**Boots of Speed**

Requires Attunement  
  
While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.  
  
When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

**Creation Requirements:** Cobbler’s Tools

**Labor Cost:** 500gp

**Crafting Time:** 100 hrs.

**Invalid Ingredient Materials:** Parchment, Stone

**Recipe:** 1,500gp of Crafting Supplies and the Ingredients Listed Below, One of Which Must have Air Energy

* **Body:** 1 Very Rare Cloth or Hide Ingredient
* **Laces/Buckle:** 1 Very Rare Metal, Plant, or Cloth Ingredient

**Ingredients Being Used**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ingredient #1** | | **Ingredient #2** | | **Ingredient #3** | | **Ingredient #4** | | **Ingredient #5** | |
| **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  |
| **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  |
| **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  |
| **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ingredient #6** | | **Ingredient #7** | | **Ingredient #8** | | **Ingredient #9** | | **Ingredient #10** | |
| **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  | **Item:** |  |
| **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  | **Rarity:** |  |
| **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  | **Material:** |  |
| **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  | **Property:** |  |

**Crafting Reminders**

**Substituting Ingredients**

When crafting, you may substitute an ingredient with a number of lesser ingredients that have the same properties and have at least the same combined value.

* For example, an Uncommon Fire Gem could be substituted with two Common Fire Gems

When crafting, a greater ingredient can replace a number of ingredients with the same properties as it that are equal to or less than its value.

* For example, five Uncommon Fire Gems, could be substituted with one Rare Fire Gem

|  |  |
| --- | --- |
| **Rarity** | **Value (gp)** |
| Poor | 5 |
| Mundane | 10 |
| Common | 50 |
| Uncommon | 100 |
| Rare | 500 |
| Very Rare | 1,000 |
| Epic | 5,000 |
| Legendary | 10,000 |
| Mythic | 50,000 |

**Opposing Energies**

Each magical property has an opposite energy that is listed across from it in the Magic Properties table. These represent opposing forces in the world and cannot be mixed together when crafting a single magic effect. They can be used in the same item, so long as they are used in separate magic effects.

|  |  |
| --- | --- |
| **Energy** | **Opposing Energy** |
| Fire | Water |
| Earth | Wind |
| Fey | Shadow |
| Celestial | Fiendish |
| Orderly | Chaotic |
| Psychic | Primeval |