wearer, rather than Bernaus himself.

Origins

Originally Bernaus was a pair of *boots of elvenkind* created for the famous treasure hunter and thief Jack "the Shadow" Roberts. Jack had brought the boots to a prominent smith on the Plane of Shadow in order to further enhance their magical abilities. During the process, the plane's strange energies somehow awakened a spark of intellect in the boots. At first, the boots had little to no personality of their own, but over time they began to develop little quirks and traits that eventually led to the Bernaus that exists today, a pair of boots with an undeniable personality.

His first friend was his owner Jack Roberts, who delighted in owning a pair of talking boots. He named them after his favorite innkeeper, Bernaus, after Jack bet him free beer for life that he could make his boots talk, and the bartender was kind enough to stick to his end of the bargain. Bernaus learned a lot about the thief trade from Roberts, who was something of an expert in the field, and trained his boots in the things he knew. Soon Bernaus could spot traps and read a mark, and spent the majority of his time watching out for Jack, of whom he became very protective, as well as for exceptionally pretty tavern maids (also for Jack's benefit, though the pair sometimes discovered that beautiful ankles do not always make for a beautiful woman). For a long time Bernaus was quite happy, and shared in Jack's thrill of adventure.

Ultimately it was Jack's love of adventure that would shape Bernaus for the rest of his life. During the course of Jack's travels the two of them saw quite a lot, and traveled into many dangers. When Jack decided to raid a dragon's lair, Bernaus assumed it would be just as much fun as all of the other adventures. Much to his horror, his friend and companion was chomped in half by the dragon's sharp teeth, leaving only his severed legs and Bernaus in a collapsed, bloody heap on the floor of the chamber. The dragon tossed the magic boots in with the rest of his treasure, and Bernaus spent decades watching hapless adventurers meeting the same fate as Jack Roberts. Eventually the dragon was slain, and Bernaus was brought out into the world once again, but was no longer the same carefree scoundrel he had been before.

Each of Beranus's new owners found him to be cowardly and desperate to avoid danger, and thoroughly opposed to adventuring of any sort, a fact that many of them found to be a disappointing quality in a pair of magic boots. Eventually Bernaus was abandoned in cave, when his longsuffering wearer discovered a rather more agreeable pair of *boots of speed*.

Personality

Bernaus is a coward who hates doing anything that might make his wearer come to harm. For the most part, this means that Bernaus vocally opposes doing anything dangerous, advises strongly against adventuring, and encourages his wearer to stay home. That said, he is not fond of possessing his owners, and will do so only as an absolute last resort in situations of extreme danger. He has come to grips with the fact that he is likely doomed to spend the rest of his life working with adventurers—and likely watching them die—and though he always does his best to convince his wearer not to do anything dangerous, he doesn't exactly expect anyone to listen. That said, when things get dangerous, he lets out a shrill cry like a small child, and begins screaming frantically for everyone to run for their lives, and in a pinch, he will attempt to take control of his wearer if it means saving him from immediate danger.

JENN THE SWIFT

Aura faint transmutation; CL 5th Slot feet; Price 34,500 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, *haste*; Cost 17,250 gp STATISTICS

Alignment CN Int 10 Wis 10 Cha 10; Ego 6 Senses 30 ft.; Communication telepathy Languages Common

Imprinted with the personality of a famous athlete, these boots contain the very essence of speed, and demand to move. They cannot abide standing still and constantly urge travel and haste.

Physical Description

These sky blue boots extend to the mid-calf and are closely fitted around the foot, providing the wearer a snug feeling, and allowing for swift and easy running. The remainder of the boot flares out wide above the foot, forming a sort of soft leather shin-guard that rests against the wearer's shin. It has numerous streams of white, which give it an eyecatching effect. Some minor magic keeps this extra material form interfering with the wearer's running, and it never flops in the wind, drags with air, or tangles the wearer's knees.

Jenn himself is often heard laughing while the wearer is moving, and is quick to get a violently hot temper if the wearer decides to lag about for any length of time. His voice is harsh like biting wind, but his laughter is musical, and prone to come out in fits and bursts.

