



BOOK OF MASKS



SV. LYSK THIN-HANDS-SCRATCHING
(with help from **GRANT HOWITT** and **CHRISTOPHER TAYLOR**)
For use with the Spire RPG

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A sourcebook for the Spire roleplaying game.
A copy of Spire is required to get the most out of this book.

Given the importance of masks in Spire, this book outlines a few of the more interesting models available for drow and aelfir.

Whilst the majority of the book is written in-character as Lysk Thin-Hands-Scratching, a skilled mask-maker, there are sections with rules for each mask should you wish to use them in your games.

Some are pieces of equipment; others, with more effective powers, are treated as advances. One of them is a scene, because you can't afford it.

CURATOR'S FOREWORD

The mask maketh the elf.

Timeless wisdom, but: we must examine the truths of old on occasion – as one would an heirloom diamond or the face of a beloved sibling – to see what further worth they can give us in this new, forward-glancing era.

What is a mask? It is perfect where imperfection pervades. It is the sweet and true order of things: the hand of the elf imposing sacred structure on the unordered cosmos to render the brutish beautiful and the haggard holy.

To view an unadorned face is to stare into the soul, ripping away the wards we have built so that none but the gods may see our natures. We weep for the unmasked, living their lives as animals, their every emotion and desire writ large upon their uncovered shame. They do not, and cannot, know sanctity. This river of tears is our burden to bear, but we shall bear it gladly.

As we shield our faces from all but the most holy, as we hold this crusade against profanity, is it not right that our blessed facades should be suitable ones? Should we not hold our faces to the same standards that we hold opera, war, psalmistry, horticulture or any of the other Favoured Practices? Why should we limit ourselves to anything but a plethora of personae, a veritable masquerade of masks, so that we might always have the most fitting face?

We have acquired our largest ever selection of masks for your perusal – many more than we can hope to list in this catalogue. We implore you: set foot in our boutique, or have your staff arrange for a private showing in a locale of your choosing, and you will be astounded at what we can offer.

Be not restrained in your presentation, dear friend; be all you need to be, all that is right, with our astonishing range. With classic styles, new fashions and servant masks, we have something for every occasion.

Strike now, and schedule an appointment. Remember, though the mask maketh the elf...

The elf maketh the mask.

Yours,
Lysk Thin-Hands-Scratching

NEW RELEASES



The Mourning Mask

Is there anything more pristine than sadness? If so, we have yet to find it. Our specialised Mourning Masks are built to show the full breadth of your loss: magnified lenses enhance the appearance of a reddened eye; attention-grabbing but tasteful ornamentation evokes thoughts of funerary processions and towers of silence; and, as is the fashion, the face is left uncovered beneath each eye to draw the gaze to the tears that stream down your cheeks.

EQUIPMENT: MOURNING MASK. A beautifully-made mask intended for use with blues, a drug that overwhelms the user with all-consuming melancholy (it's popular with aelfir, who don't feel emotions in the same way the drow do). It has no particular mechanical effect, but you'll need one to get into mourning clubs: weird, dark basements where aelfir socialites dose up on blues, dress in funeral garb and wail themselves hoarse with sadness, staring numbly at the ceiling or curling up in the corner and rocking back and forth until the drugs wear off.

*You might
also be
interested in*

BIRD-MASKS: true feathers and bones. No non-avian materials used in construction. Many varieties; please enquire for details (rare albino feathers a specialty). General stock includes: Crow, Rook, Graquélér, Magpie, Raven, Nonraven, Carnivorous Wren, Black Hatchling, Mawgull, Hook-Owl, Ink-Owl, Goshawk, Spire-Eagle, Fathom-Found and more.

The Double-Mask

Riddles within riddles! The double-mask uses minute clockwork of cunning human make, allowing the wearer to effortlessly switch between two designs. Each double-mask comes with an expertly-wrought identity (guaranteed one hundred percent false!) complete with artfully-forged paperwork and group portraits of the bearer's "family." A fascinating piece, though never to be worn in public.

MEDIUM MASKED ADVANCE: TWO-FACED.

You combine your occult know-how with the latest aelfir fashions to put together a stunning creation: two faces, each stored within the other, to be alternated at will. When wearing the double-mask, you may switch between masks at any time in a matter of seconds. Assuming they don't see you do it, any aelfir nearby will assume that you're an entirely different person when they see you in the second mask. If you're talking to them while you switch, you can do your best to obfuscate it with a Sneak+High Society roll. Whatever strange aelfir quirk this exploits, it isn't perfect; after a while, those who wear the double-mask without finesse are quietly (but firmly) maneuvered out of the area through social manipulation.



