



Buck-A-Batch
Magic
Boots 2

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Buck-A-Batch Magic Boots 2

For 4th Edition Dungeons & Dragons

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Lvl	Name	Price (gp)	Categories
2	Greaves of Grieving	520	Feet
3	Knockback Boots	680	Feet
4	Dead Man Walkers	840	Feet
5	Swarmstompers	1,000	Feet
6	Bloodsteppers	1,800	Feet
6	Feystrike Sandals	1,800	Feet
6	Leapfrog Boots	1,800	Feet
7	Bladestorm Boots	2,600	Feet
7	Shock-Kick Grounders	2,600	Feet
8	Boots of Caltrops	3,400	Feet
8	Charge Dodge Sandals	3,400	Feet
8	Slide Step Boots	3,400	Feet
8	Snow Shoes	3,400	Feet
8	Spikeshot Greaves	3,400	Feet
9	Spellburst Boots	4,200	Feet
11	Path of the Healer	9,000	Feet
13	Earthbound Boots	17,000	Feet
13	Hunter's Boots	17,000	Feet
17	Shock Kick Grounders	65,000	Feet
18	Black Dragon Striders	85,000	Feet
18	Path of the Fey	85,000	Feet
18	White Dragon Striders	85,000	Feet
19	Blue Dragon Striders	105,000	Feet
19	Green Dragons Striders	105,000	Feet
19	Red Dragon Striders	105,000	Feet
24	Boots of the Branching Path	525,000	Feet
27	Shock Kick Grounders	1,625,000	Feet

Black Dragon Striders

Level 18

Small black dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Item Slot: Feet 85,000 gp

Property: You gain resist 10 acid.

Power (Daily ◆ Acid): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in acid damage. Creatures damaged in this way must make a successful saving throw or else become dazed until the end of their next turn.

Bladestorm Boots

Level 7

These boots contain hidden blades that allow you to deal damage as you spin and kick away from your enemies.

Item Slot: Feet 2,600 gp

Power (Daily): Free Action. You may use this ability after making a successful melee attack and dealing your damage against a target. Make 2 additional basic melee attacks against any enemy creature in a space adjacent to yours. If they hit they each deal 1d4 damage to the creature. If any of these attacks reduce a creature's hit

points to zero, you may shift 1 square.

Bloodsteppers Level 6

These ornate black and red boots grant you bonuses when they smell blood.

Item Slot: Feet 1,800 gp

Property: Your speed is increased by 1 square while you are bloodied.

Power (Encounter): Free Action. Use this power to shift up to 3 squares towards a bloodied creature.

Blue Dragon Striders Level 19

Small blue dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Item Slot: Feet 105,000 gp

Property: You gain resist 10 lightning.

Power (Daily ♦ Lightning): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in lightning damage. Creatures damaged in this way must make a successful saving throw or else become stunned until the end of their next turn.

Boots of Caltraps Level 8

The metal reinforcements on these boots resemble a patchwork of flattened caltraps.

Item Slot: Feet 3,400 gp

Property: You ignore the effects of caltraps in the squares you move through or occupy.

Power (Daily): Minor Action. Close burst 1; unoccupied squares in the burst become filled with caltraps. Any creature that enters a square filled with caltraps without treating it as difficult terrain takes 1d6 + 4 damage. The caltraps vanish at the end of the encounter.

Boots of the Branching Path Level 24

These ornate leather boots have been touched by the fey. They let you explore different paths in battle.

Item Slot: Feet 525,000 gp

Property: You inflict an additional 1d4 damage if you successfully strike a creature with a melee attack on the same turn that you moved by teleporting.

Power (Daily): Free Action. Pick two different creatures within your movement range. Instead of moving you create 2 phantom duplicates of yourself. These duplicates move to the two target creatures and make basic melee attacks. If only one attack is successful you teleport to the space occupied by that phantom and deal

your damage. If both attacks were successful you choose only one of them to be an actual attack, teleport to the space occupied by that phantom and deal your damage. If neither attack is successful you can choose to teleport to either space or remain where you are. After this the phantoms disappear and your turn is over.