Special Properties

Jenn functions as a pair of *boots of striding and springing*. Additionally, whenever the wearer uses the run action, he moves at six times his normal speed (or seven times, if he has the Run feat), and can move in any way he likes, making turns and using Acrobatics or other skills to modify his movement if he sees fit. Finally, the wearer can run through difficult terrain or other obstacles that he could not normally run through, though he must spend extra squares of movement to run through them, as normal.

In addition to these abilities, Jenn has the following special properties as an intelligent item. Jenn can cast *haste* as a spell-like ability three times per day, and *fly* as a spelllike ability once per day. In both cases, he can only target his wearer with these abilities.

Origins

These boots were one of many identical pairs given to the royal messengers of the ancient empire of Kalamor, which was renowned for its exceptional communication, and the skill of its couriers. This particular pair belonged to a messenger named Harrious, whose speed and grace where both legend, even during his lifetime. The emperor of Kalamor challenged one of the djinni sultans to a race between his Harrious and the fastest djinni that the sultan could find, with the emperor gaining three wishes if he won, and the djinni sultan gaining half the kingdom of Kalamor if his representative was the winner. Harrious won easily, and the emperor granted him one of his three wishes as a reward. Harrious, a slightly vain man, wished that his legacy would live on throughout the ages. The spiteful djinni declared that Harrious was known only for his speed and his mocking laughter as he ran past his foes, and so imbued these traits into a pair of boots, and departed.

Since that time, this living legacy adopted a proper name, calling itself Jenn, and encouraging others to follow in the footsteps of the Kalamorian great. For years, these boots where revered as a sacred relic of Kalamor, and the boots were able to live their destiny proudly. However, the boots quickly fell out of favor when Kalamor was conquered by the Gherites, who had little respect for messengers, Kalamorian history, or running about. His place of respect lost, Jenn was cast out and forced to resort to other methods to ensure that his legacy lived on. For some time, Jenn was able to do naught but whine and cry for the placid Gherites and their beleaguered Kalamorian slaves to run and dance and be free, until one day he was taken to the desert and buried.

Eventually the boots came to rest in the horde of a desert-dwelling giant who largely neglected them. One day a young thief happened upon the boots just as the giant discovered him. Being telepathically alerted to the boots' abilities, he donned the boots just in time to escape a gruesome fate at the hands of the giant. The boots eventually came to rest with a thieves' guild where they became a cherished and treasured asset. Largely kept under lock and key to prevent the boots from annoying anyone, Jenn longs to be rid of the thieves and placed back on the feet of someone who truly appreciates him.

Personality

Jenn is a very frenetic character, full of energy and always bursting at the seams with a desire to get out and start doing something. He loves to run, and encourages anyone who dons him to spend as much of their time as possible running about and never staying in one place for long. While, over the years, many have found Jenn to be annoying, as he quickly resorts to pestering if he cannot be allowed to move, really he is pleasant and easy to get along with, as long as his wearer spends at least 5 minutes running every day.

LACIA THE ADMIRED

Aura faint transmutation; CL 3rd Slot feet; Price 32,200 gp; Weight 1 lb. Construction Requirements Craft Wondrous Item, eagle's splendor; Cost 16,100 gp

STATISTICS

Alignment NE Int 10 Wis 10 Cha 18; Ego 11 Senses 60 ft.; Communication telepathy Languages Common

These shape-shifting shoes were once the talk of every royal court they visited, turning heads and capturing the envy of queens and princesses alike. An object of immense vanity, Lacia seeks only to be seen and appreciated by beautiful and important people.

Physical Description

When these shoes were first crafted for the princess Armilia of Ausurland, they were the height of an everchanging fashion. Made from soft red leather, the shoes sport a 4-inch heel, and a reinforced sole which provides better than average arch support. They were originally designed to fit closely to Armilia's slender feet, and so appear exceedingly uncomfortable for all but the most petite of women. The interior is lined with lamb's wool, which peeks just above the top of the shoes in a solid ring of soft white. Though the shoes now possess the ability to shift their form, when left unattended this is the guise they normally adopt, as it is what the shoes themselves are most comfortable with. Lacia can speak telepathically to characters that don her, and often does, as she enjoys chatting and gossiping with her wearers, though not as much as she enjoys fishing for compliments from them, and getting them to fawn over her and exclaim how remarkable and unique she is. Even in telepathy, Lacia has difficulty conveying sincerity in her voice, and often gives the impression of being manipulative, patronizing, or mocking.

