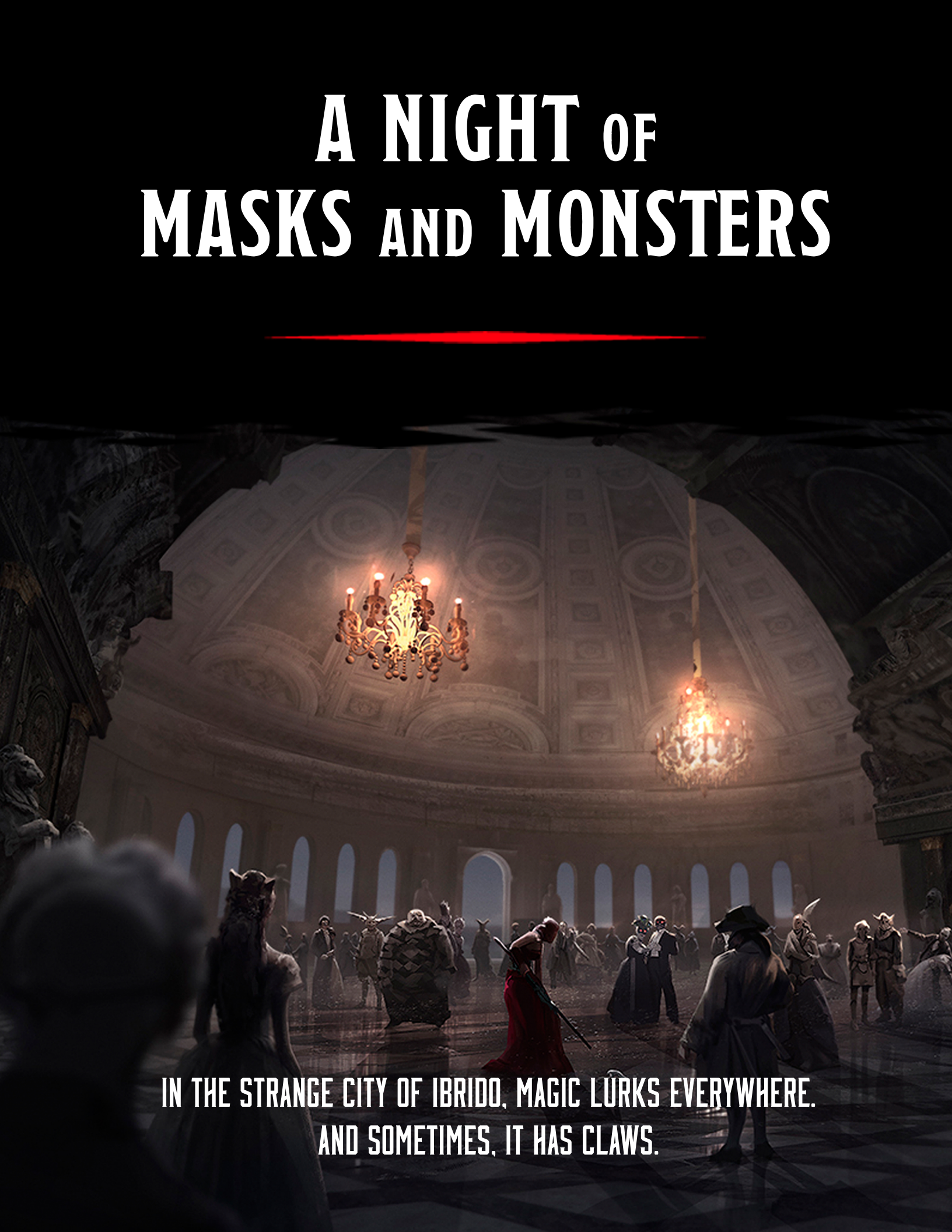


A NIGHT OF MASKS AND MONSTERS



IN THE STRANGE CITY OF IBRIDO, MAGIC LURKS EVERYWHERE.
AND SOMETIMES, IT HAS CLAWS.

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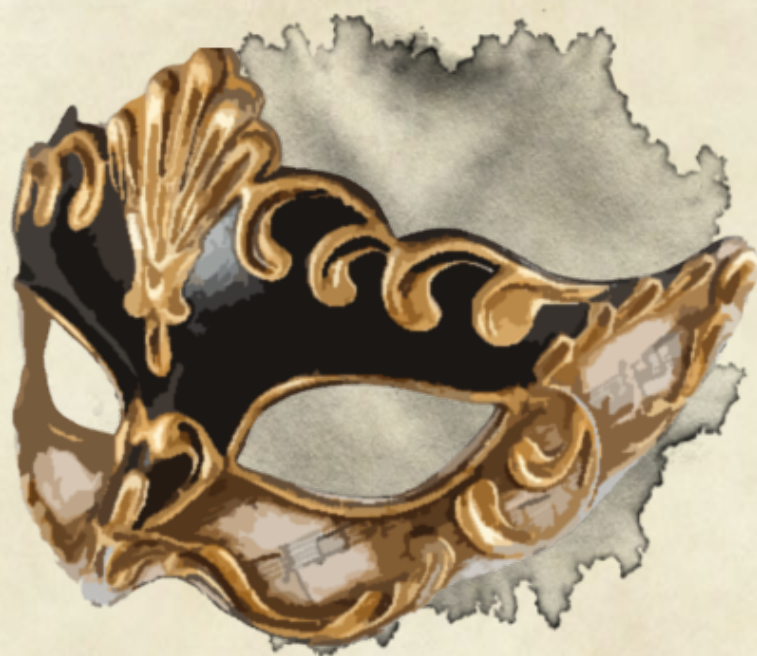


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WHAT ADVENTURES AWAIT IN IBRIDO?