Charge Dodge Sandals Level 8

These sandals make you quick on your feet. Especially when dodging creatures that are quick on theirs.

Item Slot: Feet 3,400 gp

Property: You gain a +2 item bonus when defending against attacks made after a charge.

Power (Daily): Immediate Reaction. Use this power when a creature makes an attack against you that requires a charge. You may shift into an unoccupied square either to the left or right of the direction the charge is coming from.

Dead Man Walkers Level 4

These battered leather boots will move you to safety even after you can no longer move.

Item Slot: Feet 840 gp

Power (Daily): Immediate Reaction. When an attack reduces you to 0 hit points or less shift a number of spaces equal to half your speed rounded up.

Earthbound Boots Level 13

These thick soled heavy leather boots look as though they were crafted from the ground they walk on.

Item Slot: Feet 17,000 gp

Property: You gain tremorsense 1 square.

Power (Daily): Minor Action. Until the end of the encounter you cannot shift and your speed is halved. You gain regeneration 5 as long as your boots are in contact with the floor or solid ground and your hit points do not reach 0 or lower. You cannot be knocked prone. You move 1 square less when an effect forces you to move by means of a push, pull or slide. These effects remain until the end of the encounter. You can end this power earlier with a minor action.

Feystrike Sandals Level 6

These boots amplify the space bending energies released when teleporting. The excess can be used on your foes.

Item Slot: Feet 1,800 gp

Property: The distance you can teleport is increased by 1 square.

Power (Encounter): Free Action. Use this power after you make a successful melee attack against a creature

during the same turn that you moved by teleporting, after the damage has been dealt you may teleport that creature 1 square in the direction of your choice.

Green Dragon Striders Level 19

Small green dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Item Slot: Feet 105,000 gp

Property: You gain resist 10 poison.

Power (Daily ♦ Poison): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in poison damage. Creatures damaged in this way must make a successful saving throw or else become weakened until the end of their next turn.

Greaves of Grieving Level 2

The metal plates covering the legs of these boots bear faces that cry oily tears when you fall in battle.

Item Slot: Feet 520 gp

Power (Daily ♦ Zone): Immediate Reaction. Close burst 1. When you are reduced to zero hit points or less the greaves create a zone of slippery oil. Until the end of the encounter treat this area as difficult terrain. Creatures in the zone when it is created must make a save or else fall prone. A creature that ends its turn in this zone must make a successful saving throw or fall prone. A creature that suffers a critical hit while in this zone is knocked prone.

Hunter's Boots Level 13

These thick leather boots bear dozens of tooth and claw marks.

Item Slot: Feet 17,000 gp

Property: The first time you use hunter's quarry in an encounter you may shift 1 square towards the creature you marked.

Power (Daily): Immediate Interrupt. Use this ability when a creature you have marked with hunter's quarry makes a successful melee attack against you. If there's an open space adjacent to you, you may shift into it and make a saving throw. If you succeed you take no damage. If you fail you take half damage from the attack.

Knockback Boots Level 3

These boots let you push back when you get pushed around.

Item Slot: Feet 680 gp

Power (Encounter ♦ Force): Immediate Reaction. You may use this power when a successful attack made by a creature pushes you. That creature takes 1d6 force damage and is pushed 1 square.

Leapfrog Boots Level 6

These springy lightweight boots allow you to move over allies easier than going around them.

Item Slot: Feet 1,800 gp

Property: You gain a +2 item bonus to your athletics skill when jumping.

Power (Daily): Free Action. Activate this power during your turn before you move. Until the end of your turn the first time you move through each space containing an ally you do so at zero movement cost.

Path of the Fey Level 18

These dark green copper trimmed boots allow your allies to follow in your teleporting footsteps.

Item Slot: Feet 85,000 gp

Property: After you teleport you can shift 1 square.

Power (Daily ♦ Teleportation): Free Action. Use this ability when you teleport. You create a portal between the square that you start in and the square you end at that only you and your allies can see. Until the end of your next turn allies that enter the start square can choose to teleport to the end square at the cost of 3 squares of movement, provided they have enough movement left and the end square is unoccupied.

