

💡 The Genius Guide to:

Loot 4 Less Fantastic Footwear



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to the fourth book in the *Loot 4 Less* line, where we deal exclusively in items with a cost-to-consumer of 2,500 gp or less. That's right: no epic items, ice picks of the dwarven gods, or even moderate magic items here. This is a forum for the cheapest of the cheap, and that's it. And just to up the level of difficulty, we also don't deal in one-shot (or even two- or three-shot) magic items. No scrolls, potions, talismans, or fire-and-forget tattoo magics here. Everything in these pages is a legitimate permanent magic item, free of charges and able to be used in adventure after adventure.

Here in *Loot 4 Less IV: Fantastic Footwear* we're looking at just bargain bin boots, popular toe-covers any character can use. Not only do we provide each item with a full description and cost, we've scattered sidebars throughout the book to explain those costs. Each "Behind the Counter" sidebar explains how a price was arrived at, allowing GMs to apply the logic to other abilities (and be better able to change the pricing to match the needs of their campaign, with a firm knowledge of where the numbers come from).

WHY?!

Okay, so let's say that all sounds great, but you're not sure why you should care. Do campaigns really need a few dozen more magic item options? We answer that question in more detail in *Loot 4 Less volume 1: Armor and Weapons*, so I don't want to belabor the point too much here. Essentially, cheap magic items make it easier to:

1. Give the gear to low-level foes, thus making the treasure low-level characters pick up more varied and interesting.
2. Allow low-level PCs to built wealth, since their early treasure items aren't all scrolls, potions and partially-used wands that lose value if they get used.
3. Give mid-level characters who craft magic items a broader range of options that don't take more than a couple of days to create, increasing the chance they'll get to use their various Craft feats.

MAGIC ITEM SLOT AFFINITIES

Slot affinities for magic item are an unstated, flexible, unwritten rule of magic item design for the *Pathfinder Roleplaying Game*. The idea is that each magic item slot has an “affinity” for one or more forms of magic bonus. Any item that gives that kind of bonus is likely to use that slot, and items made for that slot will usually contain an enchantment that matches their affinity. For example, all items that grant an enhancement bonus to an ability score are belts, and the *belt of dwarvenkind* has a similar (if more limited) ability, which tells us that the affinity for magic belts is personal improvement. So if you were going to design a new item that granted some kind of personal improvement, you would most likely make it a belt to match that affinity.



There are good game-design reasons to work within the existing magic item affinities when designing new items. First, it helps make game balance more easily measured. Since you can only have one magic belt, a given character can only gain an enhancement bonus to one ability score with typical magic items. This helps enforce character niches—the wizard is much more likely to enhance his Intelligence than his Dexterity, keeping the rogue free to be the character with the highest Dexterity. Second, it helps avoid potentially silly items like boots of telepathy or pants of monster summoning.

However, these are unwritten rules, and thus easily subject to change at the whim of a GM. Some groups like odd items like boots of telepathy, exactly because they are unexpected. For this product, we assumed the affinity for boots is movement or speed, and most of these items stick fairly close to that. Where they don't, the magic power is something logically associated with the feet (such as the *hit kickers*), or visually appropriate (the *abarka*). If those items don't mesh well with the style of your campaign, feel free to change the slots of these items to create a *ring of kicking* or *belt of allure*. As long as the item still takes one slot, pricing should not be affected.

BOOTS

For purposes of magic item body slots, “boots” include everything you wear on your feet, from sandals and slippers to riding boots and moccasins. While specific styles of magic footwear is presented below, any description could be changed out for something more

appropriate to a particular culture or even race. There's no game mechanical reason why the enchantment for the *abarka of allure* couldn't instead be used to create *courtier's cavalier boots*. A minotaur might even have magic horseshoes with similar functions.

The weight of all these boots is 1 lb. unless the description says otherwise.

ABARKA OF ALLURE

Aura: Faint enchantment; **CL** 3rd

Slot: feet; **Price:** 2,000 gp, **Weight:** 1 lb.

