

Enchanted Items, Explanation of: Horseshoes, Wind-Walking

Area of Effect: None.

Avoidance-roll: None.

Charges: Permanently charged item.

Command word(s): "Ride the wind" (Human dialect).

Damage: None.

Duration: 8 hours. This item can be used 8 hours out of every 24 hours.

Effect time: Instant.

Explanation: When the Command Word is spoken, the horse or pony that wears the Wind-Walking Horseshoes can be guided up into the winds of heaven, as if on solid ground. The problem with these horseshoes is if the wind suddenly ceases, the steed will fall. If this happens, the steed will only fall at only half the normal decent (thus taking ½ the normal damage).

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: Only horses can wear these horseshoes.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Steed must be wearing Wind-Walking Horseshoes.

Range: None.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 45,000 White-gold.