

# WARFOUNDED



# WARFORGED

## THE FEYFORGED

*A Variant Warforged  
Inspired by Elemental Biomechanical Heroes*

by Cameron Day



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## ON THE COVER



In this image by Eden Sanders, we see six heroes of the Feyforged coming together in a bond of fellowship and strength. These groups, often called Faebound, are incredibly powerful conduits of elemental and fey magic.

## INSPIRATION

This book, akin to Griffin and I's previous work *Xorforged*, is inspired by some of the most kickass buildable heroes a kid could grow up with if you were a kid between 2004 and 2008. We wanted to take the sheer heroics and those concepts of unity, duty, and destiny and weave it into the Eberron setting.

## WHAT'S IN HERE?

Within the book you will find a new variant warforged, which has eight elemental subraces: Ice, Fire, Water, Air, Earth, Stone, Star, and Shadow. You will also find a collection of magic items called quorforged masks, racial treasures for the warforged that grant incredible power.

## DEDICATIONS

To all my friends and family, and most of all, to my little fox. – **C.D.**

To Stephen Cinquegrano II, the biggest Bionicle fan I know. – **G.F.**

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## ELEMENTAL HEARTS

*"Move swift as the Wind and closely-formed as the Wood. Attack like the Fire and be still as the Mountain."* – Sun Tzu, **The Art of War**

## THE FEYFORGED

From the Records of Ignys Byr, Leader of the Arbiters:

*The Feyforged are a unique people, so similar to us but so alien all in the same breath. Their connection to the elements of nature is unprecedented and unheard. When the original six arrived to aid us in the fight against evil during the Last War, the Principle was caught off guard. They did not know whether to welcome them or be cautious.*

*However, many now dwell within the ranks of the Arbiters, and I have yet to encounter any in our clashes with the Deceivers – although I am sure that Leydgrym and the Lord of Blades would only be too happy to have some within their ranks. The feyforged are a goodly people, a lesson of what we could become.*

## CHILDREN OF ARTIFICE, CHILDREN OF ARCANNA

The feyforged are an enigma to most of Eberon, with few elves or practitioners of fey magic knowing just how they came to be. Traditionally, almost no warforged could form a bond with the elements due to their nature of assembly, but in the midst of the Last War, a group of six emerged from across Khorvaire to aid the fight for salvation.

Since then, small communities have appeared in these separate corners of the world some coming from across the seas in Xen'Drik while others dwell deep within the earth. All that can be truly agreed on is that the massive power these warforged wield is unlike anything scholars have seen across all of time.

Even draconic scholars on Argonnessen are confused as to the origin and birth of these

individuals, for it does not even appear within their prophecies. However, to many average citizens of the world, they are welcome sights in their cities and towns – bringers of aid and good omens.

Feyforged are slightly different than their regular warforged brethren, standing taller and broader in many cases. They often showcase some sort of attachment to their elemental core, whether in the design of their armor and plating or to the literal fabric of their being.

**Ability Score Improvement.** Your Constitution increases by 2.

**Age.** Feyforged have no secure lifespan, living as long as they are able to draw power from their elemental domain. Immortality is suspected amongst the feyforged.

**Alignment.** Most feyforged tend to be neutral, simply living as beings of nature, but others will often have alignments connected to their elements. Fireforged usually are more chaotic good due to their hot temper and jovial manner, while a windforged would be closer to neutral good for their carefree attitude and lackadaisical ways.

**Size.** Feyforged are much taller and heavier than regular warforged, most towering 8 feet above their counterparts and weighing upward of five hundred to six hundred pounds. You are Medium.

**Speed.** Your base walking speed is 30.

**Constructed Resilience.** You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.

- You don't need to sleep, and magic can't put you to sleep.

**Sentry's Rest.** When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

**Integrated Protection.**

Your body has built-in defensive layers, which can be enhanced with armor:

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.

While you live, your armor can't be removed from your body against your will.

**Arcane Insight.** Due to your fey nature, all feyforged gain advantage on Arcana checks and are able to naturally sense hubs of magic – akin to a paladin's ability to sense evil; a feyforged will sense strong magical presences with a sensation of static electricity, while magically corrupt or dead zones will sound like a ringing in the ears.

