

PRINT-AND-PLAY



MASK OF THE FLOATING HORROR
ARTIFACT WONDROUS ITEM

MASK OF THE FLOATING HORROR

Wondrous Item, artifact
(requires attunement by a Creature of Evil Alignment)

This magical wooden mask has the face of a clown with a twisted smile on its face and a gleaming ruby stone on its forehead. As long as you're attuned to this magic item, you emanate a 30-foot radius aura of terror.

The first time any enemy creature enters the aura or starts its turn there, the creature must succeed on a DC17 Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage, and for every creature frightened of you, you gain a +1 bonus to attack and damage rolls.

Mesmerizing Trick. As an action, you can speak the mask command word and create an illusory red balloon at a point of your choice within 60 feet. Each creature who sees the balloon must make a DC17 Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this effect, the creature is incapacitated and has a speed of 0 as it looks mesmerized by the floating red balloon. The creature can make the test again at the end of each of its turns. On a success, it shakes itself out of its charm.

The balloon keeps floating for three turns. At the end of the third turn, it explodes. All creatures that were still charmed by its effect become unconscious and begin to float 30 feet above the ground. A creature can expend an action to try to shake one unconscious creature awake. The unconscious creature makes a DC 17 Wisdom saving throw. On a success, it awakes. For each turn that it remains unconscious, the creature takes 3d6 psychic damage, and you regain hit points equal to half the damage taken.

Once you use this effect, you can't use it again until the next dusk.