Path of the Healer Level 11

These boots channel healing powers into the ground you walk on.

Item Slot: Feet 9,000 gp

Power (Daily ♦ Healing): Free Action. Activate this power during your turn before you move. Keep track of the squares you move through during your turn. Until the end of your next turn if an ally moves into one of these spaces they regain 5 hit points. This healing will only work once for each ally in an encounter. Once the healing has been triggered in a square that square will not trigger again.

Red Dragon Striders Level 19

Small red dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Item Slot: Feet 105,000 gp

Property: You gain resist 10 fire.

Power (Daily ♦ Fire): Full Action. Instead of moving normally this turn shift a number of spaces equal to your

speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in fire damage with ongoing 5 fire damage (save ends.)

Shock-Kick Grounders Level 7+

These boots store lightning from attacks made against you and allows you to put it to better use.

Lvl 7 2,600gp Lvl 27 1,625,000gp
Lvl 17 65,000gp

Item Slot: Feet

Property: You gain resist 5 lightning.

Level 17: resist 10 lightning.

Level 27: resist 15 lightning.

Power (Daily ♦ Lightning): Free Action. Use this ability when struck by an attack that deals lightning damage. This damage is delayed until the end of your next turn. If you make a successful melee attack before the end of your next turn you deal an additional 10 lightning to the target and do not take the delayed lightning damage at the end of your turn.

Level 17: You deal an additional 15 lightning.

Level 27: You deal an additional 20 lightning.

Slide Step Boots Level 8

At first glance the slick soles of these boots look ill-suited for combat.

Item Slot: Feet 3,400 gp

Property: During your turn if you move 3 or more squares you may subtract 2 from your speed to shift up to 3 squares and end your movement.

Power (Daily): Free Action. At the end of your turn you may trigger this ability. Close burst 3; all allies in the target area may shift 1 square.

Snow Shoes Level 8

These fur-lined shoes are ideal for walking in snow. Good thing since you leave a trail of it as you go.

Item Slot: Feet 3,400 gp

Property: You gain resist 5 cold.

Power (Daily ♦ Cold): Free Action. Activate this power during your turn before you move. Keep track of the squares you move through during your turn. Until the end of your next turn those squares and the squares adjacent to them become difficult terrain. A creature that ends its turn in any of these squares takes 5 cold damage.

Spellburst Boots Level 9

These boots channel magic down until you feel it in your toes. Your enemies will feel it in their toes as well.

Item Slot: Feet 4,200 gp

Power (Daily ♦ Acid, Cold, Fire, Lightning): Free Action. Use this ability when you successfully damage a creature by means of a spell with the keywords Implement and Acid, Cold, Fire, or Lightning. Until the end of your next turn enemy creatures that end their turn in a space adjacent to you are dealt 5 damage of the same type as the spell that triggered this power. This power is usable by wizards only.

Spikeshot Greaves Level 8

The spiked metal plates covering the legs of these boots give your foes yet another thing to be concerned about.

Item Slot: Feet 3,400 gp

Power (Encounter): Free Action. Use this ability after you make a successful melee attack against a target. The target takes an additional 1d4 damage and is slowed (save ends).

Power (Daily): Minor Action. Make a basic ranged attack against a target up to 3 squares away. The target takes 1d6 damage and is slowed (save ends).

Swarmstompers Level 5

Created for a king's royal rat-catcher, these boots have made their way into adventurer's wardrobes as well.

Item Slot: Feet 1,000 gp

Property: You gain a +1 item bonus when defending against attacks from swarms.

Power (Encounter): Minor Action. Until the end of the encounter you take no damage from attacks triggered by being in a swarm's aura. Each time you would take damage from such an attack the swarm must succeed at a saving throw or else take 5 damage.

White Dragon Striders Level 18

Small white dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Item Slot: Feet 85,000 gp

Property: You gain resist 10 cold.

Power (Daily ♦ Cold): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in cold damage. Creatures damaged in this way must make a successful saving throw or else become slowed until the end of their next turn.