DESCRIPTION

Two thin leather straps hold this light leather sandal tightly to the toe and ankle. An unusually tall and thin cavalier-boot-like heel allows the *abarka* to be used when riding with stirrups, though it makes running in them slightly more difficult.

twice a day as a full-round action you may make a Diplomacy check to alter an NPC's attitude toward you without suffering the normal -10 penalty for doing so (normally, such checks take a minimum of one minute). As a result of the tall heel, if you take a run action in these, you only go three time (x3) your movement rate (rather than the normal x4).

CONSTRUCTION

Requirements: Craft Wondrous Item, *eagle's splendor*; **Cost:** 1,000 gp.

BEHIND THE COUNTER:

ABARKA OF ALLURE

Okay, these are fairly silly and clearly a cheap shot at modern footwear. In all honesty, they were originally conceived as a thin excuse for the extremely modern-looking slippers found on sorceresses in many pieces of modern fantasy art. Feel free to change their description if such footwear is not appropriate in your campaign.

Pricewise, they're a +10 bonus to Charisma checks (10,000 gp), useable only for one kind of check (-50%, 5,000 gp), useable only twice a day (total 2,000 gp). There's no price knocked off for the Run restriction, since we already knocked off 50%.

BALANCE BOOTS

Aura: Faint divination; **CL** 3rd

Slot: feet; **Price:** 2,500 gp, **Weight:** 1 lb.

DESCRIPTION

Popular with jesters and tumblers, *balance boots* are flamboyant ankle-high boots of brightly colored cloth and soft leather. While wearing these, you may move at full speed when using Acrobatics to move on narrow surfaces and uneven ground, and you are not considered flat-footed or lose your Dexterity bonus to Armor Class while doing so. This in no way prevents you from having to make an Acrobatics check to move across such surfaces, nor does it prevent any unpleasant consequences from failing such checks.

CONSTRUCTION

Requirements: Craft Wondrous Item, *true strike*; **Cost:** 1,250 gp.

BOOTS OF DWARVENKIND

Aura: Faint transmutation; **CL** 1st

Slot: feet; **Price:** 2,000 gp, **Weight:** 1 lb.

DESCRIPTION

These heavy, black leather boots are shod with iron soles and held together with heavy iron rivets. Despite their uncomfortable appearance, they fit cozily around your feet, giving firm but supple support to your soles, ankles, and calves.

While wearing these you gain a 10 ft. enhancement bonus to your movement rate if you are wearing armor that encumbers as medium or heavy armor, or if you are in medium or heavy encumbrance. Thus, while wearing these boots, a human in leather armor carrying a heavy load, an elf in a mithral breastplate, or a dwarf in full plate armor all have a 30-ft. movement rate.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must be a dwarf; **Cost:** 1,000 gp.

BOOTS OF GNOMISHKIND

Aura: Faint illusion; **CL** 1st

Slot: feet; **Price:** 900 gp, **Weight:** .5 lb.

DESCRIPTION

These cloth boots are made for heavy wear. They are made of two layers of cloth, a soft inner layer and a thick, rough outer material. Cloth frog closures close them at the ankle and mid-calf. Supple leather strips are

sewn into the sole, providing a flexible and quiet footfall. The heel of each boot is marked with a gnomish sigil meaning "repeat."

As a standard action you can create the sound of up to four booted sets of feet walking, running, or marching away from you. The sound travels from where you are to any point up to 30 feet away, and lasts up to two rounds. For the round you activate the boots and the next round, you gain a +2 bonus to all Stealth checks. These boots weight half a pound.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must be a gnome; **Cost:** 400 gp.

BOOTS OF HALFLINGKIND

Aura: Faint transmutation; **CL** 3rd

Slot: feet; **Price:** 2,500 gp, **Weight:** .5 lb.

