

# Enchanted Items, Explanation of: Boots, Speed Traveling

Area of Effect: Wearer.

Avoidance-roll: None.

Charges: Permanently charged item. Usable three hours per day.

Command word(s): “Swift as the Hair”.

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 the Speed Travelling Boots will travel at X2 the normal spaces per turn he or she usually does (see: Coordination, movement, on page #1 of the character sheet.

Question: Will these boots give me two turns, instead of the normal 1 turn I usually get in combat?

Answer: No. Neither will there be the chance of heart-failure one has by using Quickness potions, rings, spells, etc.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Speed Traveling Boots.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 5,000 W.G.