Boots cover art provided by Sade.
You can find more of her fantastic art at
<http://shop.earthdawn.co.hu>
or on rpgnow.com

Black Dragon Striders

Small black dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Level:
18

Value:
85,000 gp

Property: You gain resist 10 acid.

Power (Daily ✦ Acid): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in acid damage. Creatures damaged in this way must make a successful saving throw or else become dazed until the end of their next turn.

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Bladestorm Boots

These boots contain hidden blades that allow you to deal damage as you spin and kick away from your enemies.

Level:
7

Value:
2,600 gp

Power (Daily): Free Action. You may use this ability after making a successful melee attack and dealing your damage against a target. Make 2 additional basic melee attacks against any enemy creature in a space adjacent to yours. If they hit they each deal 1d4 damage to the creature. If any of these attacks reduce a creature's hit points to zero, you may shift 1 square.

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Bloodsteppers

These ornate black and red boots grant you bonuses when they smell blood.

Level:
6

Value:
1,800 gp

Property: Your speed is increased by 1 square while you are bloodied.

Power (Encounter): Free Action. Use this power to shift up to 3 squares towards a bloodied creature.

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Blue Dragon Striders

Small blue dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Level:
19

Value:
105,000 gp

Property: You gain resist 10 lightning.

Power (Daily ✦ Lightning): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in lightning damage. Creatures damaged in this way must make a successful saving throw or else become stunned until the end of their next turn.

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Boots of Caltrops

The metal reinforcements on these boots resemble a patchwork of flattened caltrops.

Level:
8

Value:
3,400 gp

Property: You ignore the effects of caltrops in the squares you move through or occupy.

Power (Daily): Minor Action. Close burst 1; unoccupied squares in the burst become filled with caltrops. Any creature that enters a square filled with caltrops without treating it as difficult terrain takes 1d6 + 4 damage. The caltrops vanish at the end of the encounter.

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Boots of the Branching Path

These ornate leather boots have been touched by the fey. They let you explore different paths in battle.

Level:
24

Value:
525,000 gp

Power (Daily): Free Action. Pick two different creatures within your movement range. Instead of moving you create 2 phantom duplicates of yourself. These duplicates move to the two target creatures and make basic melee attacks. If only one attack is successful you teleport to the space occupied by that phantom and deal your damage. If both attacks were successful you choose only one of them to be an actual attack, teleport to the space occupied by that phantom and deal your damage. If neither attack is successful you can choose to teleport to either space or remain where you are. After this the phantoms disappear and your turn is over.

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Charge Dodge Sandals

These sandals make you quick on your feet. Especially when dodging creatures that are quick on theirs.

Level:
8

Value:
3,400 gp

Property: You gain a +2 item bonus when defending against attacks made after a charge.

Power (Daily): Immediate Reaction. Use this power when a creature makes an attack against you that requires a charge. You may shift into an unoccupied square either to the left or right of the direction the charge is coming from.

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Dead Man Walkers

These battered leather boots will move you to safety even after you can no longer move.

Level:
4

Value:
840 gp

Power (Daily): Immediate Reaction. When an attack reduces you to 0 hit points or less shift a number of spaces equal to half your speed rounded up.

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Earthbound Boots

These thick soled heavy leather boots look as though they were crafted from the ground they walk on.

Level:
13

Value:
17,000 gp

Property: You gain tremorsense 1 square.
Power (Daily): Minor Action. Until the end of the encounter you cannot shift and your speed is halved. You gain regeneration 5 as long as your boots are in contact with the floor or solid ground and your hit points do not reach 0 or lower. You cannot be knocked prone. You move 1 square less when an effect forces you to move by means of a push, pull or slide. These effects remain until the end of the encounter. You can end this power earlier with a minor action.

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Feystrike Sandals

These boots amplify the space bending energies released when teleporting. The excess can be used on your foes.

Level:
6

Value:
1,800 gp

Property: The distance you can teleport is increased by 1 square.

