

Enchanted Items, Explanation of: Boots, Wind-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): "Djinn 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 Wind-Walking Boots will be able to traverse across the winds of heaven, as if on solid ground. The problem with these boots is if the wind suddenly ceases, the wearer will fall. If this happens, the wearer will fall at only half the normal speed.

Question: Will these boots enable me to wind-Walk if a sudden wind raises?

Answer: Yes. But the wearer needs to make a successful avoidance-roll Vs. "Coordination" in order to gain his or her balance and stay upright.

Hand movement: None.

Healing: None.

History: Unknown.

Immunities: None.

Invoke time: None.

Maximum adjustment: None.

Notes: None.

Preparation: Must be wearing Wind-Waling Boots.

Range: Wearer only.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 17,500 W.G.