

# MANUAL OF MASKS



# Manual of Masks

*Tools of Deception and Power*



**By:** Rodney Sloan

**Cover Photograph:** Igor Ovsyannykov

**Interior Artists:** Luigi Castellani, Jeff Preston, Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games

**Playtest / Review:** Ismael Alvarez and Kim Frandsen



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

# New Player Options

*“The human face is, after all, nothing more nor less than a mask.”*

—Agatha Christie, *Sad Cypress*

Masks are so much more than a mere disguise — they are objects of art, representations of a cultural heritage, spiritual totems, symbols of oppression, depictions of our deepest nightmares, and tools for the storyteller. From Mask’s black mask icon to Agatha’s white illusionary mask, masks are an important part of the Forgotten Realms, and have inspired and driven many of its greatest tales.

Within this manual you’ll find new mask-inspired player options, adventuring gear, and magical items. Whether you’re a thief wishing to conceal your identity, or a warlock wanting to channel your patron’s power through a diabolical mask, you’ll find tantalizing new options within.

Casten feverishly drew the velvet curtain aside to reveal a small chest of carved ebony. It was hardly the best hiding place, but Casten felt that the mask was due greater respect than some damp hole under the floorboards. Even locked up, Casten could feel the power within the mask calling to him.

His reverie was shattered by a vicious banging at the door. “Open up, devil!”

They didn’t understand, Casten thought. He was no devil. He was simply a voice, a voice for a being of unimaginable power. If only their simple minds could grasp an inkling of his patron’s ability they’d throw themselves, trembling, at Casten’s feet.

There was a crash as the door was torn from its hinges. In stepped the witch hunter Bodenson and his lackeys.

His back to them, Casten turned the key in the chest’s ornate lock. Reverently, with two hands, he took out the mask and placed it over his face.

Then he turned to reveal the face of their doom.



## New Warlock Options

The right mask in the hands of a warlock becomes a powerful intermediary through which their patron becomes manifest on the mortal plane. For some, it is as if looking through the mask allows them to see with the eyes of the one they serve, and to speak with their patron’s own tongue.

### New Pact Boon

At 3rd level, when your otherworldly patron bestows a gift upon you, you may select the Pact of the Mask instead of a pact boon from the *Player’s Handbook*.

## Pact of the Mask

Your patron inspires you to create a mask representing your patron. While wearing this mask you have advantage on Charisma (Intimidation) ability checks but have disadvantage on Charisma (Persuasion) ability checks. In addition, during a short or long rest, you can imbue the mask with the power of your patron. Choose one 1st-level spell from your expanded spell list. Whether you know the spell or not, you can cast it without expending a spell slot as if you were 1 caster level higher. You replenish the ability to cast the chosen spell after a long rest. The level of spell you can select increases by 1 at 4th level and every 4 levels thereafter.

If you lose your pact mask, you can perform a 1-hour long ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous mask. The mask turns to ash when you die.

### Your Pact Boon

**Pact of the Mask.** If your patron is the Archfey, your mask might be an intricately carved wooden likeness of your patron. If you serve the Fiend, your mask might be of iron, covered with barbs and wrought with a leering, diabolical grin. If your patron is the Great Old One, your mask might be made of hideous leather adorned with forgotten sigils of maddening complexity.

## New Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. You can learn the invocation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

### Liar's Mask

*Prerequisite: Pact of the Mask feature*

Your mask allows you to hide your true feelings. You may select an alignment within one step of your true alignment. You may do so again after a long rest. While wearing your pact mask, spells and magical effects affect you as if you were of the chosen alignment. Additionally, any of your thoughts read by a magical effect or spell, such as *detect thoughts*, are colored to represent the selected alignment. The mask does not function within a *zone of truth*.

### Mask of Foresight

*Prerequisite: Pact of the Mask feature*

While wearing your pact mask, you have advantage on Wisdom (Perception) checks to avoid being surprised. In addition, you may gain a +4 bonus on one save, attack roll, or ability check. You must declare the use of this bonus before any dice are rolled. You can gain this bonus again after a long rest.