**Elemental Birth.** You were born into one of the eight elements that are representative amongst the feyforged. Pick one of the elemental subraces.



## FROSTFORGED

The frostforged originate from the far north of Eberron, rumored to be born from the great glaciers of Icewhite Island – and it is true that here their stronghold of Frostkeep stands. However, there are several frostforged settlements scattered across the north, and most recently some have even emigrated to the glaciers in the Ironroot Mountains.

They have become unspoken sentinels to some of the old ruins that act as doorways into the depths of the mountains and the Realm Below, keeping dwarven and other explorers away from them.

Many dwelling within the Mror Holds have come to begrudgingly appreciate the frostforged for holding back the occasional derro or daelkyr raid, and even keeping avalanches at bay.

Frostforged are sarcastic, aloof, and cold – but deep down are fierce protectors and masters of prophecy.

**Ability Score Improvement.** Your Wisdom increases by 1.

**Armor Color.** Frostforged tend to have plating that naturally develops in shades of white, pale blue, or crème.

**Soul of Ice.** On top of gaining resistance to cold damage, pick one racial ability below. You

pick the second one at level 4 in place of an ability score improvement or feat:

**Hands Like Ice:** You may cast *Frostbolt* as a cantrip, as well as create an ice replica of a weapon you are proficient with. It breaks after one hour, and you must complete a short rest before using again. Wisdom is your spellcasting ability.

**Icy Step.** You may cast *Misty Step* without using a spell slot. When you do so, you are surrounded by a small blizzard which fills a 5-foot radius and deals 1d4 cold damage. When you step to your new location, the blizzard drops, leaving a pile of snow.



## STONEFORGED

Stoneforged are boisterous and gregarious, always up for a good tournament or game. In fact, it was they who created an increasingly popular game called forge-ball: a game in which four teams compete at once, carrying shields and large scoop-headed staves, attempting to get at least two dripping magma balls into in each of their opponents' goals.

The stoneforged are also great architects and sculptors, and this is represented in many of their daredevil feats of craftsmanship. One day a mountain side might be just plain rock, the next an elaborate fresco carved by a traveling stoneforged. Their main city of Rockgate sits at the edge of the Blackcaps, with a colossal forge-ball ring in its center.

It is very often a weekend or holiday treat to go and watch feyforged from across Khorvaire come to play forge-ball, and just recently they have begun to allow nonforged to build teams and compete.

Stoneforged are friendly, practical jokers, and are always up for a wager. However, they are easily offended if you do not join them in a game or bet.

**Ability Score Improvement.** Your Dexterity increases by 1.

**Armor Color.** Stoneforged tend to have plating that naturally develops in various shades of browns, black, and gray.

**Soul of Stone.** On top of gaining resistance to nonmagical bludgeoning damage, pick one racial ability below. You pick the second one at level 4 in place of an ability score improvement or feat:

**Fist of Stone.** As an action you may transform your fist into a solid stone club, dealing 1d8 bludgeoning damage.

**Climbing Spikes.** As an action, you may grow hefty climbing spikes from your feet and hands. You gain a climb speed of 40.



## EARTHFORGED

Earthforged are far different from their other feyforged brethren. They are reclusive and quiet, preferring their tunnels and underground cities to the light and noise above. However, where the other feyforged act as the second ring of defense, the earthforged are on the frontlines fighting the horrors of the Realm Below.

Often they will scare off miners or adventurers who are probing too deep or have come across a daelkyr vault, doing their best to keep everyone above safe.

The earthforged capital city of Deepgem is a beauty to behold, carved from a massive buried Siberys dragonshard that sits deep below the Talenta Plains. The earthforged are often found with dragonshards and other crystals growing from their bodies as they have become closer intuned with the earth.

Earthforged are solemn and slow to speak, but quick to action if need be. They are extremely intelligent and sensitive to their surroundings.