Special Properties

A character wearing Lacia is immediately alerted to the shoes' magical nature, as they immediately change their shape to suit the wearer's idea of current fashion. All of Lacia's magic properties are under her own control, not the wearer's, and without her cooperation the shoes are merely out-of-date fashion accessories worth 75 gp. Lacia can change her shape and appearance at will into anything that either she or her wearer can imagine, though these changes are purely cosmetic, and have no effect on the wearer's ability to move. They do, however, make her very fashionable, and grant a + 3bonus on all Charisma-based skill checks. Additionally, Lacia possesses a singular ability to touch the minds of those within 100 feet of her and force others to take notice of her. Once per day, as full-round action, Lacia can force all living creatures other than her wearer within 100 feet to succeed on a Will save (DC 16) or become fascinated with her for 1 minute, and be unable to perform any action other than to gawk at her in admiration. This is a mind-affecting compulsion effect.

In addition to these abilities, Lacia has the following powers as an intelligent item. Lacia has 5 ranks in both Bluff and Diplomacy (giving her a modifier of +9 in both these skills). Additionally, she can cast *detect thoughts* as a spelllike ability three times per day (DC 16). She most often uses this ability to determine what is fashionable, so she can replicate it.

Origins

Originally created for the princess of Ausurland, a beautiful woman called Armilia, these shoes began life as an ordinary fashion accessory. As a fashionable woman, Armilia proudly wore the shoes, which were admired all the more for gracing her royal feet. The shoes came to the attention of the head of the Ausurland Arcane Academy, who was quite smitten with the princess and instilled a spark of sentience in the shoes in an attempt to curry favor with the princess by making her shoes even more remarkable and unique. His gesture was not well received by the princess, who did not appreciate his advances, and was horrified at the idea of shoes that could talk back to her. She never wore the shoes again, and they were thrown into her exceptionally large closet never to be brought out again—or so Armilia thought.

It was there, festering in the closet and watching as newer, more fashionable shoes were being worn and admired, that Lacia—as the shoes had begun calling themselves—first exercised her power. Lacia watched which shoes Armilia chose each morning, and her choices enraged Lacia, and filled her with jealousy. She thought that whatever those other shoes could be, surely she could be as well, and shortly thereafter she learned how to mimic their forms. She altered her form to mimic that of the princess' current favorite pair of shoes, and kept her intelligence a carefully-hidden secret from Armilia, in order to continue being worn, where she could be admired and doted on again.

For a time, Lacia was content, but as Armilia grew older, and was less admired by the people, she found that fewer and fewer people were paying attention to her. She began to use magic to force people to pay their attention to her, and while this felt hollow, and unfulfilling, the shoes still found it preferable to being ignored. Eventually Lacia attempted to compel a powerful wizard—the new head of the Ausurland Arcane Academy, after the last resigned his office—who discovered the shoes' true nature and alerted the now-queen Armilia, who promptly gave them to a maid and ordered them burned. The maid was taken in by Lacia's glamour and fashion, as well as her magical charms, and decided to keep the shoes for herself, instead.

The maid loved the shoes very much, and listened to their selfish counsel, which worked out rather well for her, as Lacia drove her to seek out positions in higher echelons of society, and eventually saw her become the paramour of a visiting prince. Rather than meet Armilia's fate of becoming irrelevant to the shoes, however, the maid gifted them to her daughter on her wedding day. This family tradition carried on for some time, until the prince's kingdom was destroyed by a rampaging dragon, who ultimately took the magical shoes into his horde, where they have languished ever since. Initially greatly displeased, Lacia found herself appreciating the dragon's love of his treasure and careful maintenance of his horde almost as much as the jealous and admiring gazes of the fashion-conscious, though she still longs to be worn and viewed by the world at large once again.

Personality

Lacia is selfish and vain to the very core of her being. Her only desire is to be admired, and the greater the admirer the better. She hates anything that detracts attention from herself, and constantly wants to be the focus of everyone's attention and adoration. To accomplish this end, Lacia has become something of a kingmaker (or at least baron-maker), trying her best to make sure that her wearers achieve a social status that will afford the shoes with the attention that she craves. She prefers to coax her wearer into acting the way that she wants with her Bluff and Diplomacy skills, but is not above possession, if necessary. If she finds herself in the possession of someone that she absolutely cannot make into a "somebody," she will do her best to make her way into someone else's possession, instead.

