

## FOX MASK



### *Properties of the Fox Mask*

+1 to Stealth

Disadvantage on Strength checks

Rogue's Instinct: Once a day, you can immediately detect a lie.

## WOLF MASK



### *Properties of the Wolf Mask*

+1 to Animal Handling

Disadvantage on Intelligence checks

Ranger Step: Once a day, you can give yourself, or an ally, +5 to Stealth for one hour.

## DEER MASK



### *Properties of the Deer Mask*

+1 to Insight

Disadvantage on Constitution checks

Voice of the Druid: Once a day, you can telepathically communicate with an animal, beast, or hybrid creature (within sight) for ten minutes.

## LYNX MASK



### *Properties of the Lynx Mask*

+1 to History

Disadvantage on Charisma checks

Monk's Aura: Once a day, you can give yourself, or an ally, +5 to Persuasion for one hour.

## HARE MASK



### *Properties of the Hare Mask*

+1 to Arcana

Disadvantage on Strength checks

Mage Fire: Once a day, you can detect the presence and location of a spellcaster of any alignment.

## BEAR MASK



### *Properties of the Bear Mask*

+1 to Perception

Disadvantage on Intelligence checks

Fighter's Might: Once a day, you can give yourself, or an ally, +5 to Intimidation for one hour.

## SQUIRREL MASK



### *Properties of the Squirrel Mask*

+1 to Persuasion

Disadvantage on Wisdom checks

Bard's Charm: Once a day, you can charm a creature or person to give you one piece of information.

## BOAR MASK



### *Properties of the Boar Mask*

+1 to Intimidation

Disadvantage on Charisma checks

Barbarian's Rage: Once a day, you can consume a poisoned food or drink to no effect.

## OWL MASK



### *Properties of the Owl Mask*

+1 to Investigation

Disadvantage on Constitution checks

Eldritch Insight: Once a day, you can immediately determine an enemy's weaknesses.