**Ability Improvement.** **Score**  
Your Intelligence increases by 1.

**Armor Color.** Earthforged tend to have plating that naturally comes in shades of black, purple, and gray.

**Soul of Earth.** On top of gaining blindsight – meaning you are able to see with your eyes closed for up

to 120 feet – as an innate ability, pick one racial ability below. You pick the second one at level 4 in place of an ability score improvement or feat:

**Burrower.** You gain a burrowing speed of 40 feet and cannot be attacked while burrowing.

**Spiky Exterior.** You can fire up to 2d6 crystals up to thirty feet from your back as an action, all dealing 1d6 piercing damage. You must complete a short rest before doing again.





## FIREFORGED

The fireforged are as hot and caustic as their name would suggest, dwelling in numerous volcanic colonies across the entire plane. Their main outpost is a massive forge in the Lake of Fire in the Demon Wastes, where the fireforged revel in hunting demons and hellspawn. This fort, called Sparkhold, sits in the bowels of the volcano, providing fuel for the war effort against the creatures of the Wastes.

The fireforged, while rather isolationist and xenophobic at times – believing that they are the purest of the feyforged – are champion fighters and smiths for a reason and will often take trophies of the beasts they kill and incorporate it into their armor and plating. While this often gives them an infernal appearance, the fireforged abhor anything infernal.

Many of the houses come to hire fireforged soldiers or mercenaries, but they are not bought. If you can offer a hunt unlike that a fireforged has ever seen, then you shall win their services.

**Ability Score Improvement.** Your Strength increases by 1.

**Armor Color.** Fireforged tend to have plating that naturally comes in shades of red, orange, and yellow.

**Soul of Fire.** On top of gaining resistance to fire damage, pick one racial ability below. You pick the second one at level 4 in place of an ability score improvement or feat:

**Forge Gut.** In your stomach sits a small furnace. As an action you may open the furnace and spew molten fire in a 10-foot cone, dealing 3d10 fire damage on a failed Dexterity save and half on one. You must complete a long rest before using again.

**Fist of Fire.** You may cast *Firebolt* as a cantrip. Wisdom is your casting ability. Alternatively, you may light your fists on fire for one minute, boosting your unarmed strike to 1d6+2 fire damage for one hour. You must complete a short rest before using again.



## WAVEFORGED

Waveforged are mediators, naturalists, and guardians of the natural world. In a sense, it is they who are the “purest” of feyforged, for they live in harmony with the world around them. Their great city of Tidalholme rests deep within the Tempest Strait, and it is here they grow massive coral gardens and commune with the beasts of the deep.

The waveforged are unique in their abilities to swim and not rust or deteriorate underwater. Many believe this is because they laminate their plating with coral and wrap the livewood of their body with seaweed. Many waveforged often have large coral formations growing from their bodies, along with shells, barnacles, and even small habitats within their bodies.

Many view the waveforged as completely alien from them, soggy philosophers from the seas, but once one makes a friend of a waveforged, you have a friendship that will last for generations.

**Ability Score Improvement.** Your Charisma increases by 1.

**Armor Color.** Waveforged tend to have plating that naturally comes in shades of blue, white, green, and silver.

**Soul of Water.** On top of gaining a swim speed of 30, pick one racial ability below. You pick the second one at level 4 in place of an ability score improvement or feat:

**Coral Quills.** You are covered in fine coral spines. Any target attempting to grabble you has disadvantage.

**Call of the Waves.** As an action, you may summon a phantom wave in a 30-foot cone. All targets must make a Dexterity save or be thrown twenty feet and dealt 1d12 bludgeoning damage. You must complete a short rest before using again.



## WINDFORGED

Windforged are jokers, pranksters, and very often lazy. They love doing nothing more than flying down the canyons of their territory in the Endworld Mountains and frightening shepherds or hunters as they blast by at incredible speeds. Some believe that this is a way for windforged to enter the Drift, a demiplane of consciousness within the Plane of Dreaming where they can see throughout time and space – much like dervishes.

Many people however journey to their massive skyport of Mathau's Reach to learn how to build racing airships, from small skiffs to five or six-sailor skymarans. The windforged are impressive aerialists but are also fiercely protective of any creatures of the sky, especially dragons.

