



SORCEROUS SUNDRIES - Boots from Baldur's Gate

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From authors

Initially we wanted to release all items in one file and one dmsguild release, but catastrophic lack of time changed our plans. So we will release all converted items from Baldur's Gate series to ruleset of D&D 5th edition, but we will need more time and releases will have structure like this:

- 1 - Armor and Helmets
- 2 - Melee Weapons
- 3 - Ammunition, Ranged Weapons, Shields
- 4 - Boots, Gauntlets, Gloves, Bracers, Belts, Girdles, Cloaks
- 5 - Amulets, Rings, Staves, Rods, Wands
- 6 - Other Wondrous Items

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BOOTS

Boots of Etherealness

Wondrous item (boots), rare, Requires Attunement



Why these boots were ever made has long been the subject to speculation among the sages of Candlekeep. Some suggest that a certain noblewoman was gifted them by an ethereal lover so that she could join him for a tryst. Other simply point out that the boots are useful for any mage to become intangible to attacks while devastating an opponent with offensive magic.

While you're wearing these boots, you can speak its command word as an action to gain the effect of the etherealness spell, which lasts for 10 minutes or until you remove boots or use an action to speak the command word again. This property of boots can't be used again until the next dawn.

Boots of Lightning Speed

Wondrous item (boots), rare, Requires Attunement, Cursed

These modified boots of speed were originally intended to boost the wearer's speed rating to even greater rates: They make the wearer as fast as if a Haste spell had been cast upon someone wearing normal boots of speed. Unfortunately, the wearer cannot attack, and the strain of rushing around so fast quickly tires even the most stalwart of heroes. Their nickname is Heel of the Coward, for that summarizes their most obvious use: running away.

Boots of Phasing

Wondrous item (boots), rare, Requires Attunement, Cursed

This item is cursed and may only be removed with a remove curse spell. Whether by mistake or malicious purpose the creator of these boots enchanted them with dangerous magic. When worn the wearer is constantly teleported from opponent to opponent, until either the wearer or all opponents in sight are slain. However, due to the boots' ability to phase the wearer receives a +2 AC bonus.

Boots of the West

Wondrous item (boots), very rare, Requires Attunement

These are the boots that were once owned by the famous woodsman, Randy of the West. While you're wearing these boots, you gain bonus +1 to Charisma score and you are immune to diseases.

Gargoyle Boots

Wondrous item (boots), rare, Requires Attunement

Legend holds that the mage who created this magical footwear trapped the spirit of an actual gargoyle within these boots. Unfortunately, they couldn't protect the nameless wizard from the vengeance of the gargoyle's mate.

While you're wearing these boots, you can speak its command word as an action to gain the effect of the stonewall spell, which lasts for 10 minutes or until you remove boots or use an action to speak the command word again. After two uses of this property of boots, it can't be used again until the next dawn.

Ostentatious Boots

Wondrous item (boots), rare, Requires Attunement



These iridescent scaled boots gleam with a hundred shades of color. On a trade voyage across the Amber Sea, a ship passed by a pitched battle between sahuagin marauders and a colony of merfolk. The ship's bard leaned over the rail and played a rousing ballad of courage. Bolstered, the merfolk overcame and drove off the vicious sahuagin. One of the mermaids swam up to the ship and handed the bard a glittering shed mermaid tail, telling him that any item fashioned from the scales would gain a valuable enchantment. The bard had the tail made into a pair of boots

that have been passed on to his descendants, though their flashy nature makes the wearer quite memorable.

While you're wearing these boots, you gain bonus +1 to Charisma score.

Boots of avoidance: Senses of the Cat

Wondrous item (boots), rare, not requires attunement

The magic of these boots was specially designed to detect incoming missiles and aid the wearer in avoiding them. They were originally commissioned by the instructor of an archery academy, who had tired of suffering accidents at the hands of inexperienced students.

While you're wearing these boots, you gain bonus +5 to Armor Class versus ranged attacks.

Sidestep Slippers

Wondrous item (boots), rare, requires attunement

These soft leather slippers are favored by monks, who benefit from their enchanted traction when executing their specialized fighting style. The grip and control provided by the slippers allow a monk to dodge all but the most deadly attacks.

While you're wearing these boots, you gain bonus +1 to Dexterity score and bonus +2 to saving throws versus spells from evocation school,

Soft Feet

Wondrous item (boots), rare, not requires attunement

These boots were crafted by a young mage who wished to be trained as a shadowdancer, but was turned away for being too loud when he walked. A shadowdancer weaves between

the shadows and makes no sound, they said.

You move like an elephant climbing a tree.

Undeterred, the mage crafted a set of boots that caused his feet to become insubstantial, allowing him to walk with quiet confidence and avoid stepping on nasty substances.

While you're wearing these boots, you gain advantage on Dexterity (Stealth) ability checks and you are immune to Grease, Entangle and Web spells.

Boots of Grounding: Talos's Gift

Wondrous item (boots), rare, not requires attunement

Untold years ago, the Fortress of the Starshine Peninsula was placed under the direct torment of Talos when a favorite Stormherald was murdered there. Talos promised the destruction of the city by earthquakes, its isolation with tidal waves and the death of the citizen by storms. One pair of these boots was bestowed to ensure that no one but a single man would survive to tell the story of his wrath. Later, travelers seeking fortune in the ruined city came upon an aged man maddened by the continuous destruction around him; the boots he wore would carry to many distant lands the legend of a city consumed by a god's magic.

While you're wearing these boots, you gain resistance to lightning damage.

Boots of the North: 'The The Frost's Embrace

Wondrous Item, Major, Uncommon (Requires Attunement)

Stranded by his company for a sack of gold, Daviol the Frozen was left for dead in the midst of the Great Glacier. His dying curse echoed across the barren wastelands to the

ear of Auril, Goddess of Winter. She smiled upon him, and his bare body was protected and preserved by his newly enchanted boots of the north. With them he crossed the ice land in pursuit of his would be murderers. Driven by rage, Daviol took his revenge upon his previous friends as they warmed themselves in a tavern of the closest city. After his thirst for blood was quenched, he continued to travel the frozen land, never to be seen again.

While you wear them, you gain the following benefits:

You have resistance to cold damage.

You ignore difficult terrain created by ice or snow.

You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit

The Paws of the Cheetah

Wondrous Item, Major, Rare (Requires Attunement)

These enchanted boots were once the property of a deadly assassin fond of chasing down prey. He moved with such speed that his target often didn't have the opportunity to respond, even on horseback. Over time the assassin's fame spread, and though his name was never known, all knew to fear the last words heard by his victims: you can hide, but you cannot run!

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.

WORN WHISPERS

Wondrous Item, Major, Uncommon

In ages past, a king named Rhigaerd was renowned for the spies he kept. So skillful were they that no nook or cranny escaped their eyes, and maps were held for entire castles and towns. Eventually betrayed from within, the tools of their trade were taken and dispersed, ensuring that none could amass such a band again.

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks.

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