### Mask of Prophecy

*Prerequisite: 9th level, Pact of the Mask feature*

Your mask allows you to speak with the voice of your patron. You can cast *contact other plane* once using a warlock spell slot. You can't do so again until you finish a long rest. When you use this invocation, you do so on behalf of a willing creature who makes the saving throw against insanity instead of you. On a successful save your patron answers through you. The creature asking questions is frightened of you for the duration of the spell.

### Mask of Terror

*Prerequisite: 5th level, Pact of the Mask feature*

While wearing your mask, you can cast *fear* once, using a warlock spell slot. You can't do so again until you finish a long rest.

### Mask of Vengeance

*Prerequisite: 7th level, Pact of the Mask feature*

You can cast *hellish rebuke* once, using a warlock spell slot. You can't do so again until you finish a long rest.

### Veiled Mind

With or without a mask, your emotions are difficult to read. Anyone making an Wisdom (Insight) check to determine your true intentions does so with disadvantage.



## New Wizard Options

While most wizards focus their studies on a single school of magic, a few instead learn the art of creating magical masks, which allow them to harness the power of their spells as easily as slipping on a new mask.

### New Arcane Tradition — Mask Mage

Searching for a way to extend the life of their spells, an obscure order of mages perfected the art of imbuing masks with magical energies. As a student of their legacy, you are able to use the power you invest in the masks you create to become a fearsome entity on the battlefield, or to dole out powerful masks to your allies to enhance and protect them against their enemies.

#### Mask Magic

Beginning when you select this arcane tradition at 2nd level, you learn to craft and imbue masks with your spells. When you prepare your spells, you can cast some of them into these specially prepared masks. You must expend the appropriate spell slots to do so. Each mask holds its spell for 24 hours or until activated. Activating the spell stored in a mask requires the same action as the spell's casting time, and you must be wearing the mask to activate the spell. Unless the duration of a spell stored in a mask is 24 hours, removing the mask before the spell's duration is up ends the spell. At any one time you can have a total number of masks equal to your Intelligence modifier + 1. If you are at this limit and attempt to imbue a new mask with a spell then the process fails and the spell is lost.

Each mask weighs 1/2 lb. If you lose one or more of your masks, you can replace them over the course of a week.

A list of spells you may imbue into your masks, from the *Player's Handbook*, are given below. Other spells may be added to this list at your DMs discretion. An imbued spell always targets the wearer only.

#### 1st Level

*Comprehend Languages*  
*Detect Magic*  
*Disguise Self*  
*Expeditious Retreat*  
*False Life*  
*Feather Fall*  
*Jump*  
*Longstrider*

*Mage Armor*  
*Protection from Evil and Good*  
*Shield*

#### 2nd Level

*Alter Self*  
*Blur*  
*Darkvision*  
*Enlarge/Reduce*  
*Gentle Repose*  
*Invisibility*  
*Levitate*  
*Locate Object*  
*Mirror Image*  
*Misty Step*  
*Nystul's Magic Aura*  
*See Invisibility*  
*Spider Climb*

#### 3rd Level

*Blink*  
*Feign Death*  
*Fly*  
*Gaseous Form*  
*Haste*  
*Nondetection*  
*Protection from Energy*  
*Tongues*  
*Water Breathing*

#### 4th Level

*Arcane Eye*  
*Control Water*  
*Dimension Door*  
*Fire Shield*  
*Greater Invisibility*  
*Locate Creature*  
*Polymorph*  
*Stoneskin*

#### 5th Level

*Contact Other Plane*  
*Dream*  
*Rary's Telepathic Bond*  
*Telekinesis*

#### 6th Level

*Contingency*  
*Globe of Invulnerability*  
*True Seeing*

## 7th Level

*Etherealness*  
*Project Image*

## 8th Level

*Antimagic Field*  
*Control Weather*  
*Mind Blank*  
*Telepathy*

## 9th Level

*Astral Projection*  
*Foresight*  
*Shapechange*  
*Time Stop*

### Feral Mask

Starting at 2nd level when you choose this arcane tradition, you craft an additional mask with savage features and imbue it with transmutation magic. While wearing this feral mask, as a bonus action, you can transform into a bestial form. While in this form the following apply to you:

- Your Strength and Intelligence scores and modifiers are swapped.
- You have advantage on Strength checks and Strength saving throws.
- You have resistance to bludgeoning, piercing, and slashing damage.
- You have disadvantage on Intelligence checks and Intelligence saving throws.

