

MASK OF THE MANY



PROMINENT ARCHEOLOGIST IS STUDYING THE relics of ancient civilizations and has discovered a rare map to a place long thought a myth. He has hired the party to enter a forgotten tomb and recover the burial mask of its mysterious queen in time for a royal presentation.

This is a short D&D adventure for 3-6 characters of 2nd or 3rd level by Payton Swick. [2025 CC Attribution](#)

- **Dr. Loomis** (he/him) Educated and entitled professor.
- **Vadinho** (he/him) Monstrous but dutiful guardian.

UNDERGROUND RIVER

We start *in medias res*. Tension! Excitement!

Some of the player characters are trapped on stepping stones in the middle of a large underground cavern. Below the stones is a rushing river and bats swoop down to harrass them.

When they pass the river, they catch a glimpse of a minotaur-like monstrous figure who is seen pulling a lever at the end of a tunnel which begins closing a heavy stone door. The figure vanishes down the passage and only seconds remain before the party will be sealed in the cave unless they can reach the door in time!

The wall around the door has arrow slits. Once someone is on the other side they can flip the lever again or they can use the arrow slits to reach the lever.

FLASHBACK

The party remembers a meeting with their employer, a prominent archeologist named **Dr. Loomis**. He has a large collection of strange artifacts in his office and wants the party to find the lost burial mask of the ruler of a civilization so obscure that very little is known about it.

The archeologist has recovered a partial manuscript that tells of the hidden tomb in an underground cave system behind a waterfall.

Dr. Loomis has a big presentation to the leaders of several governments in a few days and wants to complete his collection. He will pay the characters extremely well.

TOMB BURIAL CHAMBER

The burial chamber is in the process of slowly collapsing after centuries of neglect. There's fallen rocks all over and the floor will crumble as they walk over it. More rocks fall as they move between the ornate stone pillars.

The party sees the sarcophagus of the ruler but the minotaur appears from behind a pillar and pulls a lever

that releases mind-controlled zombies (number of characters plus 2). The minotaur escapes through a secret passage.

After defeating the zombies the party can recover the magic mask and safely return to the surface without any trials. The minotaur will follow them in secret.

SLAVE OF THE MASK ZOMBIE

Armor Class 8; **Hit Points** :: 10; **Speed** :: 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	10 (+0)	2 (-4)	8 (-1)	2 (-4)

Undead fortitude (1/day). When reaching 0 HP, the zombie makes a Constitution save of DC 8 + damage dealt. On success, the zombie returns to 1 HP.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 1) bludgeoning

COMPLETION OF THE CONTRACT

The party returns the mask to Dr. Loomis who is overjoyed. He then reveals what the mask does by using it to mind-control one or more of the party and making them his servants (Wisdom save DC 15).

At this moment the minotaur enters. He throws flash bombs that that break the mind control and the archeologist flees by using another artifact from his office that lets him teleport a short distance to a waiting carriage outside.

The minotaur introduces himself as **Vadinho** and explains to the party that the mask is from a sorcerer queen who mind-controlled her servants even past their death. His ancestors were part of the resistance against the queen. When she died his family was charged to protect the mask. He begs the party to help get the mask back.

Vadinho has two more flash bombs but they only work on one person at a time. He explains that if the mask can be retrieved, Vadinho can deactivate its effects.

THE ROYAL MUSEUM

The party and Vadino track the archeologist to the royal museum where he is scheduled to give a presentation to leaders of several governments.

They will have to convince the guards to let them into the palace or go through the servants' entrance.

Inside, the party will find Dr. Loomis on a stage in a room filled with prehistoric skeletons and glass cases of historical art. He has used the mask to mind control all the government leaders and their guards. When he spots the party, he will direct everyone to attack them, including the 6 soldiers, the 3 government leaders, and the servants.

THE MASK RECOVERED

When the mask has been returned to Vadhino, he will use a ritual to free the people still under its control. He will thank the party for fixing the problem they had caused, and he vows to return the mask to a new hiding place where it will never again be found.

SLAVE OF THE MASK GUARD

Armor Class 18; **Hit Points** :: 25; **Speed** :: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 3) slashing damage.

SLAVE OF THE MASK CIVILIAN

Armor Class 10; **Hit Points** :: 6; **Speed** :: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	15 (+2)	12 (+1)	17 (+3)

ACTIONS

Unarmed strike. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 2 (1d4) bludgeoning damage.

DR. LOOMIS

Armor Class 16; **Hit Points** :: 80; **Speed** :: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	8 (-1)	17 (+3)	17 (+3)	17 (+3)

Undead fortitude (1/day). When reaching 0 HP, the zombie makes a Constitution save of DC 8 + damage dealt. On success, the zombie returns to 1 HP.

ACTIONS

Multiattack. Loomis makes 2 Wand of force attacks.

Wand of force. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit* 4 (1d4 + 2) force damage.

Charm of the Mask. (recharge 5-6) All creatures in a 20 ft. cone must make a DC 15 Wisdom save or be charmed. While charmed they obey Loomis.

LEGENDARY ACTIONS

Dr. Loomis has 2 legendary actions per turn. These actions can only be taken at the end of another player's turn.

Chime of the Wind. Loomis teleports up to 30 ft. in any direction to a location he can see.

Watch of Time One creature within 30 ft. of Loomis makes a DC 14 Constitution save or is restrained until the end of their next turn.