The Nude Mask

Turn heads with this scandalous construction of smoked glass and delicate fluted struts. Hestra Wander-the-Lost, sauciest of the Silver Quarter socialites, opted for subcutaneous magnets to be placed under her brow. The accompanying lodestones were then fitted within the structure of her Nude Mask, so she need never struggle with straps or buckles for a night on the town.

You needn't go to such lengths (though do inform us if you would like to, as we can advise upon an appropriate surgeon), nor need you don the mask in public as Hestra did. Many wearers confide in us that this mask has rekindled the embers of their affairs, so it makes an excellent gift for an associate who you fear may be boring their paramour.

LOW ADVANCE: BARE-FACED CHEEK. *You are used to scandal; you revel in it.* Once per session, when you take stress to Reputation, do not mark it to Reputation: refresh instead. Tell the group how you rise above the accusations.





Thunderhelm

Firearms are certainly useful, but what if one wishes to execute a servant whilst holding a drink and eating canapes? What if, while cradling the corpse of a lover, one looks to the balcony to see his killer illuminated by a flash of moonlight – and is unable to take revenge? What if one has already fired both pistols but wishes to fire a third *immediately*?

Enter THUNDERHELM. Created in conjunction with the University of Gwynn-Enforr, this revolutionary new development in the protection and fashion industries combines a stylish, lightweight mask with a powerful handgun.

Mounted on the forehead and fired by blowing into a tube beside the wearer's mouth,

this is sure to be a guaranteed “hit” at hunting parties! We've taken great pains to ensure that the weapon blends in seamlessly with the design of the mask, which is loaded with a bundle of ball-bearings that will shred any target standing at close range.

EQUIPMENT: THUNDERHELM. (D3, Point-Blank, One-Shot). This combination mask/gun is not at all subtle, so after-market modification will be needed to conceal the gun part. Firing it is dangerous, too – it's not braced properly, and the recoil can break the user's nose or bruise their forehead. Rolling anything aside from a 10 on the attack roll means the user marks D3 stress to Blood.



Excision Mask

With a team of skilled surgeons, we can pluck your naked face from your skull (working in pitch black and cutting by touch alone, so as not to see it ourselves before it is removed) and preserve it. We will then affix it to a beautifully hand-crafted support structure of avian bone and silver. Thereafter, it may be worn as any other mask – perhaps the “truest” true mask that you, dear reader, will ever have the pleasure of wearing!

Given the difficulty in maintaining one’s face without skin, it is recommended that only our undying patrons undergo the death mask process. However, we are happy to work with

living customers, and can provide an ongoing care regimen if needed.

LOW ADVANCE: DEATH MASK. *You got your face cut off so you can wear it as a mask, which at the very least shows that you mean business.* Despite what the ad copy says, you have to undergo undying surgery to be eligible for this advance. Living subjects tend to get infected and die from septic wounds, or are unable to bear the pain of living with a hole where their face used to be. Assuming the surgery is a success, gain the Compel skill and +2 Reputation.

PERENNIAL CLASSICS



The Shield

The city – smog-cloaked, greasy-fingered, all spittle and smoke – can mar a mask of even the finest quality; those made of delicate materials are especially at risk. Defend against the assaults that Spire inflicts upon your finery with the Shield: a wearable carrying case and protector for your masks.

Made of hard-wearing blacktimber and bronze, the Shield contains a number of modular silk inserts that allow it to accept any mask and keep it safe. Once properly fitted, the Shield may be worn on the face, with glass inserts through the eye-holes allowing the user to see clearly. (Of course, you may have servants to handle minutiae such as *seeing*, especially when in public – so the Shield is sold with optional velvet eye inserts to block all light.) At the buyer's discretion, reinforced glass panels may be set into the Shield at certain points to allow onlookers to view the mask within.

The mask is worn, and not worn; it is seen, but not exposed. An elegant solution to an age-old problem!

EQUIPMENT: THE SHIELD. It's just a really heavy mask for your mask. Difficulties of most actions increase by 1 when worn. It adds +1 Armour to the bearer, but if the armour slot is filled, the Shield is destroyed. (The mask inside is probably fine once you pick the splinters out of it.)