SUMMARY

In the city of Ibrido, locals enjoy a life of splendor and frivolity. Every week, a lavish party is held at the Castel di Maschera, hosted by the Marquis di Maschera, Prospero, who has a reputation for being a generous party-thrower and avid patron of the arts. Receiving an invitation to a Marquis di Maschera party is coveted, and those who enter his social circle never leave it.

But the Castel di Maschera holds many secrets. When a strange, hybrid creature — half bird, half man — is found brutally murdered in Ibrido's city square, tattooed with the Marquis's signature symbol of two masks, rumors have begun to spread throughout Ibrido that something more sinister may be occurring.

Did a Marquis di Maschera party simply get out of hand, or does a real danger threaten the inhabitants of Ibrido?

ADVENTURE HOOK

The players, as a thanks for completing a previous quest, are given an all-expense-paid vacation to the island of Ibrido. Having received word of their renown, Marquis di Maschera has sent them personalized invitations to a party at the Castel di Maschera.

The players are transported by gondola across a deep blue lagoon, and taken to the Ibrido city square. They will arrive at sunset. A bridge will take the players directly to the castle.

IBRIDO IS A DEMIPLANE

Ibrido is a city comprised of many islands connected via canals. Once the players are on the main island, they will not be able to leave until the conclusion of the game.

A CLASSIC WAR BETWEEN ANGELS AND DEMONS

The players will not know until the conclusion of the game that they have just participated in one battle in a much larger war. For centuries, an order of seraphim known as the Aureum have fought to defeat the Malum Animus: a collective of demonic chimera, hybrid creatures, and cursed werefolk.

Marquis Prospero di Maschera is a pseudonym for a **cambion** named **Akiva**, who can alter his appearance at will (see *Characters*, pg. 15). After losing a battle against the Aureum, Akiva was forced to remain for centuries in the Nine Hells, where cambion are born. Eventually, Akiva became more powerful and learned how to plane shift. He escaped to the Material Plane, and began building an army of chimera, searching for more monsters to recruit to his cause.

In attendance at the party is **Karou Krasandel**, a **deva** who commands the Aureum. If she goes after Akiva on the Material Plane, this could instigate a devastating, world-ending war. As such, Karou hopes a group of heroes will kill Akiva in Ibrido so his soul will be transported back to the Nine Hells, and the Aureum can defeat him there once and for all.



ARRIVAL IN THE CITY SQUARE

The entirety of Ibrido is divided up by canals, and bridges connect the islands to one another. The gondola will dock at Ibrido's city square. The square is lovely, paved with cobblestone, and the perimeter is lined with buildings all painted in pastel tones. Each building varies in architecture — some have arched windows and doorways; others have rectangular windows with stained glass — but the effect is altogether very pleasing.

This is what players can see in the city square:

- **A makeshift memorial** commemorates the recent death of a strange creature. The memorial includes a cluster of lit candles; several long, blue feathers; and a wooden amulet, onto which a symbol of an eye has been carved.
- **A large, stone bridge** leads to the front entrance of Castel di Maschera. A canal runs underneath the bridge. The bridge is approximately 20 ft wide.
- **A tall clock tower** looms over the square. It is a very beautiful clock, depicting the phases of the moon and astronomical symbols alongside the time. It chimes every 30 minutes, and the sound is heard throughout the whole island.

- An human woman named **Karou Krasandel** (see *Characters*, pg. 15) lingers near the base of the stairs. She has long, blue hair bound in an intricate braid, and she wears a very beautiful blue and gold gown. Atop her head is a golden dragon mask; it does not yet cover her face. If they do not approach her first, Karou will greet the players in the square. She has information about the death.

THE MURDER OF THE STRANGE CREATURE

"It happened last week, a day after the Marquis's last party. A body of a strange creature was found in the square. He was half human, half bird; large blue wings sprouted from his back, and his arms and shoulders were covered with feathers. We think he was murdered because his wings were no longer attached to his back; they had been torn out, and his bones were broken as if he had fallen from the sky. Nothing like this has ever occurred in Ibrido." — Karou Krasandel

Karou has lived in Ibrido her whole life, and has attended Marquis's parties before. She is very worried about the murder, and asks the players to be on alert when they attend the party. On a **DC12 Perception** check, the player will note that Karou has the symbol of an eye tattooed onto each of her palms.

MAP OF THE CITY SQUARE

- **A:** The makeshift memorial.
- **B:** The tall clock tower.
- **C:** The stone bridge to the castle.



SCENE 1 — THE BRIDGE TO THE CASTLE

When the players proceed across the bridge, they will see a queue of people waiting to get into the party. There are two distinct lines: the left is filled with people of all shapes and sizes wearing party attire and donning a variety of masks; the right is filled with less fortunate people, wearing torn and dirty clothes. The players will hear coughing and noises of sickness coming from the right. If asked, Karou will tell them that several years ago, the island suffered a terrible plague, and the Marquis worries that his partygoers may become infected.

SELECTING A MASK

A tall woman wearing a very detailed black cat mask will wave the players to the front of the line. Her name is **Sewing Needle**. A DC11 **Perception** check will reveal that she has furry paws for hands, and appears to be a **Tabaxi**. She recognizes the players as the heroes who have received special invitations. She requests that each player select a mask to wear for the duration of the party.

Be sure to read *Masks* on pg. 18 for information on this mechanic. The DM can choose to administer the masks randomly by having the players draw one of the nine cards, or allow the players to select the style mask they like best. Players cannot read about the properties of their mask until the first bell chimes 30 minutes into the party. They cannot enter the party until they have put on their masks and once they are wearing the masks, the players will discover that they cannot remove them — yet. The DM may decide when to reveal this.

DESCRIBING THE PARTY

IT'S ALL ABOUT THE ATMOSPHERE

The Castel di Maschera is a beautiful, old castle, and the party atmosphere is divine (see *The Castel di Maschera*, pg. 12). Hundreds of people are in attendance, all wearing masks. The party begins at dusk, and the castle is candlelit; chandeliers cast a glow over the festivities.

