

WE ALL WEAR MASKS FACES OF THE KINDRED

THE VARIED FANTASY RACES of the world are distinct in their appearance and their cultures when compared to one another: Elves have pointed ears and sharp facial features, dwarves are known for their beards and stocky stature, orcs have tusks and mottled skin, tieflings are distinguished by their horns (and a variety of other odd features, depending on your take on them), and humans for their *tabula rasa* faces; blank canvases that hide their true intentions.



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The ceremonial, tribal, celebratory, or war-like faces of each race have been fashioned into masks, and imbued with the races' most distinct traits and inborn talents. Whatever original purpose these masks served to their creator race, they now bestow their boons to any who wear them. Passed on as treasure or trinkets, these faces of the kindred are worn by those who claim them.

This article features five new magic items: five masks inspired by the fantasy races of 5th edition. These masks are for characters of any level, race, or class. Each mask lets its wearer wield a different racial power, perfect for any kind of campaign.

Each mask features the following rules and worldbuilding details, useful for both players and Game Masters:

- This history of the mask.
- The mask's powers and benefits to the wearer.
- Places where the mask might be encountered, and NPC's who might be wearing them.

All of these magic masks are considered very rare wondrous items. Each requires attunement to use. A character cannot be attuned to more than one of these masks at a time. They each take an action to don or wear, adjusting the eyeholes or fit. They can be removed as a bonus action.

If a character of the same race as the mask dons it, they gain no benefits from the mask.

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NEW MAGIC ITEMS

MASK OF THE FEYCHILD

Wondrous item, very rare (requires attunement)

While wearing this mask you feel your senses heighten, shifting to accommodate new input to the brain as you see the world through the eyes of an elf. You gain the following benefits and powers while wearing the *mask of the feychild*:

- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Fey Tongue.** You can speak, read, and write Elven.
- **Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep. Your type is also humanoid (elf) in addition to your current creature type.

Appearance

The Mask of the Feychild is a full-faced alabaster mask held over the face by a cord of interwoven birch tree leaves. It has holes for the mouth and nostrils, but only a slit for the mouth. Despite this, the wearer's speech is as clear as if their mouths were exposed. A pair of elegant elf ears extend from the sides of mask's face.

Background

This mask was created by elven craftspeople at the behest of a high elf noble. The noble's adopted daughter was a half-orc, and the mask was made to help her better adjust to elven life without the risk of persecution from other elves based on her appearance. In time, the mask was abandoned as the half-orc daughter found acceptance among the elves for who she truly was.

The mask is often found in elven settlements close to passages to the Feywild, or in human-owned curio shops. While elves tend to find the mask gaudy or comical, many humans and halflings think the mask is elegant in its sylvan design.

STONEBORN DEATH MASK

Wondrous item, very rare (requires attunement)

While wearing this mask you feel implacable and hardy, imbued with the deep knowledge of stone innate to dwarves. You gain the following benefits and powers while wearing the *stoneborn death mask*:

- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Language of Stone.** You can speak, read, and write Dwarvish.
- **Knowledge of Stone.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Your type is also humanoid (dwarf) in addition to your current creature type.

Appearance

This full head mask is made of cast iron, with dwarven features and a braided beard design. It fits over the head in two pieces like a knight's helmet, clasp shut at the sides. Its eyes are slits, but its mouth is a gaping maw of teeth, exposing the wearer's mouth.

Background

These masks were made as funerary coverings for ancient dwarven warriors. The dwarves feared that their greatest and most powerful warriors in life might turn against them in death. This mask was made to weigh down the heads of these warrior dwarves (where their soul is believed to reside) to keep them still if their souls ever became restless or undead. As centuries passed, these masks absorbed much from the dwarves they were fitted on, slowly becoming magical.

As dwarf empires and enclaves fell to ruin, their burial sites were plundered and the death masks stolen by other races. Now, these masks can be found in museums, among the goods of dwarven antiquity dealers, while some still remain on the faces of dead dwarven warriors in ancient tombs and crypts.

JAWBREAKERS' WAR MASK

Wondrous item, very rare (requires attunement)

While wearing this sturdy bone-and-wood mask, your vision reddens, your mouth tastes of blood, and you are imbued with the indomitable strength and rage of the orcs. You gain the following benefits and powers while wearing the *Jawbreakers' war mask*:

- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Language of Rage.** You can speak, read, and write Orcish as a language.
- **Warmonger.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest. In addition, as a bonus action you can move up to your speed toward a hostile creature you can see. You can't use this feature again until you finish a short or a long rest. Your type is also humanoid (orc) in addition to your current creature type.