Any trapper, poacher, or hunter who attempts to hunt or kill a dragon while a windforged is nearby is woe betide the pain they will suffer. Even if the dragon is evil, the windforged understand the balance that is needed.

Windforged, while cheery and friendly, are also extremely paranoid and untrustworthy of outsiders. When a bond is made between windforged and others, the bond should never break, or else the skies themselves shall tremble.

**Ability Score Improvement.** You can increase any one stat by 1.

**Armor Color.** Windforged tend to have plating that naturally tends towards shades of green, gold, and brown.

**Soul of Air.** As well as gaining a fly speed of 30, pick one racial ability below. You pick the second one at level 4 in place of an ability score improvement or feat:

**Drift-By.** As an action, a windforged may divebomb a target. They must be able to travel in a 60-foot straight line to the target. At 20 feet, they enter the Drift, and reappear behind the target. The target must roll a Wisdom saving throw – if they fail they take 2d12 psychic damage, but if they pass they take half. You must complete a long rest before repeating.

**Air Slash.** Your unarmed strikes are so fast and furious that you deal an additional 1d6 slashing damage on criticals as the air cuts your target.



## STARFORGED

The starforged are an enigma, even to the other feyforged. Some believe they simply fell to earth in dragonshards from Siberys, while others have heard tales of warforged caught in the light of the Scarlet Comet, a phenomenon that only occurs once every thirty years.

Be that as it may, the starforged are very rare, and when one is spotted, it either means a time of great chaos is coming or a time of great prosperity. They are seen as prophets, sent from the Dragon Above to be bearers of news.

Starforged stand out in a crowd, and for good reason. The livewood of their bodies has been completely replaced by humming astral energy, resembling galaxies and cosmoses. The metal plating of their body almost has a Damascus patterning to it, and crowns of dragonshards sprout from their heads. And additionally, starforged do not walk, but simply glide.

Many people, including other feyforged, often keep the starforged at an arm's reach, interacting if only need be. Otherwise, the starforged wander Eberron, never really settling down – however some have come to call Sharn home and have begun to build a great observatory there.

Starforged are quiet, alien, and distant, rarely speaking to anyone – although they are very friendly with changelings and kalashtar.

**Ability Score Improvement.** You can increase any one stat by 2.

**Armor Color.** Starforged tend to have plating that naturally comes in shades of gold, silver, or tungsten. Often Damascus or constellation patterns will form.

**Soul of Stars.** On top of gaining a glide speed of 30 feet – you hover 3 inches above the ground and have advantage against being knocked

prone – pick one racial ability below. You pick the second one at level 4 in place of an ability score improvement or feat:

**Star Sword.** You can summon forth a blade of starlight from your wrist. It deals 1d8 radiant damage and blinds a target on a critical for 1 minute.

**Cosmic Prophet.** When you roll a natural 19 or 20 on a Charisma-based check, you may add half your Charisma score to any Charisma-based check for the next hour. You must complete a short rest before using this ability again.



## SHADOWFORGED

The shadowforged are earthforged who delved too deep into the Realm Below and became lost, but rather than fighting till the last breath, they gave into the darkness and they fell to the daelkyr.

Shadowforged resemble nothing of what they once were. Their livewood and plating is cracked and broken, the coils and veins of daelkyr infection spread across their bodies. Their eyes burn a deep blood red, and ichor constantly drips from open sores on the muscles that stretch across them. Few have ever been able to break free of the daelkyr's control and return to the light. Those who do live in constant regret and shame, ostracized by feyforged across the plane. They become vigilantes and pariahs, warriors of shadow.

**Ability Score Improvement.** Increase any two stats by 1.

**Armor Color.** Shadowforged tend to have armor that naturally comes in shades of rusty red, brown, and black.

**Daelkyr Mutation.** You have lived in the grasp of the daelkyr, willingly or unwillingly – it does not matter. Their mark is upon you, pick one mutation at 1<sup>st</sup> level, and then one every fifth level:

**Tentacle Arm.** One of your arms has become a long tentacle. Your reach is increased by ten feet, and you may also use the tentacle in combat or in using items as if it were a hand.

**Telepathic Tendrils.** Two thin but long tendrils sprout from your head, and allow you minor telepathic abilities. You have advantage on Insight and Perception checks.

