

PIROUETTER'S POINTE SHOES

Clothing, Artifact

A pair of ballerina's shoes which give the wearer dancing ability beyond what is considered reasonably possible. Originally crafted by a gnomish dancer, they now seem to have a mind of their own. The wearer must frequently dance whether they want to or not.



You gain +1 Acrobatics and +1 Performance whenever you are unarmed or wielding **Dance Weapons** (*Whip, Baton, Ribbon, Pom-Pom, Hula Hoop, Poi*).

(Requires Attunement) **Dance Fighting** : Whenever you make an **Unarmed Strike** or an attack with a **Dance Weapon**, you may add Acrobatics to your attack roll (instead of Str/Dex+Proficiency). When rolling for damage, you may add Performance (instead of Str/Dex).

(Requires Auxiliary Attunement) There is more dancing prowess imbued within these magical shoes than meets the eye. To master the shoes' full potential, you'll need to study dance-fighting techniques from their creator.

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(Requires Auxiliary Attunement) **Dance-Off** : Once per long rest, you may challenge a creature to a **Dance-Off**, whereupon they must succeed a DC 6+Acro+Perf Charisma saving throw or else be teleported to the **Dance Dimension** with you. In the **Dance Dimension** you gain **Impeccable Rhythm** : +2 Acro, +2 Perf and immunity to conditions which restrain movement (paralyzed, stunned, etc.). You also get to pick the song. If either you or the creature reaches 0 HP (or at will), you are both teleported back to wherever you originally challenged the **Dance-Off**.