

# Enchanted Items, Explanation of: Boots, Silence

Area of Effect: Wearer.

Avoidance-roll: Yes: “Coordination”. While the wearer walks, runs, or sneaks silently, he or she must make a successful avoidance-roll Vs. “Coordination”. If the roll is successful, he or she will travel in silence. See: “Explanation of Enchanted Item” for further rulings.

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

Command word(s): None.

Damage: None.

Duration: 3 hours per day.

Effect time: 3 turns after putting them on.

Explanation: If the wearer of Silence Boots steps onto dry leaves, lose gravel, etc. noise will still be made, but only at 10% of the normal.

Note: Luck cannot be used to make a successful avoidance-roll Vs. "Coordination". If you have a Luck Talisman, you may use points off of it to succeed.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Climbing Boots.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 3,000 W.G.