A feeble remaining daylight filters in through the stained glass windows, casting colorful patterns onto the high stone walls. This light will only last for another half hour.

In the main hall, there is much to see and do. Many performances are happening simultaneously. A gnome bard, wearing a mask adorned with finch feathers, enthusiastically plays a fiddle. A trio of belly dancers, each wearing an owl mask, move in syncopation next to a snake charmer, an elfen man wearing a serpent mask, sitting cross-legged on the floor before his snake basket. A drow fortune teller, donning a scorpion mask, sits behind a low, velvet-covered table.

There is also plenty of food. The back wall is lined with long rectangular tables covered in a variety of offerings: goblets of wine, cakes and cookies, plaited black breads, and a roast pig with an apple in its mouth. The festivities are an assault on the senses, and it is very overwhelming.

A CHANCE ENCOUNTER

A chance encounter may kick off a round of combat. A tiny halfling man named **Piccolo Troppovino**, wearing a corgi mask, will collide with a player, selected at random by the DM. Angry, and clearly drunk, the halfling will attack the player by throwing a punch.

DON'T MESS WITH THE DRUNK MONK

"How dare you trod on Piccolo! (hiccups)." — Piccolo Troppovino

The encounter will catch the attention of the Marquis, who will come greet the players. If the players kill Piccolo, Prospero will be displeased by the disruption, but will state that Piccolo often cannot control himself and he does not blame them. If they subdue Piccolo or attempt to negotiate, Prospero will have Piccolo removed from the party, and will thank the players.

COMBAT TACTICS

Piccolo is a level 5 monk (see *Characters*, pg. 15). However, because Piccolo is very intoxicated, roll disadvantage on Piccolo's attack rolls. Once combat begins, Piccolo will become intimidated by the players and will yield, unless he is killed on the first shot.

MEETING THE MARQUIS

Regardless of the fight's outcome, Prospero will be pleased to meet the players. He is very charismatic and warm, and seems to know much about the players. (You can infuse Prospero's greeting with some tidbits from the player's character sheets.)

Prospero has a mask depicting three faces with three different expressions: horror, joy, and sadness. Like Karou, he wears his mask propped up on the top of his head while he speaks with the group.

If asked about the dead bird-man, Prospero will respond that he was very saddened by the event, but denies that anything occurred at the party. He says the symbol of the two masks is indeed his, but was likely a party gift from the tattoo artist, who attends each party.

After a minute, he will excuse himself to attend to other guests, and will pull the mask over his face.



SCENE 2 — ATTENDING THE PARTY

After the encounter with Piccolo, the players can determine what to do next. They may choose to explore the castle, partake in games or activities, eat and imbibe, or converse with NPCs. (A list of NPC guests can be found on pg. 17). The area near the food tables is crowded. All of the drinks have been poisoned with a long-term sleeping draught, which may be discovered by a player. The sleeping draught takes effect after thirty minutes.

If the players consume the wine, the effects can be removed with a potion of healing (any level) or a healing, restoration, or remove curse spell of any level.

After thirty minutes, or whenever the DM determines, the players will hear the bell chime from the nearby bell tower. Each player will have attuned to their mask at this point, and can then flip their card over and learn about the mask's qualities. If they try to remove the mask, they will likely learn at this point that their masks cannot be removed. If they ask an NPC, the NPC will tell them that the masks ensure that they won't be infected by the plague.

SEEKING ANSWERS IN THE CASTLE

Should the players choose to explore the castle to find answers and a solution to their problem, they will encounter several things in the Castel di Maschera (for more information about the Castel di Maschera, go to pg. 12).

On the main floor, the only other room to enter is a basic washroom, containing scented soaps and a washbasin. Players are free to go upstairs, where there are many guests mingling. There are three rooms upstairs.

PROSPERO'S ROOM

The Marquis himself, Prospero, resides in the farthest room on the left, although he will not be in there during the party. The door is locked, but can be opened with tools or force. The room itself is large, impeccably clean, and lavishly furnished. There is a tall mahogany bookshelf lined with books that look like they've never been read. Several swords, of different designs, are mounted to the wall as decoration.

Behind a hanging tapestry, depicting a grand lion with three heads, there is a hidden door that leads down into the **secret laboratory**. This will be revealed on a **DC16 Investigation** check.

If the players do not go through the basement to get to the lower floor, they may choose to go back to the balcony, and proceed downstairs.

THE SECRET LABORATORY

A steep, tight staircase leads downstairs into a windowless stone chamber in the lower level of the castle. The room appears to be a laboratory; dried herbs hang from hooks on the walls, and there is a wooden table covered with empty vials that smell foul. Censers, hanging from the ceiling, emit a gray smoke.

The laboratory contains a gruesome sight: five dead creatures lay atop five tables. The races of the creatures vary: there is a human male, a dwarf woman with vivid red hair, a half-orc woman, a half-elf man, and a gnome man. None of them wear a mask. Each of the bodies is missing a limb, and animal parts that look canine in nature have been crudely sewn to the bodies in place of the missing limbs. The rest of the animal's bodies cannot be found.

The basement also houses a gaunt, disheveled, and feral **wererat** (*MM*, pg 209) in hybrid form. The wererat has gone mad from its captivity and cannot communicate. The wererat will attack the players once they enter the secret laboratory. Although it has a knife, it will prefer to bite.

After defeating the wererat, a **DC13 Investigation** check will reveal the Marquis di Maschera's symbol tattooed onto the wererat's wrist. If the players inspect the other dead creatures, they will find tattoos on them as well, on the corpses' wrists or chests.

WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Keen Smell. The wererat has an advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The wererat makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC11 Constitution saving throw or be cursed with wererat lycanthropy.