DESCRIPTION

These boots are clearly designed for a Small creature, though they size to fit whoever picks them up. They are surprisingly soft and flexible brown leather, with buttons running from ankle to calf and fringe along the top of each. A split at the end of the boots allows the big toe is flex separately from the rest of the toes.

While wearing these, you make take 10 on Acrobatics and Climb checks even when in circumstances of distraction, stress, or combat, when you would not normally be allowed to take 10. These boots weight half a pound.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must be a halfling; **Cost:** 1,250 gp.

BEHIND THE COUNTER: RACIAL BOOTS

It seems clear that elves get all the good press, but there's no reason they should be the only ones with racially-named boots and cloaks. Pricing these items was universally difficult, but interesting.

Dwarvenkind: The price of this is based on using longstrider to bring your base movement rate up to 30 feet even in medium or heavy armor or when carrying a medium or heavy load. Some restriction could possibly be assessed because the item only functions in some circumstances, but movement items tend to be pricey anyway, so we retained our original cost estimate.

Gnomishkind: These were the easiest to price. They combine a limited ghost sound with a limited skill bonus, making them an excellent aid for sneaking away, especially if a guard has already heard something in your area.

Halflingkind: These boots essentially give you the rogue skill mastery ability with two specific skills. A rogue may take a bonus feat instead of skill mastery, and a feat is priced at 5,000 gp in all *Loot 4 Less* books. A typical character is going to get 3 or 4 skills from skill mastery, and we restrict you to a specific set of 2. Thus we priced the boots at 50% the value of a feat, or 2,500 gp.

Humankind: A +3 bonus to one skill runs 900. We could give a +3 bonus to every skill listed for 3,600. We split the difference at 2,250.

Orcishkind: These boots are pretty close to a +2 bonus to Strength that only works when you're not moving, and only for melee weapons. A +2 Strength item costs 4,000 gp; with the limitations we thought this one reasonable at 50% of that, or 2,000 gp. The main reason for the movement limitation is to force anyone wearing the boots to make interesting decisions in combat. A little movement is almost always useful, but characters wearing these have a reason to stay stock-still in combat if they want a small bonus. Players will have to learn when the bonus is worthwhile, and when it's better to stay mobile.

BOOTS OF HUMANKIND

Aura: Faint transmutation; **CL** 3rd

Slot: feet; **Price:** 2,500 gp, **Weight:** 1 lb.

DESCRIPTION

Worn as either thigh-high boots, or with cuffs turned down to a swashbuckler-like calf height, these boots are simple tanned leather. They fit snugly with no sign of fasteners. Most are undyed brown, though some are a simple blue, green, or red in color.

While wearing these boots, as a standard action you may choose one of the following skills: Acrobatics, Climb, Ride, or Swim. You gain a +3 enhancement bonus to that skill until you either use another standard action to reassign the bonus or remove the boots.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must be human, or half-human (such as a half-elf or half-orc); **Cost:** 1,250 gp.

BOOTS OF ORCISHKIND

Aura: Faint transmutation; **CL** 3rd

Slot: feet; **Price:** 2,500 gp, **Weight:** 1 lb.

DESCRIPTION

These heavy, crudely stitched rawhide boots include heavy iron buckles across the top of the foot and twice along the calf. Wearing them makes you feel firmly grounded, as though your stance could grant you additional leverage.

Boots of orcishkind grant to a +1 bonus to melee attack rolls and damage with melee weapons on any round you take no movement at all (not even a 5 ft. step) and take a full attack action. If you are using a two-handed weapon, the damage bonus increases to +2.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must be an orc or half-orc; **Cost:** 1,250 gp.

BULLHIDE BOOTS

Aura: Faint transmutation; **CL** 3rd

Slot: feet; **Price:** 1,250 gp, **Weight:** 3 lbs.

DESCRIPTION

These heavy boots are made of thick leather, with heavy brown hair still attached to the outer surface. The soles are made of a dark material that looks like iron but is flexible and comfortable. The boots have three brass buckles running up each side, providing a tight fit to the calf. Each footprint left by the boots include a hoofprint in the front third, making the prints distinctive.