**Serrated Claws.** Massive serrated claws grow from your hands, dealing 1d12 slashing damage as well as 1d6 bleed damage each round. A successful Constitution save ends the

bleed damage. You cannot use items or perform fine motor abilities.

**Poisonous Pincers.** Terrifying pincers have grown around your mouth and drip acid. You gain a bite attack that deals 1d8 piercing and 1d4 acid damage. Any enemy you bite is considered grappled.

**Throwing Spikes.** You are able to grow and throw thick bone spikes from your body that deal 1d6 piercing damage up to 60 feet. You can grow up to 20 per long rest. Targets grappling you have disadvantage.

**Bone Blade.** You are able to sheath and unsheathe a large bone blade from within your forearm. It deals 1d10 slashing damage and 1d4 necrotic damage.



# THE MASKS OF THE QUORFORGED

From the Records of Ignys Byr, Leader of the Arbiters:

*In the age of giants, during the war between they and the Quori of Dal Quor, a new weapon emerged in Xen'Drik that would reshape warfare in Eberron forever: the ancestors of the warforged. The earliest forms of the warforged are said to have been created at this time, but in the eyes of most, these were simple constructs that lacked the sentience and individuality that we see in warforged today, however legends tell of a special group of constructs with intelligence and capabilities far beyond their time.*

*Some believe that the Quori created masks imbued with magic, made to attach to warforged and enhance them in various ways. These masks, known as the Shasht, have mostly been lost to time, left somewhere in Xen'Drik only to be found by brave explorers willing to make the trip, but some can be found in Khorvaire, having made their way up in secret alongside the mysteries of warforged creation years ago.*

*Wearers of these masks have been rumored for years, with many possible sightings in the Last War, but very little is known about who bears the masks and where they might be found.*

## SHASHT PROPERTIES

The shasht are powerful wonderous items, ranging in rarity from Uncommon to Legendary. They are especially suited to be worn by warforged, and attempts to wear them from any other race expose the mind to the raw psionic energies of Dal Quor, leading the wearer to go insane. Not all

warforged can wear these masks however, as most have advanced beyond the more primeval stage of the original carriers who served the Quori. The shasht exist in broad categories that determine their rarity and who can wear them.

## LESSER SHASHT

These are masks of Uncommon rarity and can only be worn by level 3 warforged. These masks represent the first “drafts” or prototypes of these masks, gradually becoming more and more powerful.

*Lesser Ditha:* This mask allows for its wearer to conceal themselves; they gain proficiency in the Stealth skill and do not suffer a penalty for wearing armor.

*Lesser Lai:* This mask grants the gift of understanding; while wearing this, the user can read any written word.

*Lesser Shadata:* This mask grants the power of illusion who can cast *Minor Illusion* as an action and *Silent Image* once per short rest.

*Lesser Teshai:* This mask allows the wearer to impact the minds of others who can cast *Mind Sliver* as an action and *Id Insinuation* once per short rest.

*Lesser Lili:* This mask allows the user to ignore the effects of darkness who can see in both magical and nonmagical darkness with a range of 60 feet. In addition, the wearer can cast *Light* as an action.

*Lesser Shatha:* This mask grants the powers of telekinesis to the wearer who can cast an invisible version of *Mage Hand* at will. In addition, you can cast *Catapult* once per short rest.

## BASIC SHASHT

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These are the masks that most warforged seek out, those seen as having a base power level. These are considered Rare, and require attunement with their own specific restrictions. However, in order to use these a warforged must be at least level 5.

*Basic Ditha:* This mask allows a wearer greater ability of concealment, letting the wearer to cast a version of *Invisibility* at will. While under the effects of this spell however, the wearer still casts a shadow. In order to attune to this mask a wearer must have a Dexterity score of at least 16.

*Basic Lai:* This mask provides broader understanding of language. The wearer can read and written language and understand any spoken language. In order to attune to this item, the user must have an Intelligence score of at least 16.

*Basic Shadata:* This mask allows a user to completely change others' perception of them. While wearing this, one can cast *Disguise Self* and *Charm Person* at will. In order to attune to this item, a user must have a Charisma score of at least 16.