THE TATTOO ARTIST

In the middle room on the top floor, a tattoo artist gives free tattoos to guests. Her name is **Zuza Ozu**; she is a tiefling with crimson skin and large black ram horns. (See *Characters*, pg. 15.) She wears a simple bejeweled mask. When the players enter, a random NPC will be receiving a tattoo; this is not a tattoo of Prospero's masks, so the DM can choose a design that fits the NPC. Zuza can be a source of information about Karou's eye symbol. She has never tattooed Prospero's symbol, although she is familiar with it.

THE LEGEND OF THE AUREUM

"The symbol of the eye is the symbol of the Aureum: seraphim creatures from the heavenly realms. They are mortal enemies of the chimera, and the seraphim and chimera have been waging a war for centuries. That's what the legend says, anyway." — Zuza Ozu

THE DRINKING GAME

In the far right room, a group of guests is participating in a drinking game. The players will see a circle of six people of various races — a halfling with a mouse mask; a dragonborn with a rabbit mask; a dwarf with a crab mask; a half-elf with a moon mask; an elf with a crocodile mask; and a human with a skull mask — sitting on a large rug around a tankard of wine and a deck of playing cards. Each has a goblet in front of them; some are empty, some are full. They are playing Marquis's Cup. The players may choose to participate.

PLAYING MARQUIS'S CUP

The DM may choose to use a real deck of cards, or have them roll a D20. Numbers 1-13 correspond with the cards, beginning at 1 for Ace, and 13 for King.

All wine consumed in the Castel di Maschera is poisoned with a sleeping draught that takes effect after 30 minutes. If all of the players choose to participate in Marquis's Cup and prepare to consume wine, a half-elf named **Eya Harisa**, wearing a crescent moon mask, will nudge the closest player and shake her head in warning. If the players speak further with Eya, she will tell them that she detects something strange about the wine, but doesn't have the ability to purify it. A **DC14 Insight** check will bring the player's attention to Eya's silver amulet, from which the symbol of an eye hangs. If less than half of the players participate, Eya will not give them this warning. However, players can still converse with her and ask her questions.

A RISK WORTH TAKING?

Participating in the drinking game puts the players at risk for the sleeping spell, if they are unable to cure it. However, it also presents the chance to ask intoxicated party members more about the recent murder. All of the NPCs in this room will speak freely about their fears and suspicions. (See *Characters*, pg. 16).

MARQUIS'S CUP RULES

Card Instruction

- Ace** Waterfall. To perform a waterfall, each player starts drinking their beverage at the same time as the person to their left. No player can stop drinking until the player before them stops.
- 2** Give 2 and Possibly a Third. Player points at two people and tells them to drink. Player can also tell one person to take two drinks.
- 3** Three is Me. Player takes a drink.
- 4** Give 2 Take 2. Player gives out two drinks, and takes two for themself.
- 5** Rule. Set a rule to be followed, e.g. drink with your left hand, tap your head before you drink, don't use first names, etc.
- 6** Thumbs. The player puts their thumb on the table, and tries to do this without anyone noticing. As people notice, they will also have to put their thumb on the table too. The last person to place their thumb on the table drinks.
- 7** Raise Your Hand to Heaven. Last person to raise their hand will drink.
- 8** Mate. Player chooses a person to be their mate and their mate drinks when you drink for the rest of the game.
- 9** Nine is Rhyme. Player says a word, and the person to their right has to say a word that rhymes. This continues around the table until someone cannot think of a word. This person must drink. The same word may not be used twice.
- 10** Categories. The player comes up with a category of things, and the person to their right must come up with something that falls within that category. This goes on around the table until someone can't come up with anything. This person must drink.
- Jack** All the men must take a drink.
- Queen** All the women must take a drink.
- King** Marquis's Cup! When each of the first 3 Kings are drawn, the person who drew the card puts some of their drink into the Marquis's Cup at the center of the table. When the 4th King is drawn, the person who drew the 4th King must drink the contents of the Marquis's Cup.



SCENE 3 — THE TRANSFORMATION

After being at the party for a while, the players will start to notice a change in their demeanor or appearance. Prompt the players to reflect on this by selecting a random player to roll a perception check. A DC12 Perception check will reveal that another player is beginning to show signs of the animal that corresponds with their mask; for instance, they will see a hint of fur on their hands, or tiny horns protruding from their skulls.

As this happens, another event will take place regardless of where the players are in the castle. The DM can decide when this event occurs depending on what the players are doing. Essentially, the aim of this is to instigate a confrontation with Prospero. This event should lure the players to the main hall.

THE BEASTS

At this point, the mood of the party begins to shift. The players will hear or see a dragonborn guest, wearing a tiger mask, suddenly crouch to all fours and give a great roar.

A minute later, another guest, a half-orc wearing a lizard mask, will convulse and collapse to the floor. A long, green tail will protrude from his backside, and he will writhe on the ground, attempting to crawl. Neither of these beastly guests will be able to communicate.

THE BATTLE BEGINS

The other guests will begin to panic and will try to remove their masks, realizing that they have been tricked. If the players do not yet suspect Prospero, an NPC of the DM's choice — Karou, Zuza, or any of the Marquis's Cup players — can prompt the players by telling them that the curse will likely end if Prospero is destroyed.

The players will hear the screeching sound of Prospero's **giant vulture, Malinov**, as he swoops into the main hall. The players will roll initiative, and the battle will begin here; partygoers will move away to give them room.

Malinov will not hesitate to attack, and cannot be reasoned with. Once the players attack Malinov, Prospero will fly in. He will change forms in front of the players, transforming into his true form, a **cambion**.

He will then introduce himself as **Akiva**, a prince of the Malum Animus. The players may ask about the murder; if not, the DM can choose to share this information unprompted, or allow a brief reprieve from combat.

Akiva will say that the bird-man was named Uccello Omo, and while Akiva did transform him into a bird beast, Uccello tried to escape the castle by flying out of the window, and bled to death trying to remove his wings.

