

Dragon Masks

Wondrous Item (requires attunement); Rarity varies by mask type. Lesser: uncommon, Standard: rare, Greater: very rare, Legendary: wait for it... Legendary

Each dragon mask provides the following abilities.

- Darkvision (Lesser = 60', Standard = 90', Greater = 120', Legendary 160')
- Blindsight: the attuned mask wearer can use a bonus action to give themselves Blindsight once per long rest to a distance and duration as follows (Lesser = 10' for one minute, Standard = 20' for two minutes, Greater = 30' for three minutes, Legendary = 60', for six minutes)
- Breath Weapon: Attuned mask wearer's can use their action to exhale destructive energy. The mask's color determines the size, shape, and damage type of the exhalation in accordance with the chart below.
 - When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by the mask's color in accordance with the table below. The DC for this saving throw equals DC 13 for Lesser masks, DC 17 for Standard masks, DC 21 for Greater masks, and DC 24 for Legendary masks. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 for Standard masks, 4d6 for Greater masks, and 5d6 for Legendary masks.
 - If a dragonborn is attuned with the mask, it increases the damage dice of their natural breath weapon by one die, this damage replaces the normal damage range of the masks.
 - After you use your breath weapon, you can't use it again until you've completed a short or long rest.
 - Black: Acid 5 by 30 ft. line (Dex. save)
 - Blue: Lightning 5 by 30 ft. line (Dex. save)
 - Brass: Fire 5 by 30 ft. line (Dex. save)
 - Bronze: Lightning 5 by 30 ft. line (Dex. save)
 - Copper: Acid 5 by 30 ft. line (Dex. save)
 - Gold: Fire 15 ft. cone (Dex. save)
 - Green: Poison 15 ft. cone (Con. save)
 - Red: Fire 15 ft. cone (Dex. save)
 - Silver: Cold 15 ft. cone (Con. save)
 - White: Cold 15 ft. cone (Con. save)
- Damage Resistance: Standard, Greater, and Legendary masks provide damage resistance to the following types according to color. If a character is already resistant to the specified damage type, the masks do NOT create damage immunity.
 - Red/Gold/Brass: Fire
 - Black/Copper: Acid
 - Blue/Bronze: Lightning
 - Green: Poison
 - Silver/White: Cold

- **Draconic Telepathy:** The attuned mask bearer immediately understands and can speak the Draconic language. They can also communicate telepathically with any dragon whose color corresponds to the mask to a distance in accordance with the following chart.
 - Lesser: 120'
 - Standard: 240'
 - Greater: 480'
 - Legendary: 5 miles
- **Kindred Persuasion:** The attuned mask wearer has advantage on all Charisma based checks to influence a dragon whose color corresponds to the color of their mask.
- **Draconic Dominance:** Attuned mask wearers of Greater and Legendary masks can use their action to assert mental dominance over any dragon whose color corresponds to their mask color. The dragon over whom the attuned bearer wishes to assert dominance must be within the telepathic range of their Draconic Telepathy. The attuned mask wearer can only assert dominance over one dragon at a time, and releasing a dragon from hostile dominance may cause the creature to desire revenge for their loss of free will. A dragon can willingly accept dominance by the bearer of a mask, if their goals and attitudes align. If they resist, the dragon must make a Charisma saving throw with the following DCs: Greater: DC 21, Legendary: DC 24. The dragon can attempt the saving throw again once every hour. Once the effect has ended, or the dragon makes a successful save, they are immune to the Draconic Dominance of the same mask for 24 hours.
- **Feather Fall:** Attuned mask wearer's are permanently under the effects of the Feather Fall spell while attuned to and wearing the mask. They can choose to forgo the effects of the spell, returning their fall speed to 500' per round, doing so does not require an action of any type, but the creature must be conscious in order to forego the Feather Fall effects. Incapacitated or unconscious attuned mask bearers are automatically under the effects of the Feather Fall spell.
- **Frightful Presence:** As a bonus action the attuned mask wearer of Standard, Greater, and Legendary masks can create an aura of fear to a distance in accordance with the chart below. Each creature of the attuned mask wearer's choice that is within the specified distance of the mask bearer and aware of them must succeed on a Wisdom saving throw in accordance with the chart below or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the mask's Frightful Presence for the next 24 hours.
 - Standard: 30' (DC 13)
 - Greater: 60' (DC 17)
 - Legendary: 120' (DC 21)
- **Flight:** Legendary masks grant the attuned mask wearer a fly speed of 60'.

The following additional abilities are provided by Greater and Legendary masks according to their color.

- **Black/Green/Bronze/Gold:** *Amphibious*: the attuned mask wearer can breathe water and air, and gains a swim speed equal to their normal movement speed.
- **Blue/Red/Copper:** *Climb*: the attuned mask wearer gains a climb speed equal to their normal movement speed.
- **White/Silver:** *Ice Walk*: the attuned mask wearer can move across and climb icy surfaces without needing to make an ability check. Additionally difficult terrain composed of ice or snow does not cost the attuned wearer extra movement.
- **White/Blue/Brass:** *Burrow*: the attuned mask wearer gains a burrow speed equal to their normal movement speed.