If you succeed at a bull rush maneuver while wearing bullhide boots, and you move with the defender to push him back, you may push your foe 5 feet further than normal.

These boots weigh 3 lbs.

CONSTRUCTION

Requirements: Craft Wondrous Item, *bull's strength*; **Cost:** 625 gp.

BEHIND THE COUNTER: BULLHIDE BOOTS

There are lots of ways to price the *bullhide boots*. The 5 foot extra movement is essentially a +5 bonus to your CMB with the penalty that it only applies if you hit your target's CMD without the item's bonus. This isn't really an attack bonus, so pricing needs to get creative. We decided a single combat maneuver is about as useful as a skill and priced this as a +5 skill bonus (2,500 gp), with a 50% penalty for only applying if you'd win anyway.

The nice thing about having the boots give you extra feet of movement, rather than a flat bonus to your bull rush, is that it makes the maneuver more useful without allowing it to be used against foes you couldn't previously move at all. You're no more likely to hit a target's CMD, so you're not suddenly bull rushing giants, but if you hit you can push your foe further.

GRAVEWALKERS

Aura: Faint abjuration; **CL** 1st

Slot: feet; **Price:** 2,000 gp, **Weight:** 1 lb.

DESCRIPTION

The delicate bones that form these sandals are bleached white with age. Worn ligaments hold the bones together, with a flexible sole of fingerbones covering the bottom of the wearer's foot, and clasps in the form of small animal skulls holding them firmly to the wearer's ankles.

While wearing these, undead are unlikely to see you as a threat, instead treating you as one of their own. The undead see and hear you, but don't think of you as something to be feared, hated, or attacked unless you prove otherwise. Any unintelligent undead

automatically ignore you unless you act against them. Intelligent undead receive a DC 11 Will save to act normally when they first see you, but if that save fails, they also ignore you until you take some offensive action, or a day passes (granting the intelligent undead a new save).

CONSTRUCTION

Requirements: Craft Wondrous Item, *hide from undead, sanctuary*; **Cost:** 1,000 gp.

HIT KICKERS

Aura: Faint transmutation; **CL** 1st

Slot: feet; **Price:** 2,200 gp, **Weight:** 1 lb.

DESCRIPTION

These thick, black leather boots are lined with steel buckles up each side and studded steel plates covering the toes.

When you take a full attack action to attack a single foe in melee combat, you may add a single kick attack with these boots. This attack is made at your highest attack bonus, and deals 1d6 points of damage plus your Strength modifier on a successful attack. This attack counts as an armed attack with which you are proficient. This attack may not be used to perform a combat maneuver.

CONSTRUCTION

Requirements: Craft Wondrous Item, *magic fang*; **Cost:** 1,100 gp.

BEHIND THE COUNTER: PRICING AN EXTRA ATTACK

At first glance, hit kickers look like a modified version of haste. The haste spell grants you an extra attack if you take a full attack action, and an unlimited version of that would cost 30,000 gp. Of course haste applies to at least 5 targets, gives you +1 to all attacks, +1 dodge bonus to defense and Reflex saves, and increases movement rates by 30 ft. to up to 5 forms of movement. That's so much more than the hit kickers it's pretty well useless as a basis for pricing.

So what do these boots really do? They give you a chance to deal an extra 1d6 (plus Strength bonus) of damage, if you make a full attack action and manage to connect. Not only does this make the items easier to price than an extra attack of any kind, it makes their impact on a campaign more predictable. That's about on par with a +1 bonus enhancement to a weapon (like flaming), which has the same cost as a +1 attack/damage bonus, which is about the same as a magic weapon spell, suggesting the effect is about on par with a long-duration 1st level spell. Since you add your Strength to the damage dealt, we upped the price from 2,000 gp to 2,200 gp.



MATCHING SHOES

Aura: Faint transmutation; **CL** 3rd
Slot: feet; **Price:** 2,500 gp, **Weight:** 1 lb.

