

Boots, Shadowman:

Evade encounters while within catacombs, cave, crypt, dungeon, tomb, tunnel, or any structure. These boots do not work outside. Allies can choose to follow the wearer of these boots to evade an encounter.

Charges: 20 A charge will be taken off when you evade an encounter (if you wish to evade it).

Duration: Enough time it takes to evade one encounter.

Note: Once the charges are expended from these boots, they will transform into 1-D6 x3 random gems, at least one of these gems will be an Augmentation Crystal.