The transformation lasts for 1 minute. It ends early if you are knocked unconscious. You may transform again after a long rest. No other character apart from you can use your feral mask. If your feral mask is destroyed or lost, you may create a new one during a long rest, at which point the lost mask crumbles to dust.

### Masked Mannequin

At 6th level, you learn to craft a masked mannequin to aid you. The mannequin has the same statistics as a scarecrow (the DM has the scarecrow's game statistics). On each of your turns, you can use a bonus action to mentally command the mannequin if it is within 60 feet of you. You decide what action the mannequin will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the mannequin only defends itself

against hostile creatures. Once given an order, the mannequin continues to follow it until its task is complete.

If your masked mannequin is destroyed, you can create a new one over the course of a week. The masked mannequin is animated by a specially crafted mask, so it cannot wear another mask over its face.

### Obscured Attack

Beginning at 10th level, your mastery of masks allows you to obscure more than just your face, but your attacks as well. When you make a melee attack roll against a creature without blindsight or truesight, you can use your Intelligence modifier for the attack roll instead of your Strength modifier (or Dexterity modifier, if you're using a Finesse weapon).

### Maddening Mask

Starting at 14th level, you can create insanity inducing masks with which to impede your foes. Make a melee spell attack against the target. On a hit, you place the mask on the target's face. You can only target Small or Medium sized humanoid creatures with a discernible face. While the target is wearing the mask it is driven insane and can't take actions, can't understand what other creatures say, can't read, and speaks only gibberish. At the end of the affected creature's turn it can make a Dexterity save against your spell save DC. On a success it removes the mask and is no longer insane, and the mask is destroyed. Creatures immune to the charmed condition are not affected by this ability. You can have a maximum of 3 such masks at any one time and can make new masks during a long rest.



## New Adventuring Gear

This section adds new masks and similar items which adventurers might encounter during their travels.

**Actor's Mask.** This simple but well-made mask depicts a single emotion or a character in a play.

**Alchemist's Mask.** This beaked mask contains a mixture of herbs and smelling salts which give the wearer advantage on saves against airborne poisons and diseases.

**Executioner's Hood.** This black hood hides the face of the wearer. Red hoods and ones decorated with skull designs are also common.

**Festival Mask.** This mask covers most or part of the face and represents a creature or deity important to local celebrations. Festival masks are often made of cheap materials, such as wood, straw, or paper, and are painted in bold colors.

**Hood.** A hood is often integrated into another item of clothing, such as a cape. It can be used to obscure the face or provide protection from the elements.

**Hood, Armored.** Armored hoods come in many forms, from padded hoods to chain mail coifs. The hood is usually included with a suit of armor, but the item described here, by itself, offers cheap head protection that can be worn under a helmet. Each armored hood has an armor class comparable with the armor of the same name listed in the *Player's Handbook*. If you are wearing an armored hood with an armor class higher than your average armor class, and an attack would hit your head, compare the attack to the hood's armor class instead. You don't gain any benefit from wearing an armored hood over other armor.

**Iron Mask.** An iron mask covers the face and limits the senses. It can be fastened over the head of a Small or Medium creature. While worn, the prisoner has disadvantage on Charisma based checks and on Wisdom (Perception) checks involving sight and hearing. Escaping the iron mask requires a successful DC 22 Dexterity check. Breaking the mask requires a successful DC 22 Strength check. Each iron mask comes with one key. Without the key, a creature proficient in thieves' tools can pick the iron mask's lock with a successful DC 17 Dexterity check. The iron mask has 17 hit points.

**Jester's Mask.** This mask covers a portion of the face and has a comical or ironic design to it, such as a single tear. Many jester's masks include bright tassels and bells.

**Scarf.** Made of silk, wool, or linen, a scarf is worn around the neck but can be used to cover the lower part of the face to hide the wearer's identity, or to protect from smoke inhalation or bad air.