THE PRINCE OF THE MALUM ANIMUS

"Uccello was undeserving of his gifts, and tried to rid himself of the qualities I blessed him with. For years I have been assembling my legion of beasts and hybrids, and you will be my most magnificent new soldiers. Together we will conquer the Aureum!" — Akiva

Combat will then continue. See pg. 10 for Akiva and Malinov's stats and abilities.

GUIDELINES FOR SKILL CHECKS

- **Understanding the curse:** *Arcana DC13* will reveal that the masks are indeed cursed, and defeating the source of the curse will stop the effects and allow the masks to be removed.
- **Spellcaster limitations:** *Arcana DC12* will reveal that any magic that banishes or transports the target to another plane will not work while in the castle.
- **Creature knowledge:** *Nature DC11* will reveal that the giant vulture, while terrifying, is not a magical familiar that can be resummoned.



SCALING THE BATTLE

Should the battle prove too difficult or too easy, there are two options to help alter the challenge.

MAKE THE TWO BEASTLY PARTY GUESTS ADDITIONAL ENEMIES

The DM can choose to rope the dragonborn tiger and the half-orc lizard into the battle to aid Akiva. See *Enemy Stats Cont.*, pg. 11.

ENLIST THE HELP OF EYA HARISA

If the players have encountered Eya, she can be recruited to help them. She is a level 3 **celestial warlock**. Her stats can be found below.

BATTLE DIFFICULTY

EASY

- **Malinov** (Akiva's giant vulture) attacks first, giving the players an attack round (or two) against only him.
- **Akiva** comes in after Malinov has been killed, starting a new round of combat.

MEDIUM

- **Malinov** and **Akiva** both enter combat in the same round.

HARD/DEADLY

- **Malinov**, **Akiva**, **dragonborn tiger** and **half-orc lizard** all enter combat in the same round.
- **Eya Harisa** can serve as an ally to the players.

EYA HARISA

Half-elf celestial warlock, chaotic good

Armor Class 13

Hit Points 20 (1d8 + 12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	14 (+2)	12 (+1)	17 (+3)

Racial Trait Advantage on saving throws against being charmed.

Senses passive Perception 13

Languages Common, Elvish, Celestial

Healing Light. Eya can heal wounds using 1d6, four times a day.

Actions

Sacred Flame. *Cantrip.* The target must succeed on a Dexterity saving throw or take 1d8 radiant damage.

Flaming Sphere. *Spell.* Reach 60ft. The target that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. 2d6 fire damage on a failed save, or half as much on a successful save.

AFTER THE BATTLE

Once Akiva is defeated, the players will feel the masks loosen on their faces, and they can remove them. All negative effects of the masks are gone, but the buffs will remain, and the players may want to keep the masks in their inventory.

Guests who have not yet begun to transition are also able to remove their masks. The guests who have turned beastly will need to be taken to a high-level cleric to restore them to their natural state.

This information will be given to them by Karou. The players will feel a strange sensation as time stops around them, but they remain unaffected. This gives Karou the chance to change into her true form, a **deva**. Her spectacular celestial presence is awe-inspiring. Karou thanks the players for defeating Akiva, and informs them that his essence has been transported back to the Nine Hells, where he will be reborn. The Aureum is preparing an ambush to kill him for good while he is weak.

She will give each player a gold amulet with the symbol of the Aureum. The amulet is an **Amulet of Protection**, which awards a +1 bonus to AC and saving throws. If a player has died, Karou will offer to resurrect them.

Karou will say then say goodbye, bidding the players good fortune. Once she disappears, time will resume as normal.



THE END

ENEMY STATS

AKIVA — CAMBION

Medium fiend, any evil alignment

Armor Class 19 (scale mail)
Hit Points 82 (11d8 + 33)
Speed 30ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6
Skills Deception +6, Intimidation +6, Perception +4, Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal
Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's spellcasting ability is Charisma (spell save DC14). The cambion can innately cast the following spells, requiring no material components. 3/day each: *alter self*, *command*, *detect magic*. 1/day: *plane shift* (self only)

Actions

Multiattack. The cambion makes two melee attacks or uses the Fire Ray twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, reach 120ft., one target. *Hit* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

MALINOV — GIANT VULTURE

Armor Class 10
Hit Points 22 (3d10 + 6)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages understands Common but can't speak
Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Large beast, neutral evil

Pack Tactics. The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The vulture makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 9 (2d6 + 2) slashing damage.

A **giant vulture** has advanced intelligence and a malevolent bent. Unlike its smaller kin, it will attack a wounded creature to hasten its end. Giant vultures have been known to haunt a thirsty, starving creature for days to enjoy its suffering.

ENEMY STATS, CONT.

DRAGONBORN—TIGER HYBRID

Medium beast, chaotic evil

Armor Class 13
Hit Points 20
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

Damage Resistance Lightning
Senses passive Perception 11
Languages understands Draconic and Common but can't speak
Challenge 2 (450 XP)

Keen Sight and Smell. The dragon tiger has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The dragonborn has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d8 + 3) slashing damage.

Breath Weapon. *Lightning.* Distance 30 ft. Target must roll a Dexterity saving throw; on a failed save, they take 2D6 lightning damage. Once per day.

HALF-ORC—LIZARD HYBRID

Armor Class 15
Hit Points 20
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	10 (0)

Racial Trait Advantage on Charisma (Intimidation) checks.
Senses passive Perception 11
Languages understands Orcish and Common but can't speak
Challenge 2 (450 XP)

Medium beast, chaotic evil

Keen Sight and Smell. The half-orc has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The half-orc has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (1d12 + 4) bludgeoning damage

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft. one target. *Hit* 6 (1d8 + 2) piercing damage.

THE CASTEL DI MASCHERA

While it looks grand from the outside, with domes and spires and arches, the Castel di Maschera is not a very large castle. The inside is decorated with stone floors, woven tapestries, stained glass, ornate carpets, and no shortage of candles. However, despite the abundance of decor, there aren't many furnishings. Only Prospero's bedroom and two servant's quarters contain beds. Otherwise, tables have been set up for the party, and they likely remain in place during the days between parties.