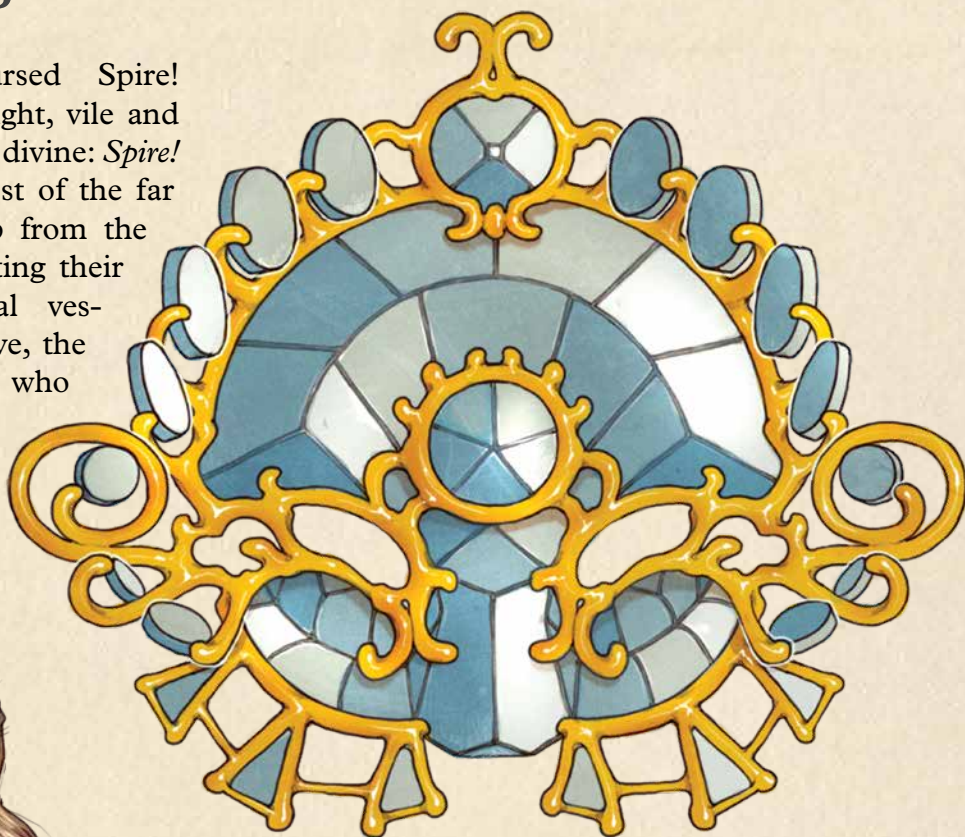
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BIRTHING MASKS. Your midwives and physicians may wear these masks, complete with blindfolds, so that you can bare the glory of your naked visage to the gods while you bring new life into the world. Blinkered versions are also available, as are permanent blinding options for the discerning customer.

Heaven-Masks

Damnèd Spire! Thrice-accursed Spire!
Wretched nail of stinking blight, vile and
blackened severance from the divine: *Spire!*

In the glittering everfrost of the far north, our Lords and Ladies step from the Other to commune with us, investing their power unimaginable into mortal vessels – but here, in this diseased hive, the Glorious will not follow us (and who can blame them?). We must make do and make pretend, wearing these specially-imported masks and hoping that one day our Heavenly Masters will burn the filth from this city.



SISTER SPRING.

Or: Sister Sunrise, The Most Beautiful. This latticework of glass and mirrors is designed to catch the sun's first rays and refract them, replacing the wearer's visage with a dazzling spray of sacred light.

Perfect for use in rituals to bless one's artistry, to seek congress with a sculptor, or to preside over a birth to ensure that the infant does not emerge wretched, but clean of limb, and handsome.

BROTHER AUTUMN.

Or: Brother Sunset, Brother Sickle, The Most Graceful. A severed goat head with the neck-skin sewn into a mask, magically treated to avoid decay; will drip "blood" when removed from its storage box.

Each one unique! Yssian dark, bok, white-cross red and myotonic varieties available. On request, we will provide the blade used to behead the goat, for use in your Home Shrine or elsewhere.