*Iron Mask for an Overthrown King*



*Jester's Mask*

## Adventuring Gear

Item	Cost	Weight
Actor's Mask	5 sp	—
Alchemist's Mask	2 gp	2 lb.
Executioner's Hood	1 cp	1 lb.
Festival Mask	1 cp	—
Hood	1 cp	1/2 lb.
Hood, Armored — Light		
Padded	1gp	1 1/2 lb.
Leather	2 gp	2 lb.
Studded Leather	9 gp	3 lb.
Hood, Armored — Medium		
Hide	2 gp	2 lb.
Scale mail	10 gp	9 lb.
Hood, Armored — Heavy		
Ring mail	6 gp	8 lb.
Chain mail (Coif)	15 gp	11 lb.
Splint	40 gp	12 lb.
Iron Mask	4 gp	6 lb.
Jester's Mask	5 sp	1/2 lb.
Scarf	2 cp	—

### Alternate Rules — Hitting the Head

You can determine where a hit lands on a creature's body in several ways:

- Called Shots.** Before taking an attack action, a character declares which part of the target's body they're attempting to hit. They take a  $-2$  penalty on the attack. Difficult to hit areas, like hands or the head, suffer a  $-4$  penalty on the attack.
- Hit Locations.** When an attack hits, compare the value on the attack die with the values below to determine where the attack lands:
  - 2–4: Left leg
  - 5–7: Right leg
  - 8–10: Left arm
  - 11–13: Right arm
  - 14–18: Body
  - 19–20: Head
 This method simulates the deadliness of a blow to the head, and can be used in conjunction with the "Lingering Injuries" table in chapter 9 of the *Dungeon Master's Guide*. For added realism, you can swap the left and right options for a left-handed target.



Batiri festival Mask



Actor's Mask



## New Magic Items

### Assassin's Mask

*Wondrous item, rare (requires attunement)*

While wearing this mask, you can use an action to cast the *pass without trace* spell from it at will. Only you benefit from this bonus, you can't select other creatures to gain the +10 bonus to Dexterity (Stealth) checks. The spell ends if the mask is removed.

### Shadow Mask

*Wondrous item, very rare (requires attunement)*

While wearing this mask, you can momentarily step in and out of the Shadowfell. Whenever you move more than 10 feet during your turn, you can move through another creature's space, no matter its size, and do not provoke opportunity attacks when leaving a hostile creature's reach. Creatures from the Plane of Shadow, such as shadows and shadow dragons, can make opportunity attacks against you normally. You cannot end your turn in another creature's space.

### Totem Spirit Mask - Cunning Fox

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Intelligence checks.

### Totem Spirit Mask - Eagle Lord

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Charisma checks.

### Totem Spirit Mask - Enduring Bear

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Constitution checks. You also gain 2d6 temporary hit points, which are lost when you are no longer wearing this mask. You cannot use the mask's ability again until after a long rest.

### Totem Spirit Mask - Graceful Cat

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Dexterity checks. You do not take damage from falling 20 feet or less if you are not incapacitated.



Assassin's Mask



Eagle Lord Mask



Enduring Bear Mask

### **Totem Spirit Mask - Hawk**

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

### **Totem Spirit Mask - Puma**

*Wondrous item, uncommon (requires attunement)*

When you take the Dash action while wearing this mask your speed is 50 feet.

### **Totem Spirit Mask - Strong Bull**

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Strength checks, and your carrying capacity is doubled.

### **Totem Spirit Mask - Wise Owl**

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Wisdom checks.

### **Totem Spirit Mask - Wolf**

*Wondrous item, uncommon (requires attunement)*

While wearing this mask you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

### **Troll Mask**

*Wondrous item, rare (requires attunement)*

While wearing this mask, you regain 1d4 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the mask causes the missing part to regrow and return to full functionality after 2d6 days if you have at least 1 hit point the whole time. Wearing the troll mask makes you incredibly hungry. For every day in which you wear the troll mask for 2 hours or more, your lifestyle expense is doubled to account for the extra food you consume.



Wise Owl Mask



Troll Mask