The castle has three floors. There is the main hall, where players first enter; a second floor, accessible by a grand staircase leading upward; and a lower floor, which houses the kitchen, two servants' quarters, and a secret laboratory only discoverable through Prospero's bedroom.

THE MAIN HALL

The main hall of the castle is a large, open space. In the center, a large staircase leads to the upstairs floor. There is plenty of space to mingle and entertain, and the floor is covered in various rich carpets that serve as makeshift stages for performers.

The ceilings in this room are very tall. Toward the top of the walls, stained glass windows are embedded into the stone. At the start of the party, while there is still some sunlight outside, some colorful light filters in. The sun sets about a half hour into the party.

THE SECOND FLOOR

Going up the main staircase leads to the second floor, which has a wide balcony that spans the width of the castle. Party-goers can look over the balcony and watch the festivities below.

There are three rooms on this floor:

- **Prospero's room** is the room on the left. The door is locked, but can be lockpicked, magicked or forced open. This room is furnished with a bed, a bookshelf with never-read books, and a tapestry depicting a three-headed lion. There is a large window on the back wall covered with silk curtains.
- **The center room** is also decorated with silk curtains. A table and two stools have been set up in the center of the room for the tattoo artist, Zuza Ozu. There are a few dark red armchairs also set up in the room for additional seating.
- **The far right room** contains only wall decorations — tapestries and curtains — and a large area rug, but no furniture. Those in this room sit on the floor in a circle, playing a game of Marquis's Cup.

THE LOWER FLOOR

A spiral staircase to the left of the front entrance leads downstairs. There isn't much to find down here. There are two sparsely-furnished servant's rooms, containing some hay, trunks containing common clothes, and beds. The kitchens are not occupied during the party, as the food has already been brought upstairs. The kitchen is humid and fragrant, with bushels of herbs, drying meats and fish, leftover dough, and several casks of wine. The players can purify the casks after learning that the wine is tainted.

There is no entrance to the secret laboratory from the basement. It is only accessible through Prospero's bedroom.



THE CASTLE LAYOUT

MAIN CASTLE

- **A:** Main hall. This is where the food and wine is displayed, on the two back tables, and where the four performers are set up. The hall is about 100 feet wide.
- **B:** Upstairs balcony. Guests can mingle and watch the festivities below.
- **C:** Prospero's bedroom. The door to this room is locked and will have to be lockpicked, magicked or forced open.
- **D:** Center room. This is where **Zuza Ozu** is giving tattoos to guests.
- **E:** Far right room. This is where the Marquis's Cup game takes place.
- **F:** Staircase to the basement. This staircase leads downstairs to the kitchen and servants' quarters.
- **G:** Hidden staircase. This staircase, found by accessing a hidden door behind Prospero's tapestry, leads directly to the **secret laboratory**.
- **H:** Hearth and washbasin. This room contains a washbasin for guests and an array of soaps.



BASEMENT

- **F:** Staircase from main hall.
- **G:** Hidden staircase from Prospero's bedroom.
- **I:** Servant bedroom.
- **J:** Servant bedroom.
- **K:** Kitchen.
- **L:** Secret laboratory. This is where players will discover the five corpses and a **wererat**. The lab is about 30 x 10 feet.
- **M:** Servant hall.



CHARACTERS

MAIN CHARACTERS

KAROU KRASANDEL

Karou is a young human woman with pale skin and long blue hair that appears to grow naturally with that color. She has a golden dragon mask bound to her head, but it is not pulled over her face. There is something very striking and beautiful about Karou, but those who meet her can't quite figure out what makes her so unique.

In reality, Karou is a deva, passing as a human woman. Her true form is magnificent; she has long white hair, silver skin, and expansive feathered wings. A deva is a celestial being, able to shapeshift and cast healing spells. Devas are also formidable enemies when crossed, yielding mighty maces. She will not be found during the party, but will encounter the players at the start and end of the game.

Karou is a commander of the Aureum cavalry, and hopes to lead the seraphim to victory by defeating Akiva once he has been defeated on the Material Plane and sent back to the Nine Hells to be reborn.

MARQUIS PROSPERO DI MASCHERA (AKIVA)

The Marquis Prospero di Maschera is a tall, handsome, half-elven man. His features are very angular; he has a pointed chin, high cheek bones, dark eyes and dark hair. When the players meet Prospero, he is dressed in ornate robes and wears a mask of three faces, depicting expressions of horror, joy, and sadness.

The Marquis's real name is Akiva, and he is a cambion, born of a succubus and a human. Akiva is a prince in the Nine Hells, and leads the legion of the Malum Animus. He is motivated by his desire to build his chimera army and wage war against the seraphim. As such, he lures people to his masquerades to imbue them with chimera qualities, infusing the masks with animalistic and beastly qualities.

When the final battle begins, Akiva will transform into his natural demonic state. He has deep red skin, black eyes, a long red tail, and large wings that protrude from his back.

Akiva has a giant vulture, named Malinov, who does his bidding and will engage the players in combat alongside Akiva.

SEWING NEEDLE

Sewing Needle is a Tabaxi woman. She speaks in a low, husky voice that contains the hint of a purr and no shortage of rolled r's. Over her feline face, she wears a mask of a black cat, and her bright green eyes are keen and observant. She serves the Marquis, and prevents party goers from entering without a mask.

Sewing Needle also prevents guests from leaving the party once they are inside. If asked about this, Sewing Needle will say it is to prevent the plague from infecting the wealthier inhabitants of Ibrido.

If asked about the masks, Sewing Needle will say that the tradition began during the plague; the masks were a way to protect one's self from the sickness. But the tradition continued and became part of Ibrido's culture.

