

Enchanted Items, Explanation of: Boots, Water-Walking

Area of Effect: Wearer.

Avoidance-roll: Yes: Vs. “Coordination”. Once this coordination check is successful, the wearer will no longer be forced to make this avoidance-roll a second time.

Charges: Permanently charged item. Usable one time per day.

Command word(s): “Aqua stride”.

Damage: None.

Duration: 3 hours per day.

Effect time: 3 turns after putting them on.

Explanation: When the Command Word is spoken, the wearer of Water-Walking Boots will be able to traverse across bodies of water, as if the water was solid ground.

Question: Will these boots raise me up out of the water, after I have already sunk under?

Answer: Yes. But wearer needs to make a successful avoidance-roll Vs. “Coordination” to stay upright.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Water-Waling Boots.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 12,000 W.G.