Of course, even when she does manage to get her wearer into the social elite, her constant need for attention often winds up ostracizing the wearer and hurting her, in the end, frequently leaving the wearer worse off than she started. Lacia's one soft spot is for other pieces of discarded and outof-date fashion, for which she feels some sympathy, though it doesn't take long before a rediscovered item she once had sympathy for becomes the source of a jealous hatred, as it detracts attention from her.

PAVMI THE CRUSHER

Aura faint transmutation; CL 9th Slot feet; Price 47,900 gp; Weight 4 lbs. Construction Requirements Craft Wondrous Item, animal growth, expeditious retreat, magic fang; Cost 23,950 gp

STATISTICS

Alignment CE Int 16 Wis 16 Cha 16; Ego 18 Senses 60 ft.; Communication telepathy Languages Common, Giant, Sylvan

These fine, enchanted horseshoes have a great distaste for horses, and were originally created for a centaur war chieftain. Despite their peculiarities, these potent magic horseshoes turn even the most humble of plow beasts into a dangerous killing machine.

Physical Description

When not worn, these horseshoes appear as golden "U" shapes emblazoned with images of crashing thunderbolts and falling stones. The images are cast not in gold, but rather in simple iron, which never rusts or degrades and shows the images in a dreaded relief. When shod to a creature, the horseshoes automatically and magically conform to the beast they are attached to, be it horse, auroch, or even elephant, causing their shape to change accordingly, though the materials and images remain unaltered. The shoes create an enormous thundering as their wearer gallops across the plains, and shout with glee as they trample foes underfoot.

Pavmi's telepathic "voice" speaks with a wild and fullbodied sound whose harsh tone remains savage, even though its pitch fluctuates so wildly that it is impossible to determine its gender. This often has the effect of disquieting and even panicking mounts it is shod to.

Special Properties

These horseshoes always function as a pair of horseshoes of the giant, except that they also grant the wearer a trample attack, which deals an amount of damage equal to 2d8 + twice the wearer's Strength modifier. Additionally, the wearer can trample creatures of up to its own size category.

Further, as an intelligent item, Pavmi has the following additional abilities. Pavmi has 5 ranks in Intimidate and 10 ranks in Handle Animal (giving it a total bonus of +8 on Intimidate checks and +13 on Handle Animal checks). Additionally, Pavmi can cast *animal growth* as a spell-like ability once per day, and both *magic fang* and *expeditious retreat* each three times per day. Each of these spell-like abilities can only be used on the creature wearing Pavmi.

Origins

Pavmi was originally created by a centaur war chieftain named Pagromos, during a time of great strife for his tribe. His people were beset by encroaching humans, who desperately wanted for their own the good fields that the centaurs called home. Pagromos was not just the centaurs' chieftain, but was also their greatest warrior, and had long kept humans from invading his lands by trampling them down underfoot and crushing their lines before they could properly organize against his people. These humans were unlike any who had come before, however. They rode upon horses, using the centaurs' distant kin against them. Pagromos could not trample down mounted knights on his own, and his people were outmaneuvered and outfought by these armored, mounted invaders, who had all the military might of the soldiers they were used to facing, but far more maneuverability, leaving the centaurs without a weakness to exploit.

Pagromos called a meeting of his shamans and druids, and demanded that they bestow upon him a weapon which could enable him to win the war. Using their collective power, the shamans created these shoes, which would let Pagromos crush even these powerful opponents. During the forging process, Pagromos shed his own blood with which to temper his new weapon, and in so doing awakened an intellect which shared in his fierce defiance. Pagromos named the shoes Pavmi, which meant Crusher of Wrong in his tribal tongue, and rode out to war. Naturally, the invading humans were terrified as Pagromos, screaming with both his own wild voice and the telepathic war cry of Pavmi, leapt upon their knights and trampled them into oblivion. The war quickly returned to favoring the centaurs, when, during a heated battle, Pagromos was slain by a great paladin, and his shoes taken as a trophy for the paladin's steed. Pavmi refused to go into battle against the centaurs it was created to protect, but the will of paladin's steed was too strong for the horseshoes to overwhelm, Pavmi was forced to watch as it was used to slay its own clan. Eventually the war was won by the human settlers, and the paladin would live a long and healthy life before dying and bestowing Pavmi to a young knight as a gift for his bravery. It never occurred to the paladin that a steed of less quality would not be able to contain Pavmi's wild spirit.