PICCOLO TROPPOVINO

Piccolo Troppovino is an odd, middle-aged halfling. Although he is trained as a monk, and would be an intimidating opponent sober, his affinity for drinking makes him a poor fighter. However, this doesn't stop Piccolo from being a proud and haughty halfling, and he will gladly go to fisticuffs over those who get in his way. Despite his bravado, he wears an adorable corgi mask.

PICCOLO — MONK

Small humanoid, Way of the Open Fist, chaotic neutral

Armor Class 16

Hit Points 38 (5d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Proficiencies +3 proficiency bonus

Saving Throws Str +2, Dex +7; advantage on saves against being frightened and poisoned.

Skills Acrobatics +7, Athletics +2, Insight +5, Medicine +5

Weapons simple weapons, shortwords.

Damage Resistances poison

Languages Common, Halfling

Ki Points 5

Actions

Attack. You can attack up to twice when you take this action, using the following attacks:

- **Unarmed Strike:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4 bludgeoning damage.
- **Dart:** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 1d4 + 4 piercing damage.

Bonus Actions + Features

Flurry of Blows. Monk ki feature.

Martial Arts. Monk feature.

Patient Defense. Monk ki feature.

Step of the Wind. Monk ki feature.

Lucky. Halfling trait.

ZUZA OZU

A tiefling with red skin and large black ram horns, Zuza is the tattoo artist giving out tattoos at the party. She knows about the legend of the Aureum and will share this information with the players. Early in the game, Karou may claim to have received her eye symbol tattoos from Zuza, but that is false. Similarly, Prospero claims that the bird-man's tattoo was from Zuza, and that is also untrue.

Despite her tiefling heritage, Zuza is not at all involved in any of Akiva's plot. She is simply an artist.

EYA HARISA

Eya is a half-elf woman with olive skin and dark hair. She wears a mask in the shape of the moon. Eya is a celestial warlock and wears the symbol of the Aureum in support of their cause. The players can encounter Eya during the Marquis's Cup game. If she sees all of the players about to drink the wine, she will try to subtly intervene by nudging them and shaking her head in warning.

Although Eya cannot purify the wine itself, she is able to cast a healing spell on a poisoned player.

UCCELLO OMO

Uccello is deceased and will not actually be a character the players will meet. He is the dead bird-man memorialized in the city square. During the final battle, Akiva will tell the players that Uccello died when he flew out the castle window with his new wings. Uccello fell from the sky, unaccustomed to flying, and tried to pull the wings from his body, bleeding to death.

PARTY PERFORMERS

FIERO THE BARD

Fiero is a jovial gnome bard, wearing a half-faced mask adorned with finch feathers. He enthusiastically plays the fiddle, tapping his small feet to the tune.

MIA, DIA, AND LIA THE BELLYDANCERS

Mia, Dia and Lia each wear a different owl mask. Each dancer has two different colored eyes, one hazel and one brown. They are each dressed in jewel-colored clothing, with belted belts tied around their hips.

ADAMO THE SNAKE CHARMER

Adamo is an elven man wearing a serpent mask, sitting cross-legged on the floor before his snake basket. His actual serpent is emerald in color, matching Adamo's emerald mask.

AUGUSTINA THE FORTUNE TELLER

Augustina is an elderly drow woman wearing a scorpion mask. Her white hair is tightly plaited in a single braid. She has a deck of tarot cards and a crystal ball displayed on her velvet-colored table. Despite her trade, she lacks magical abilities.

MARQUIS'S CUP PLAYERS

If the players participate in Marquis's Cup, they can interact with these NPCs for more information.

CARINA CODA, HALFLING

Carina is a halfling woman with a high-pitched voice that gets increasingly higher in pitch the more she drinks. She wears a mask of a mouse, and it covers her whole face. She has blonde hair that sticks up in all directions. Carina will tell the players that the half-bird man found in the city square looked vaguely familiar to her, and she wonders aloud if she saw him at last week's party. However, her drunkenness makes this unreliable information.

ALTO OREC, DRAGONBORN

Alto is a silver dragonborn, and he wears a furry bunny mask over his scaled face. He does not care much for wine, but enjoys the more clever aspects of Marquis's Cup. He will lament the absence of more intelligent games that don't involve drinking. If asked, he will tell the players that he lives near the city square, and never sees Prospero leave the castle.

POLPO TORABEK, DWARF

Polpo's goblet is empty, and he is quite drunk. He regularly attends Prospero's parties, but is starting to suspect the man is up to something. Polpo wears a crab mask. He is very eager to share his suspicions about Prospero with the players, and mentions that a friend of his, a dwarf woman named Barba, went missing several weeks ago.

If the players have found the secret laboratory, Barba is the red-haired dwarf woman on one of the tables. If the players share this information with Polpo, he will become irate, but the sleeping draught in the wine will take effect before he is able to confront Prospero.

EYA HARISA, HALF-ELF

Additional information about Eya can be found under **Main Characters**.

REZMAR BIRK, ELF

Rezmar has very tanned skin, long ears, and brilliant robes of deep green and blue. He wears a very ornate crocodile mask that is likely made out of a real crocodile. A **DC15**

Perception check may reveal to a player that Rezmar twitches his fingers in an odd way, perhaps affecting the selection of cards in the deck. This hints that Rezmar has magical abilities, and he does; he is a sorcerer.

Depending on how many of the players choose to drink (at least two players must remain sober for this), Rezmar may voice his suspicions that Prospero is not who he says he is. If the players persuade Rezmar to say more, he may say that he knows that certain demons are able to alter their appearance at will. If the conversation continues on long enough, Rezmar will confirm that he is a sorcerer and has personally met shapeshifting demons during previous travels.

If a player rolls a perception or investigation check, they will know that Rezmar is telling the truth. While Rezmar is neutral in alignment, a player may be suspicious of his previous dealings with demons.