DESCRIPTION

These shoes are simple slop footwear of leather and cotton thread. A close examination reveals the workmanship is exquisite – much finer than anything of so simple a design deserves. Additionally, while the shoes are a drab brown normally, they are reversible to show multicolored strips of silk and satin, taking the form of a pair of jester’s slippers.

The magic of matching shoes allows them to change the color, style, and texture of all the clothing and armor worn by the individual wearing the shoes (including the shoes themselves). These changes are real, not illusory, but have no effect on the game mechanical effects of these garments. (A suit of leather armor can be made to have the shape of plate mail, and turn golden in color and smooth and metallic in texture, but it’s still only as protective as the leather armor). The matching shoes do not turn one kind of garment into another – a robe must look like a robe, though it may become shorter, longer, thicker, thinner, simpler, more ornate, or even change to be the color and texture of rock. Furthermore, items do not become heavier, lighter, warmer, or cooler to any degree worth a game mechanical bonus or penalty.

Because it is so easy to change an outfit with matching shoes, anyone wearing them gains a +5 circumstance bonus to Disguise checks. All changes are maintained only as long as the garments and matching shoes are worn by the same person. As soon as it is removed, the garment returns to its normal form.

CONSTRUCTION

Requirements: Craft Wondrous Item, *alter self*;
Cost: 1,125 gp.

MOUNTAINEER’S BOOTS

Aura: Faint transmutation; **CL** 3rd
Slot: feet; **Price:** 1,600 gp, **Weight:** 1 lb.

DESCRIPTION

These stout and sturdy boots are made of thick leather, with iron buckles and strong iron grommets to hold the chain laces used to secure them to the wearer’s foot. As a free action, the wearer can cause short, tacky studs to grow from the toes and soles of the boots, granting a +4 bonus to all Climb checks.

CONSTRUCTION

Requirements: Craft Wondrous Item, *spider climb* **Cost:** 800 gp.

ONE-THIRD LEAGUE BOOTS

Aura: Faint transmutation; **CL** 3rd
Slot: feet; **Price:** 2,500 gp, **Weight:** 1 lb.

DESCRIPTION

These finely crafted leather boots rise to just above the knee, though the cuffs can be turned down to make them only calf-high. The material of the boots is extremely soft and smooth, and the soles are actually slightly springy. There are no fasteners for the boots; they simply conform snugly to whoever wears them. Most boots of this type are a light grey in color.

You may use the boots to make a mighty jump once per day. You travel 120 ft. per round

while jumping and can only take one action per round while airborne, which must be a free, swift, or immediate action. If jumping horizontally, you may jump a maximum of one mile. You rise to an altitude equal to one-quarter the distance jumped. If you hit an anchored or massive object during your flight, you begin to fall.

If you jump vertically, you may jump up or down to a maximum height of 1,320 feet. You cannot use these boots if you are falling, you must jump from a standing position. You travel at 60 feet per round if jumping up, and 240 feet per round if jumping down, and are still limited to one free, swift, or immediate action per round while airborne.

If you can see your end destination when you jump, you land there safely. If you cannot, you must simply decide how far and

BEHIND THE COUNTER: MAGIC BASED ON FORM

The price for the *one-third league boots* is based on *beast shape*, oddly enough. That’s a 3rd level spell requiring at least a 5th level caster, for a base price of 30,000 gp. Assuming a flying move rate of 30 ft., a full-round action would allow the flyer to “run” for a move rate of 120 ft./round. That would allow movement over one mile in the course of five minutes, the item’s base duration 5th caster level. One charge would normally run 6,000 gp. However, the potential flight aspect of *beast shape* is clearly no more than half the spell’s utility, so a 50% discount was given, dropping the price to 3,000 gp. Given that the boots grant a single jump that might take up to five minutes, rather than flight on-and-off for a five-minute duration, a slight further discount was given that brings the price just within our 2,500 gp limit for inclusion in this product.

in what direction you are jumping. In this case it requires a DC 15 Acrobatics check to land on your feet (and local conditions, such as landing in water, may make this impossible). On a failed check, you land prone.

