

Riftstrider Boots

Version 1.10 (January 2024)

<https://www.dndbeyond.com/magic-items/7659052-riftstrider-boots>



Wondrous Item, rare (requires attunement by a creature with two legs)

These finely crafted boots are made from the hide of a rare elemental creature native to the Plane of Elemental Air. When worn, the Riftstrider Boots provide the wearer with extraordinary speed and agility, granting partial effects of the *Haste* and *Blur* spells simultaneously when active. The effects of the air elemental can only be infused once per day and recharges at dawn.

These boots are a double-edged gift, offering unparalleled swiftness while demanding caution. Legends speak of daring rogues and nimble monks embracing the risk, dancing through battles like fleeting tempests, yet always wary of the seismic storm that lurks beneath their every step.

Seismic Gift: Using a bonus action, the wielder can click their heels together and the essence of the air elemental begins to shake the user at high speeds and give lightning speeds. Once active the user receives a +2 to AC, an additional 30ft of movement speed, and gains the effects of the spell *Blur*.

Seismic Surge: However, the incredible speed and power bestowed by the Riftstrider Boots come at a cost. The continuous use of the boots causes the wielder to begin receiving seismic surges. If the wielder chooses to move they will need to make a DC 10 DEX saving throw unless be knocked prone and have their movement speed be reduced to 0, as well as lose the effects of the boots. After 2 turns of active use, the wielder takes 1d6 *Bludgeoning Damage*, which is unpreventable and un-resistible at the start of their turn. Every successive turn of active use the damage die increases by another 1d6. Once the wielder decides to end these effects they receive their movement speed is reduced to 0 for the turn due to the dizziness of standing still.

Notes: creature with two legs, Buff, Utility, Combat

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Seismic Gift: Using a bonus action, the wielder can click their heels together and the essence of the air elemental begins to shake the user at high speeds and give lightning speeds. Once active the user receives the abilities of the *Haste* and *Blur* spells simultaneously.

Seismic Surge: However, the incredible speed and power bestowed by the Riftstrider Boots come at a cost. The continuous use of the boots causes the wielder to begin receiving seismic surges. After 2 turns of active use, the wielder takes 1d6 *Bludgeoning Damage* that is un-preventable and un-resistible at the start of their turn. Every successive turn of active use the damage die increases by another 1d6. Once the wielder decides to end these effects they receive the negative effects of *Haste*, the user can't move or take actions until after its next turn, as a wave of lethargy sweeps or a concussion from the seismic over them.

Notes: creature with two legs, Buff, Utility, Combat