Appearance

This half-face mask is made from a sturdy piece of wood, bent and shaped over generations of use. It is stained in blood and adorned with jaw bones. The mask has slits for eyes, but leaves the mouth exposed. It is held in place on the face by a leather strap. The jaw bones are positioned to create the look of an orc's tusks.

Background

The mask is a cultural artifact of the Jawbreaker Warband, an all-female tribe of orcs made up of orc women who had been ousted from, abandoned by, or exiled from other orc tribes. The Jawbreakers fashioned their own tribe apart from other orcs. While just as brutal and warlike as any other orc warband, this orc matriarchy discarded the tradition of tribes being made up of only orcs and half-orcs. In time their ranks swelled with human, half-elf, and even halfling converts. The *Jawbreaker's war mask* was used to grant these converts the enduring strength of their orc sisters.



This mask is currently in the possession of Teela Anklecleaver, a halfling warrior of the Jawbreaker Warband. She currently leads the Jawbreakers after many of their orc sisters were killed or captured in a raid by the Elf Ripper Warband. She seeks to save her captured orc sisters and avenge those that were killed, and may gift the Orc War Mask to adventurers who would help her in this quest.

MASK OF THE INFERNAL OFFSPRING

Wondrous item, very rare (requires attunement)

While wearing this mask you feel a ferocious heat work its way through your body, out to your limbs. This heat is unpleasant at first, but soon it subsides and you're left with a sense of infernal righteousness. You gain the following benefits and powers while wearing the *mask of the infernal offspring*:

- **Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.
- **Hellspeak.** You can speak, read, and write Infernal as a language.

- **Gifts of the Nine Hells.** You have resistance to fire damage. In addition, once per day you can cast *hellish rebuke* as a 1st-level spell. You can't use this feature again until you finish a long rest. Your type is also humanoid (tiefling) in addition to your current creature type.

Appearance

This half mask is made of red porcelain, flecked with lines of gold. Protruding from the forehead are two long ebony horns. The mask is held on by a crimson silk band, tied in a knot. The mask is warm to the touch, and smell faintly of cloves and spices.

Background

This mask was a boon given to a human warlock by his infernal patron, granting him hellish powers. The more the warlock grew in power, the more his appearance began to match that of his mask. By the time his warlock pact was complete, the warlock had become a tiefling. Imbued with the power of the Nine Hells, the warlock discarded the mask, leaving it to be found by another unlikely soul.

The mask is currently hidden in a treasure chest, along with an unsigned contract written upon vellum in human blood. The contract holds the details to an infernal warlock pact with an infernal patron named Zevious the Eternal. Reading the contract aloud, or donning the mask without first attuning to it summons Zevious.

MASK OF HUMANITY

Wondrous item, very rare (requires attunement)

While wearing this mask you feel a tremendous sense of ease and control, as if all of your darkest thoughts and desires are utterly concealed from the world, never to be discovered. To wear this mask is to feel what it means to be human. You gain the following benefits and powers while wearing the *mask of humanity*:

- **Human Adaptability.** You gain a +1 bonus to two ability scores of your choice and proficiency in one skill of your choice. Your type is also humanoid (human) in addition to your current creature type.

Appearance

This mask is a full face mask held in place by a twine cord. Made of treated clay, it is painted to resemble a human face. With its prominent eye and mouth holes, it appears to be an opera mask to casual observers. The mask is a tan in color. Closer inspection with a *detect magic* spell reveals that the mask only appears to be made of these materials. In reality, the mask is made from a reshaped shard of unreality from another plane of existence. Purposefully damaging or breaking the mask causes it to vanish out of existence, transported back to its native plane.

Background

This mask was created by aberrant creatures from another plane of existence. It was made as a disguise for these creatures, as part of an ill-fated sojourn to the material plane. In their scrying, these aberrations saw that humanity was the most populous race on the planet, their peoples spread to every corner of the globe. They crafted this mask and imbued it with what they thought were humanity's greatest inborn talents: their adaptability and their capacity for duplicity. No one knows what became of these aberrations, or what transpired over their visit to our plane of reality. The only evidence of their existence is the Mask of Humanity, which they left behind.



This mask is only found in a small mask shop in a big city. While it is displayed prominently, if it is mentioned or brought up the owner of the shop claims never to have seen it before, and wonders where it came from. Either way, the shop owner will gladly sell it for its resale price. 🧙