Despite the maximum range of one mile, it's much safer to use these boots to jump shorter distances.

CONSTRUCTION

Requirements: Craft Wondrous Item, *jump*
Cost: 1,125 gp.

SHADOW FOOTSTEPS

Aura: Faint divination; **CL** 3rd

Slot: feet; **Price:** 1,800 gp, **Weight:** 1 lb.

DESCRIPTION

These finely-crafted shoes appear to be made of thick, but not quite solid, shadow (though they are material to the touch, and protect their wearer's feet as any solid footwear should). Their magic function only comes into play when the wearer stands on the same terrain he knows another specific creature has stood on. The wearer must then walk around on the terrain for one minute, attempting to actually follow in the footsteps of the target creature (though no particular accuracy in finding the exact footfalls of the target is needed, just the effort coupled with sure knowledge the target once stood there.)

Once these conditions are met, the wearer of the magic shoes gains a +6 bonus to all Sense Motive checks made pertaining to the target creature. The *shadow footsteps* can be attuned in this way to only one creature at a

time. Taking the time to gain the bonus with a new creature ends bonuses to any previous target of the shoes' magic.

CONSTRUCTION

Requirements: Craft Wondrous Item, creator must have Sense Motive as a class skill; **Cost:** 900 gp.

SLIPPERS OF SECRECY

Aura: Faint transmutation; **CL** 3rd

Slot: feet; **Price:** 2,500 gp, **Weight:** —

DESCRIPTION

Made of soft linen and soled in doeskin, these slippers are unremarkable in any way. While they fit snugly and are well made, they bear no maker's mark or distinctive decoration.

While wearing these slippers, you leave no tracks of any kind, nor does your scent linger after you are gone (though your scent can still be used to find you when you are physically present). It is impossible to track you while you wear this magic footwear.

Slippers of secrecy have no appreciable weight.

CONSTRUCTION

Requirements: Craft Wondrous Item, *pass without trace*; **Cost:** 1,125gp.

WAVE RUNNERS

Aura: Faint transmutation; **CL** 3rd

Slot: feet; **Price:** 2,500 gp, **Weight:** 1 lb.

DESCRIPTION

Wave runners are always snug-fitting leather boots, generally made of blue-dyed leather or sharkskin, which are fitted with straps and buckles that cause the boots to conform tightly to the wearer's calves. While wearing these boots, a creature that begins its move on solid ground can run across liquids until the end of his turn. If his turn ends while still on a liquid surface, the wearer falls in. The wearer remains a fraction of an inch above the liquid he is running across, preventing damage from contact (such as with a poisonous bog) but not from proximity (such as a magma flow or the acid vapors of an alchemical spell).

CONSTRUCTION

Requirements: Craft Wondrous Item, *floating disk*;
Cost: 1,125 gp.

BEHIND THE COUNTER: WAVE RUNNERS

Because you can't just stand on water and fight while wearing these, we decided not to use the *water walking* spell as the basis for pricing these. (Though as a reality check, we did do some quick calculations. *Water walking* is a 3rd level spell needing a 5th level caster with a long duration that affects at least 5 targets. If we take the base price and divide by the number of targets the spell affects (30,000 gp/5) we get 6,000 gp. If we reduce that by 50% for not being able to stand around on water at will we hit 3,000 gp, which is close enough to our "official" calculation to convince us we haven't seriously missed the mark.)

Instead, we considered how useful the ability is, and saw it as an option to move in a way that isn't normally an option, but doesn't radically change where a character can get to. This felt about twice as useful as accelerated climbing, or being able to jump safely from an icy surface. Since each of those would be a +5 bonus for only one use of a skill (about 1,250 gp), we went with double that cost for 2,500 gp. The same logic was also used to price the *balance boots*.

BRING A GENIUS TO THE TABLE!

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