Power (Encounter): Free Action. Use this power after you make a successful melee attack against a creature during the same turn that you moved by teleporting, after the damage has been dealt you may teleport that creature 1 square in the direction of your choice.

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Green Dragon Striders

Small green dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Level:
19

Value:
105,000 gp

Property: You gain resist 10 poison.
Power (Daily ✦ Poison): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in poison damage. Creatures damaged in this way must make a successful saving throw or else become weakened until the end of their next turn.

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Greaves of Grieving

The metal plates covering the legs of these boots bear faces that cry oily tears when you fall in battle.

Level:
2

Value:
520 gp

Power (Daily ✦ Zone): Immediate Reaction. Close burst 1. When you are reduced to zero hit points or less the greaves create a zone of slippery oil. Until the end of the encounter treat this area as difficult terrain. Creatures in the zone when it is created must make a save or else fall prone. A creature that ends its turn in this zone must make a successful saving throw or fall prone. A creature that suffers a critical hit while in this zone is knocked prone.

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Hunter's Boots

These thick leather boots bear dozens of tooth and claw marks.

Level:
13

Value:
17,000 gp

Property: The first time you use hunter's quarry in an encounter you may shift 1 square towards the creature you marked.

Power (Daily): Immediate Interrupt. Use this ability when a creature you have marked with hunter's quarry makes a successful melee attack against you. If there's an open space adjacent to you, you may shift into it and make a saving throw. If you succeed you take no damage. If you fail you take half damage from the attack.

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Knockback Boots

These boots let you push back when you get pushed around.

Level:
3

Value:
680 gp

Power (Encounter ✦ Force): Immediate Reaction. You may use this power when a successful attack made by a creature pushes you. That creature takes 1d6 force damage and is pushed 1 square.

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Leapfrog Boots

These springy lightweight boots allow you to move over allies easier than going around them.

Level:
6

Value:
1,800 gp

Property: You gain a +2 item bonus to your athletics skill when jumping.

Power (Daily): Free Action. Activate this power during your turn before you move. Until the end of your turn the first time you move through each space containing an ally you do so at zero movement cost.

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Path of the Fey

These dark green copper trimmed boots allow your allies to follow in your teleporting footsteps.

Level:
18

Value:
85,000 gp

Property: After you teleport you can shift 1 square.

Power (Daily ✦ Teleportation): Free Action. Use this ability when you teleport. You create a portal between the square that you start in and the square you end at that only you and your allies can see. Until the end of your next turn allies that enter the start square can choose to teleport to the end square at the cost of 3 squares of movement, provided they have enough movement left and the end square is unoccupied.

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Path of the Healer

These boots channel healing powers into the ground you walk on.

Level:
11

Value:
9,000 gp

Power (Daily ✦ Healing): Free Action. Activate this power during your turn before you move. Keep track of the squares you move through during your turn. Until the end of your next turn if an ally moves into one of these spaces they regain 5 hit points. This healing will only work once for each ally in an encounter. Once the healing has been triggered in a square that square will not trigger again.

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Red Dragon Striders

Small red dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Level:
19

Value:
105,000 gp

Property: You gain resist 10 fire.

Power (Daily ✦ Fire): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in fire damage with ongoing 5 fire damage (save ends.)

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Shock-Kick Grounders

These boots store lightning from attacks made against you and allows you to put it to better use.

Level:

Value:

Property: You gain resist 5 lightning.

Level 17: resist 10 lightning.

Level 27: resist 15 lightning.

Power (Daily ✦ Lightning): Free Action. Use this ability when struck by an attack that deals lightning damage. This damage is delayed until the end of your next turn. If you make a successful melee attack before the end of your next turn you deal an additional 10 lightning to the target and do not take the delayed lightning damage at the end of your turn.

Level 17: You deal an additional 15 lightning.

Level 27: You deal an additional 20 lightning.

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Slide Step Boots

At first glance the slick soles of these boots look ill-suited for combat.

Level:
8

Value:
3,400 gp

Property: During your turn if you move 3 or more squares you may subtract 2 from your speed to shift up to 3 squares and end your movement.

