

On the twelfth day of Christmas the raccoons sent to me



The Dancing Lady

Careful with this one! The make is exquisite indeed, though I don't recognise the maker. I said, careful! We call her "The Dancing Lady" for a reason.

When you pick her up and she likes you, the dance begins. And what dance could you get from a halberd? Better not try it here. On the battlefield it's different, only she don't much care for friend or foe. And she likes to show off. Often at her wielder's expense.

That's how she came here. A young knight found her who knows where and tried to dance with her into battle. She liked it so much she got him killed. They brought her here to the Armoury as a reminder or something. Better leave her hanging where she is, right?

The Dancing Lady

Weapon (halberd), legendary (requires attunement by a creature of chaotic alignment)

A beautifully made halberd with floral niello and gold inlay. You gain a +3 bonus to attack and damage rolls with this weapon. It has the following features.

Unbridled Freedom. When holding the weapon in combat you are under the effect of the Freedom of Movement spell, with the exception of underwater movement, which still imposes the usual penalties.

Don't Stop. When in combat you must move every turn, even if it would provoke an attack of opportunity, and attack every turn, as long as any targets are within the reach of your movement and reach. You can shove friendly targets instead of attacking normally. If you fail to use your movement and action in your turn, take 1d4 psychic damage.

Sentience. The Dancing Lady is a sentient chaotic neutral weapon with an Intelligence of 13, Wisdom of 12, and Charisma of 15. It has hearing and normal vision out to 60 feet. It communicates by sending simple feelings to the wielder and shrill mental screams when it disagrees. When in combat the weapon seems to vocalise a satisfied melody, though the words are unintelligible.

Personality. The halberd's sole purpose is to be used in combat, and it doesn't seem to concentrate on much else. Outside of combat it is calm, but jumps at the chance of bloodshed. It doesn't care for its wielder, but can't willingly betray the wielder by withholding its powers, even when the wielder fails to move and attack.



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