

# MASKS OF POWER

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Throughout history, humankind has believed that masks held mysterious powers, from the healing masks of shamans to the diverse animal masks worn by warriors. This article presents five masks with both *Earthdawn* and [GURPS](#) stats, but suitable for any fantasy campaign.

## Eagle Mask

This mask, worn by the Knighthood of the Eagle, originated in the ancient Aztec empire. The mask is a full helmet made of wood, with the face of a human within the beak of an eagle.

### *Earthdawn*

**Maximum Threads:** 4

**Spell Defense:** 14

**Thread Ranks:**

**Rank 1 Cost:** 200

**Key Knowledge:** Name of the mask.

**Effect:** +1 AR, +2 Str step for damage.

**Rank 2 Cost:** 300

**Effect:** +1 Spell Defense, +3 Str step for damage.

**Rank 3 Cost:** 500

**Key Knowledge:** Name of the last wearer.

**Effect:** +1 Social Defense, Fly (Combat speed: 60 / Full speed: 120).

**Rank 4 Cost:** 800

**Effect:** Shapechange into a giant eagle. (Use stats for the Chakta Bird, p. 289 of the *Earthdawn* rulebook.)

### [GURPS](#)

2 PD, 4 DR in the head. Damage dealt by the wearer is increased by +3, and the wearer can use the following spells: Shapechange (Eagle), Fly. The mask holds 15 fatigue points for use of spells.

## Shaman's Mask

This item is representative of the many healing masks from numerous cultures. It commonly appears as a stylized face with feathers about the edges, but can also resemble a frog, a wolf, a loon or even a spider.

### *Earthdawn*

**Maximum Threads:** 3

**Spell Defense:** 14

**Thread Ranks:**

**Rank 1 Cost:** 200

**Key Knowledge:** Name of the mask.

**Effect:** +4 Per step for the Physician talent.

**Rank 2 Cost:** 300

**Effect:** +4 Per step for the Spirit Talk and Recovery talents.

**Rank 3 Cost:** 500

**Key Knowledge:** Name of the last wearer.

**Effect:** Wearer can exorcise spirits. Wearer's Will step is increased by +4, and can make a test against the spirit's Will Power. Success indicates that the possessed individual is cleansed of the evil spirit.

### *GURPS*

The Shaman's Mask holds the following spells: Minor Healing, Neutralize Poison, Banish and Cure Disease. It also provides 15 fatigue to cast these spells.

Magery or Clerical Investment is necessary to use the Shaman's Mask.



## Deer Mask

This mask represents the many hunting masks worn before hunters went out the next day, and like the Shaman's Mask, is found in many cultures. The Deer Mask gives the appearance of a deer-headed man. Feathers and shells can be attached to the mask, depending on the wearer's tribe.

The hunters would wear the mask, and dance in a ceremony that took place the night before the hunt. The next day, if the gods were pleased with the performance, game would be plentiful. This specific mask summons deer, but buffalo, fish, seal and whale masks also are possible.

### *Earthdawn*

**Maximum Threads:** 2

**Spell Defense:** 14

**Thread Ranks:**

**Rank 1 Cost:** 200

**Key Knowledge:** Name of the mask.

**Effect:** Summons 2d6 deer the next day. +3 Dex step for the Silent Walk talent.

**Rank 2 Cost:** 300

**Effect:** Summons 4d6 deer the next day. +3 Dex step for any missile weapon used in the hunt.

### *GURPS*

Summons 3d deer the next day. Effective Stealth and any missile weapon skill used in the hunt are increased by 2. The Dancing skill is required to use these powers.

## **Lizard Mask**

This is a divination mask. It appears as a lizard lying on the face of the wearer, its head rising above the head of the wearer. Two holes for eyes are carved into the shoulder blades of the lizard. The wearer will hear a hissing voice speaking into his ear, answering the user's questions.

### *Earthdawn*

**Maximum Threads:** 4

**Spell Defense:** 14

**Thread Ranks:**

**Rank 1 Cost:** 200

**Key Knowledge:** Name of the mask.

**Effect:** +4 Cha step for the Empathic Sense talent.

**Rank 2 Cost:** 300

**Effect:** Answers three yes/no questions per day.

**Rank 3 Cost:** 500

**Key Knowledge:** Name of the last wearer.

**Effect:** +3 Per step for the Weapon/Item History talent.

**Rank 4 Cost:** 800

**Effect:** Learn everything about any person, place or thing (except true Name) once per week.

### *GURPS*

The following spells may be cast by the wearer: History, Ancient History, Divination. The Lizard Mask holds 20 fatigue points for casting its spells.

## **Loon Mask**

This mask gives the wearer power over the weather. It is constructed to resemble a loon stretched across the face of the user, wings folded, head pointing to the sky. Eyeholes are cut in the back of the loon.

### *Earthdawn*

**Maximum Threads:** 4  
**Spell Defense:** 14

**Thread Ranks:** 4  
**Rank 1 Cost:** 200  
**Key Knowledge:** Name of the mask.  
**Effect:** Foretell the weather one day in advance.

**Rank 2 Cost:** 300  
**Effect:** +3 Will step for the Temperature talent.

**Rank 3 Cost:** 500  
**Key Knowledge:** Name of the last wearer.  
**Effect:** Cloud Summon once per day.

**Rank 4 Cost:** 800  
**Effect:** Lightning Cloud once per day.

### [GURPS](#)

The Loon Mask holds the spells Lightning, Rain, Windstorm, Clouds and Predict Weather. The mask has five fatigue points available.

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