



Boots of the Mire{HM-B30}

These soft green leather boots confer several powers upon the wearer.

- **Swamp Walk:** First, you are granted the power to walk on water in swamp environments, provided the water is no deeper than five feet—this effectively lets you move through swampy terrain and mud at no cost to your speed.
- **Trackless:** You leave no tracks or other sign of passage as long as you are in swampy terrain, and prevents you from becoming uncomfortable or wet from rain, fog, and other precipitation.
- **Swamp Toughness:** Finally, the boots grant you a +2 resistance bonus on Fortitude saves against poison and disease.

Price: 3,500gp

Body Slot: Feet

Caster Level: 5th

Aura: Faint; (DC17) Abjuration and Transmutation

Activation: --

Weight: 1 lb.