JASNA MESIC, HUMAN

Jasna wears a mask decorated to look like a skull, and her wine sits untouched before her. If she senses the players are asking questions in an effort to learn more about the murder, she will provide them with some lore about the chimera and the seraphim. She will ask the players if they know the lore about the Aureum; if they have spoken with Zuza Ozu already, she will confirm that the legend is true, and will also give them information about the Malum Animus. If Rezmar is spoken to first, Jasna will tell the players that it's possible Prospero is a demon in disguise.

PARTY GUEST NPCs

If the players want to interact with other attendees at the party, the DM can randomly select NPCs from this list.

RANDOM NPCs AND MASKS

Name + Race	Mask
Strella, Halfling	Bat
Maya, Human	Otter
Diggo, Gnome	Gecko
Calarmo, Tiefling	Squid
Gallo, Human	Parrot
Amira, Human	Raven
Ruh Ruh, Dwarf	Poodle
Liam, Human	Horse
Hoben, Halfling	Donkey
Akra, Dragonborn	Iguana
Phaedrus, Human	Deer
Arcadie, Half-Elf	Moth
Alinar, Elf	Butterfly
Ella, Gnome	Squirrel
Ander, Human	Monkey
Ragnar, Dwarf	Boar
Aunder, Human	Firefly
Aduran, Elf	Goat



MASKS

MORE THAN JUST DISGUISES

The masks serve several purposes in both the game and the story: to add a unique strategic element; to create an immersive atmosphere; and to incentivize the players to complete a goal within a short amount of time.

In the story, the Marquis di Maschera uses the magicked masks to lure people to his parties, and transform them into hybrid creatures that he will recruit as soldiers in his war against the Aureum.

MASK MECHANICS

Players must each select a mask before entering the party. The DM has two options:

- Have the players roll initiative. Based on this order, let them select a mask. Players will only see the visuals of the mask, and not the stats and effects.
- Shuffle the masks, and hand them out to the characters at random.

Players must attune to their masks before learning the masks' qualities. It is up to the DM to determine when to do this. The recommended time is 30 minutes into the game, so the players may become motivated to figure out how to remove them. The city square's bell tower may chime to indicate how much time has passed. However, depending on what the players do, the DM may choose to shorten and lengthen this time.

BEASTLY QUALITIES

Once the players have attuned to the masks, the effects of the mask begin immediately. Players must declare when they intend to use the once-a-day skill. Given the length of the party and the story, this essentially means they will be able to use this skill once during the game.

The DM should document who has which mask to ensure that they correctly modify their stats.

The longer the game proceeds, the more the masks will effect the players. The masks worn by other guests will also effect the NPCs over the course of the night. Using the NPC list on the *Characters* page (17), the DM can pepper in details throughout the game. For instance, an NPC wearing a mouse mask may sound squeakier; a bat mask may make a guest's eyes blacker.

FOX

- +3 to Stealth
- Disadvantage on Strength checks
- Rogue's Instinct: Once a day, you can immediately detect a lie.

WOLF

- +3 to Animal Handling
- Disadvantage on Intelligence checks
- Ranger Step: Once a day, you can give yourself, or an ally, +5 to Stealth for 15 minutes.

HAWK

- +3 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.

PHOENIX

- +3 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

- +3 to Perception
- Disadvantage on Intelligence checks
- Fighter's Might: Once a day, you can give yourself, or an ally, +5 to Intimidation for 15 minutes.

PEACOCK

- +3 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.

MINOTAUR

- +3 to Intimidation
- Disadvantage on Charisma checks
- Barbarian's Rage: Once a day, you can consume a poisoned food or drink to no effect.

KRAKEN

- +3 to Investigation
- Disadvantage on Constitution checks
- Eldritch Insight: Once a day, you can immediately determine an enemy's weaknesses.

UNICORN

- +3 to Medicine
- Disadvantage on Dexterity checks
- Pure of Heart: Once a day, you can purify one item of food or drink and rid it from poison.

THANKS AND ACKNOWLEDGEMENTS



heartfelt thanks to my DnD crew, the **Tavern Burners/Dragonkillers/Hoben's Yaros/TBA?**, for providing me with endless inspiration and camaraderie, and for play-testing this adventure with me. I love all of you... even the paladin. Thanks to my husband, Andrew (a.k.a Alinar... Hoben... Raziel...), for his insight and creativity (and map designs!). And an extra shout-out to my DM, John, who inspired me to take the first step into D&D, thereby "improving" (ruining) my life. This one-shot was inspired by my recent trip to Venice, Italy, so I hope I've captured a sliver of the magic and mysticism of my motherland.

ADDITIONAL INFORMATION

- This adventure was written and produced by Ashley Warren. Maps were designed by Andrew Warren.
- *Dungeons & Dragons* is the property of Wizards of the Coast. Please support their world-changing work.
- Cover artwork is by Sebastian Kowoll. <https://www.artstation.com/sebastiankowoll>
- Karou's amulet was designed by Zoe & Morgan: <https://zoeandmorgan.com/uk/tiger-eye-gold/>
- Document designed using <http://homebrewery.naturalcrit.com> / Maps by Dungeon Painter Studio.

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FOX MASK



Properties of the Fox Mask

+3 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

+3 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.

HAWK MASK



Properties of the Hawk Mask

+3 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.

PHOENIX MASK



Properties of the Phoenix Mask

+3 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

+3 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.

PEACOCK MASK



Properties of the Peacock Mask

+3 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.

MINOTAUR MASK



Properties of the Minotaur Mask

+3 to Intimidation

Disadvantage on Charisma checks

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

KRAKEN MASK



Properties of the Kraken Mask

+3 to Investigation

Disadvantage on Constitution checks

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

UNICORN MASK



Properties of the Unicorn Mask

+3 to Medicine

Disadvantage on Dexterity checks

Pure of Heart: Once a day, you can purify one item of food or drink and rid it from poison.