Power (Daily): Free Action. At the end of your turn you may trigger this ability. Close burst 3; all allies in the target area may shift 1 square.

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Snow Shoes

These fur-lined shoes are ideal for walking in snow. Good thing since you leave a trail of it as you go.

Level:
8

Value:
3,400 gp

Property: You gain resist 5 cold.

Power (Daily ✦ Cold): Free Action. Activate this power during your turn before you move. Keep track of the squares you move through during your turn. Until the end of your next turn those squares and the squares adjacent to them become difficult terrain. A creature that ends its turn in any of these squares takes 5 cold damage.

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Spellburst Boots

These boots channel magic down until you feel it in your toes. Your enemies will feel it in their toes as well.

Level:
9

Value:
4,200 gp

Power (Daily ✦ Acid, Cold, Fire, Lightning): Free Action. Use this ability when you successfully damage a creature by means of a spell with the keywords Implement and Acid, Cold, Fire, or Lightning. Until the end of your next turn enemy creatures that end their turn in a space adjacent to you are dealt 5 damage of the same type as the spell that triggered this power. This power is usable by wizards only.

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Spikeshot Greaves

The spiked metal plates covering the legs of these boots give your foes yet another thing to be concerned about.

Level:
8

Value:
3,400 gp

Power (Encounter): Free Action. Use this ability after you make a successful melee attack against a target. The target takes an additional 1d4 damage and is slowed (save ends).

Power (Daily): Minor Action. Make a basic ranged attack against a target up to 3 squares away. The target takes 1d6 damage and is slowed (save ends).

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Swarmstompers

Created for a king's royal rat-catcher, these boots have made their way into adventurer's wardrobes as well.

Level:
5

Value:
1,000 gp

Property: You gain a +1 item bonus when defending against attacks from swarms.

Power (Encounter): Minor Action. Until the end of the encounter you take no damage from attacks triggered by being in a swarm's aura. Each time you would take damage from such an attack the swarm must succeed at a saving throw or else take 5 damage.

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White Dragon Striders

Small white dragon scales reinforce the toes of these boots. Scale fragments are imbedded into the soles.

Level:
18

Value:
85,000 gp

Property: You gain resist 10 cold.

Power (Daily ✦ Cold): Full Action. Instead of moving normally this turn shift a number of spaces equal to your speed and end your turn. Each enemy creature you moved past during your turn is dealt 1d6 + your constitution modifier in cold damage. Creatures damaged in this way must make a successful saving throw or else become slowed until the end of their next turn.

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

If there are several versions of an item the card will have space for the DM or players to fill in specific information about the boots.

The item's, level, bonus, and value depends upon the type of boots found.

The majority of cards also have enough blank space to record bits of information.

Shock-Kick Grounders

These boots store lightning from attacks made against you and allows you to put it to better use.

Level:
27

Value:
1,625,000 GP

Property: You gain resist 5 lightning.

Level 17: resist 10 lightning.

Level 27: resist 15 lightning.

Power (Daily ✦ Lightning): Free Action. Use this ability when struck by an attack that deals lightning damage. This damage is delayed until the end of your next turn. If you make a successful melee attack before the end of your next turn you deal an additional 10 lightning to the target and do not take the delayed lightning damage at the end of your turn.

Level 17: You deal an additional 15 lightning.

Level 27: You deal an additional 20 lightning.

DON'T FORGET TO
SUBTRACT THE RESISTANCE AMOUNT
FROM THE DELAYED DAMAGE.

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Buck-A-Batch: Magic Boots 2
for 4th Edition Dungeons & Dragons
features 25 sets of magic boots for your
fantasy campaign.

The items are presented in two formats for
your convenience: Standard book format
and card format for cutting out and handing
to your players.

All Buck-A-Batch products are formatted
to be 'three-ring binder friendly' allowing
you to build your own supplement at a
fraction of the cost of store bought books.

If you enjoy this product please look for
other offerings from

Creation's Edge Games
on RPGNow.com

or you can check out our website at

www.creationsegedgames.com.

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.