DUALINK

Mask of Uroboros



Evolving Artifact

The Witcher Edition

Mask of Uroboros

Wondrous item, artifact (requires attunement), Stage I

This ancient mask is carved from obsidian and shaped to resemble a serpent devouring its own tail. When worn, the eyes of the mask glow with a faint blue light. In it's initial state the Mask of Uroboros grants no benefits to it's user, testing them, waiting to see whether they are worthy.

Criteria for the First Evolution

The evolution is triggered by the wearer's completion of the Uroboros cycle. When the wearer has experienced a full personal cycle of downfall and redemption, and only when the wearer embodies the concept of everything coming full circle, will the mask unlock it's secrets.

Example: The wearer experiences a significant personal loss followed by a major victory.

"In every ending, a beginning lies hidden. In every victory, the seeds of defeat. See not just the surface, but thecycle that turns beneath."

Mask of Eternal Return

Wondrous item, artifact (requires attunement), Stage II

Echoes of the Past. The wearer can use an action, to see into the past at their current location. The mask reveals events that have occurred within the past 24 hours, showing ghostly images and sounds. Each use of this ability lasts for up to 10 minutes, during which the wearer is blind and deaf to present occurrences around them. This ability may be used again after two Long Rests.

Each use of the mask's power imposes a level of exhaustion on the wearer, as peering through time strains both mind and body.

Criteria for the Second Evolution

The mask evolves to this state after the wearer has been instrumental in altering the course of fate for multiple individuals or a significant location. This could involve pivotal decisions that dramatically impact the lives around them or critical actions that change the direction of a community or region.

Example: The wearer ensures an abusive lord who has been terrorizing it's people is adequately punished. Similarly, when an individual who has escaped due punishments for a long time, is dealt with by the user.

Mask of Cosmic Cycles

Wondrous item, artifact (requires attunement), Stage III

Insight of the Eternal Cycle. The wearer gains the ability to cast legend lore once per week without expending a spell slot, allowing them to glimpse not just the past but potential futures of a person, object, or location, revealing how the cycles of the Uroboros may influence them.

Aura of Fate. Once per day, the wearer can use an action to understand the current position in the cycle of life and death of any creature or place they can see. This can reveal whether someone is nearing a significant life event or change, whether that be death, birth, a major success, or a dramatic failure.

Cycle of Rebirth. The mask can now also be used to cast reincarnate once per month, symbolizing the wearer's ability to influence the cycle of life and death directly.

Criteria for the Third Evolution

The wearer must have been a pivotal agent in balancing or rebalancing the cycles of life, death, and fate on a grand scale. This could include ending a war, averting a major catastrophe, or saving a city from destruction, actions that significantly shift the balance of power and influence the course of history.

The wearer has also demonstrated a profound understanding of the cosmic balance, often choosing to act in ways that support the maintenance or restoration of equilibrium, even when such choices are personally challenging or morally complex.

Mask of the Cosmic Justiciar

Wondrous item, artifact (requires attunement), Stage IV

Voice of the Justiciar. The mask gains sentience with the following stats: Intelligence 18, Wisdom 20, Charisma 16. It has the ability to communicate telepathically with its wearer and can see and hear through the wearer's senses.

Personality Traits. The mask has a strong, authoritative presence, driven by a sense of justice that transcends personal morals or laws. It is impartial to personal affiliations, focusing solely on maintaining the universal balance.

Goals. The mask seeks to intervene in events where the cosmic balance is threatened. It aims to guide its wearer towards actions that restore or uphold this balance, potentially influencing major historical events or personal destinies.

Enforcer of Equilibrium. As a reaction or bonus action, the wearer can impose disadvantage on an attack roll against a creature that has just succeeded on a previous attack roll, or grant advantage on the next attack roll against the same target if a creature misses an attack. The wearer can use this ability a number of times equal to their proficiency bonus per long rest.



Balance of Fate. If a creature scores a critical hit (natural 20) within sight of the wearer, the wearer can use their reaction to turn another creature's successful hit into a critical failure (natural 1), and vice versa. This ability can be used twice per Long Rest.

Aura of Cosmic Law. Grants the wearer truesight out to a range of 60 feet and the ability to understand any spoken language, as if under the effect of comprehend languages.

Defiance of the Cycle. As the wearer's health decreases, they gain additional damage capabilities. For every 10% of their maximum HP that is missing, they deal an extra 1d6 force damage on their attacks.

"Beware the comfort of power, for it is an illusion. True strength lies in the courage to uphold the balance, even when the scale favor your foes."

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