



## MASK HAUNT

Despite the name "haunt", mask haunts are not actually undead creatures. A mask haunt is a sentient, floating mask that possesses incredible intelligence, and often, vile cunning. A mask haunt can fool others into believing that it is a humanoid, creating an illusory body which looks, talks, and even pretends to take actions for the mask (thanks to a

few well timed *mage hand* or *minor illusion* spells).

Mask haunts are usually created to serve malicious archmages and other powerful beings. They often act as lieutenants in mage armies, dungeon lords, and sometimes high-ranking members of criminal organizations.

**Constructed Nature.** The mask haunt does not require air, food, drink, or sleep.

### MASK HAUNT

*Tiny construct, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 40 (16d4)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	15 (+2)	12 (+1)	15 (+2)

**Saving Throws** Int +5, Wis +4

**Skills** Arcana +5, Deception +5

**Damage Resistances** acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 11

**Languages** the languages of its creator

**Challenge** 5 (1,800 XP)

**Illusory Body.** The mask haunt can use its bonus action to create an illusory body. The illusory body appears as a Medium creature wearing the mask, which shares the same space as the mask. The illusory body moves and acts as if it were the mask haunt itself. The illusory body is incorporeal, thus allowing the mask haunt to move through spaces big enough for a Tiny mask to move through. However, it can't wear or carry anything with

its illusory body.

The mask's illusory body fails to hold up to physical inspection. For example, another creature could attempt to grab the mask haunt and watch as their hand passes through it. Otherwise, a creature must take an action to visually inspect the mask haunt and succeed on a DC 16 Intelligence (Investigation) check to discern that the mask haunt's body isn't real.

As long as its illusory body remains, attacks rolls made against the mask haunt are made at disadvantage. The illusory body remains for as long as the mask haunt maintains concentration (as if concentrating on a spell) or uses its bonus action to dismiss its illusory body.

**Spellcasting.** The mask haunt is a 5th-level spellcaster. Intelligence is its spellcasting ability (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *message*, *minor illusion*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *invisibility*

3rd level (1 slot): *fireball*

### Actions

**Multiattack.** The mask haunt makes two violet ray attacks.

**Violet Ray.** *Ranged Spell Attack:* +5 to hit, range 100 ft., one creature. *Hit:* 9 (2d8) force damage.