*Basic Teshai:* This mask allows the user greater control over a creature's mind. The wearer can cast *Suggestion* and *Command* at will. A wearer must have a Charisma score of at least 16 to attune to this item.

*Basic Lili:* This mask provides a wearer with exceptional vision. The user can see in magical or nonmagical darkness with a range of 120 feet and can see through full cover for the purposes of combat. A wearer must have a Wisdom score of at least 16 to attune to this item.

*Basic Shatha:* This mask gives the user psychic abilities. The wearer can cast *Mind Thrust* and *Mental Barrier* at will. A wearer must have an Intelligence score of at least 16 to attune to this item.

## EXOTIC SHASHT

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Certain masks cannot be found easily on Khorvaire, having never been brought over in large amounts. These masks tend to be found only in Xen'Drik but a select few have made their way to Khorvaire where they can be found among the more powerful users of Shasht. These items are considered Very Rare in Khorvaire but only Rare in Xen'Drik. These items can only be attuned to by warforged of at least level 10.

*Exotic Talath:* This mask provides the user with the power of flight. While wearing it, the user gains a flying speed equal to their walking speed.

*Exotic Dai:* This mask grants the user protection from attacks. While wearing this mask, a user gains +1 to AC and can cast *Hellish Rebuke* a number of times equal to their Charisma modifier per day.

*Exotic Sath:* This mask gives the user powers of conjuration. While wearing it a user can cast *Find Familiar* at will and *Conjure Animals* a number of times equal to their Wisdom modifier per day.

*Exotic Aja:* This mask grants the ability to siphon the power of one's enemies. While wearing this, you may regain hit points equal to 1/3 damage dealt, rounded down, when you land magical attacks.

*Exotic Lela:* This mask provides an aura of truth. While wearing this, any creature

speaking to you must make a Wisdom save DC 14 or be incapable of lying to you.

*Exotic Talar:* This mask grants powers of regeneration. While wearing this, a user can expend a bonus action to regain hit points equal to their Wisdom modifier as a bonus action.

*Exotic Tiratha:* This mask grants the power of movement. While wearing this, a user can use a bonus action to teleport 30 feet in any direction into an unoccupied space they can see.

## LEGENDARY SHASHT

These masks are known only to a select few, created by the Quori but rumored to have never been used. These might have originally been made for warforged titans, or a planned type of warforged that never saw the light of day. Regardless, they have now all been scattered.

Legend says that the dragons of Eberron saw these masks as too much of a threat and broke each in half before discarding them to random locations across the planet. These are considered Artifacts and can only be attuned to be warforged of at least level 15.

*Ajeta:* This legendary mask causes the user to ascend to greater power. Each of the wearer's ability scores increases by +1. In addition, the user's hit point maximum is increased by an amount equal to their Constitution score.

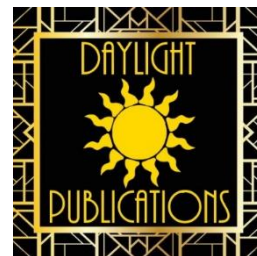
The user also gains power over light. While wearing this mask the user can fire beams of light at opponents. This is a ranged attack that deals 1d8 radiant damage + your Constitution modifier on a hit.

*Jada:* This mask grants power over time. The wearer gains the ability to reroll any 1's on attack rolls, saving throws, and ability checks. In addition, once per day the user may freeze time, allowing them to take an extra turn after their own. A wearer attuned to this item also gains +2 to their Intelligence score

*Apata:* This mask grants the ability to alter life itself. The wearer gains temporary HP equal to their CON modifier at the end of every short rest. In addition, the user can cast polymorph on themselves at will, and can heal allies for 1d6+CON as a bonus action or reaction. A user attuned to this item gains +2 to their constitution score.

*Khatha:* This mask grants a user power over creation. The wearer can learn how to construct any man-made item they can touch. The mask can also automatically create any item up to 500gp in value that the user knows how to create, expending only a handful of soil, clay, or wood as a material component. In addition, a user attuned to this item gains +2 to their Wisdom score.

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