# The Masked Warrior (The Cuman)

While the moon shines bright in the night, from the very edge of the world a piercing whistle emanates. Within seconds, a rain of arrows darkens the unveiled moon – and following those silvered arrows, the the horsemen of apocalypse, galloping toward their victims.

With a dreadful mask and deadly talent, the cavalry of the steppes come charging out of a cloud of dust. Their enemies seldom have the time to feel terror, though they should. These warriors cover their faces with steel masks, bearing rictus grins, leering smirks, and hysterical smiles–they are not allowed to take them off until their blades rest, bloody.

May the horselords be pierced by arrows, cut to shreds by blades or bewitched by sorcery, their enemies will see only the same terrifying visage: the Mask of the Cuman grins still.

Level 3: The Centaur: Starting at 3rd level, your mastery with a mount has reached such a point that the tales and whispers of your descendancy from the mythic centaurs start to sound true, even to you.

You can mount and dismount from your mount with 5 ft. of your movement speed, and you have advantage on saving throws against effects that would force you

to fall from your horse.

You can give yourself advantage until the end of your next turn while you are mounted. You can activate this ability a number of times equal to your proficiency modifier. Your expended uses are refreshed when you finish a long rest. You also gain the Animal Handling skill if you don’t already have it. Additionally, you have advantage on Animal Handling checks when dealing with horses.

Level 3: The Mask of Terror: By the time you are 3rd level, your training enables you to craft and wield a special mask. While wearing it, you have the following benefits:

D You can spend a hit die as an action and heal yourself an amount equal to 1d10 + your Constitution modifier. You can’t spend more than 2 hit dice this way, and the uses refresh after a long rest.

D When you hit a creature with a weapon attack, you can force the creature to make a Wisdom saving throw (DC = 8 + proficiency bonus + your Charisma modifier). On a failed save, the creature is frightened of you until the end of your next turn. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.

D You can deal extra damage equal to your Charisma modifier when you hit a creature with a weapon attack. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.

If your mask is destroyed, you can spend 1 hour to repair it or craft a new one.

Level 7: The Mask of the Steppes: Starting at 7th level, you can add additional features to your mask,

carving runes and symbols from myths and legends.
Choose one of the following benefits:
Mask of the Eagle: You gain proficiency in Charisma saving throws.
Additionally, you can mark your enemies with the Mark of the Eagle. When you hit a creature with a weapon attack, that creature is marked by you and your allies. Until the end of your next turn, the target takes extra

psychic damage equal to your Charisma modifier the next time it takes damage. You can use this feature a number of times equal to your proficiency bonus. You gain expended uses when you finish a long rest.
Mask of the Wolf: You gain proficiency in Wisdom saving throws.
Additionally, you fight in harmony with your allies like a wolf in a pack. If an ally is within 5 ft. of the target of your next attack, you can give yourself advantage on the attack roll. You can use this feature a number of times equal to your proficiency bonus. You regain uses when you finish a long rest..
Mask of the Dragon: You gain the Intimidation skill or double your proficiency bonus when using that skill if you already have it.
Additionally, your fear effects improve greatly. You activate your mask for 1 minute. When a creature wants to attack you, it must make a Wisdom saving throw (DC = 8 + your Proficiency bonus + your Charisma modifier). On a failed save, it makes the attack with disadvantage and can’t change the target, or it will lose the attack. This ability can’t be used again until the next dawn.
Mask of the Phoenix: You gain access to spells with the runes on your mask and cast them once a day

without expending a spell slot: longstrider, Farabi’s favor, compelled duel. Charisma is your spellcasting ability for it. You also learn the resistance cantrip.

Level 10: The Fearless Warrior: Starting at 10th level, while you wear your mask, you are immune to the frightened condition.

Additionally, when you hit a creature while it is frightened of you, you gain the ability to change your entire damage to be psychic against that creature.

Level 15: Fast and Precise: Starting at 15th level, when you use your Action Surge, you have advantage on the attack rolls you make with the Action Surge.

Level 18: The Scourge of God: Starting at 18th level, you get another mask option from the The Mask of the Steppes abilities.

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