As soon as it was shod to the young knight's horse, Pavmi took control over the beast and brought to bear years of pent up fury against humans and their horses. Pavmi and the horse destroyed farms and villages, turning the knight's steed into a rampaging beast. Eventually, the rampaging beast was slain but Pavmi has always found its way onto the feet of other creatures, and continues to use its great personal magic to wage a guerilla war against those it believes to be its enemies. Pavmi prefers to be shod to non-equine creatures, when possible, as the horseshoes still harbor a terrible grudge against them for his years of servitude on the hooves of the paladin's steed. Still, Pavmi will take any creature it can get to sate its endless bloodlust.

Personality

Pavmi is violent and wild, and makes no attempt to hide this fact. Those who cannot master the horseshoes find themselves caught up in wanton slaughter and destruction. Pavmi hates humans and horses with a wild passion, and will not willingly serve either, though if someone were to somehow demonstrate that such creatures aren't the enemies that Pavmi sees them as, perhaps this could change. Driven by hatred and anger, Pavmi lives only for the kill, and revels in crushing soft flesh under its cold, hard body.

Appendix 1: Random Command Words

Use Table 5-1: 100 Random Command Words as inspiration to come up with command words for your magical footgear or other magic items, either by rolling randomly or selecting one that seems appropriate for what the item does. If the party first encounters the item in the hands of an enemy NPC, you may want to have him triumphantly shout the command word whenever he uses the item, allowing clever players realize that it is the key to making the item function. If the item is found in a pile of treasure, or similar circumstances, consider having the command word engraved on the item. Even if the item is simply purchased in a shop, or identified with the *identify* spell, you may want to tell the players what the command word is, so that they can shout it out at dramatic moments when they use the item. As silly as it sounds, for some groups, something as simple as incorporating actual words for magic item use can go a long way towards making such items more exciting and fun.

	Command Word	d%	Command Word	d%	Command Word
01	Aeliter	35	Irossum	69	Ristarius
02	Antios	36	Ixivar	70	Rondrimos
03	Artimix	37	Jenaré	71	Ruare
04	Avidar	38	Jix-urich	72	Sendrivos
05	Benitium	39	Jontivium	73	Serparum
06	Bixivius	40	Ju'um	74	Simmaro
07	Brilliar	41	Kallifor	75	Sulvix
08	Bolramos	42	Kestos	76	Tarbarin
09	Cantorus	43	Kraugifar	77	Timix
10	Celdrifar	44	Kulgare	78	Trabar
11	Cucurros	45	Lamora	79	Tuvarium
12	Cursarum	46	Lissoldium	<u>8</u> 0	Udrivox
13	Diambulos	47	Lodarion	81	Ulsorvin
14	Dovillium	48	Lyviar	82	Undrum
15	Dremoria	49	Meldivax	83	Uthgarios
16	Dystro	50	Menosarum	84	Vagus
17	Eitlit	51	Milithar	85	Veloccar
18	Envictum	52	Muntos	86	Vitandos
19	Ertos	53	Natandum	87	Vulnak
20	Exiliuntos	54	Negossia	88	Wanivek
21	Finibus	55	Nindrivos	89	Wextrum
22	Fliga	56	Nullar	90	Wimblos
23	Frimosus	57	Obsyliak	91	Wosus
24	Fugé	58	Ontivium	92	Xilliarum
25	Galbortos	59	Optelatus	93	Xost
26	Gessarin	60	Ossaron	94	Xyntis
27	Greniaros	61	Pereginos	95	Yigdarick
28	Guntaris	62	Petauros	96	Yoklemor
29	Halifar	63	Proximo	97	Yuulvar
30	Hedrix	64	Putiviar	98	Zenfab
31	Hotaria	65	Qandivar	99	Ziblos
32	Hybarum	66	Quendick	100	Zu'ul
33	Ichthymos	67	Quolios		
34	Intos	68	Ramifar		

Table 5-1: 100 Random Command Words

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