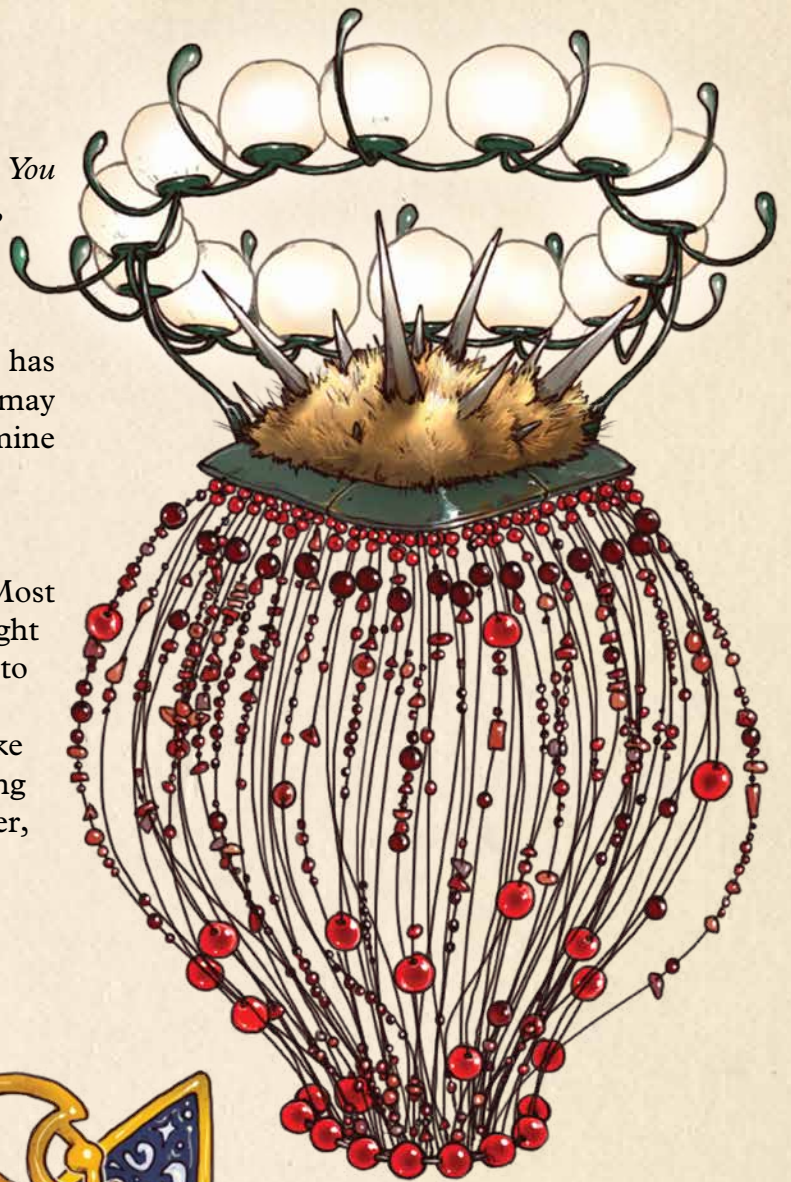
LOW ADVANCE: THE FACE OF GOD.

You own a Heaven-Mask – an aelfir ritual item, used in the north by godwalkers and vessels to draw the power of the divine into their mortal bodies. When you wear the mask and cast a Divine spell from the Solar Pantheon which has a variable stress amount attached to it, you may roll two dice and pick the higher to determine the stress inflicted or removed by the spell.

FATHER SUMMER.

Or: Father Noonday, Father Feast, The Most Bountiful. A gorgeous halo of wrought magelights with a curtain of beaded wires to obscure the face.

The face is left unencumbered to partake in that most aestival of traditions - bellowing one's glories, and the glories of Father Summer, loud enough that he himself might hear.



MOTHER WINTER.

Or: Mother Midnight, The Most Precise. An ingenious clockwork mask that reforms into different patterns over the course of the day's worship.

Ancient rituals dictated that no mask of the mother was complete until the artisan had trapped a finger in the cogs, severing it; we use drow fingers instead, for maximum efficiency.



The Edict Mask

*You might
also be
interested in*

DEATH MASKS. Live your best life and die your best death in our exclusive range of Death masks. Variants include: contact poison on inside lining; hand-cranked cerebral augurs; reversed Thunderhelm; unstable galvanic circuitry; disorientation lenses (for use on high towers); and The Gyre. 100% deceased or your money back.

Everyone needs an edict mask; why not make yours a classic Thin-Hands-Scratching? Ours are cunningly designed to be identical to the standard mask for casting anonymous votes, but made of lighter, more comfortable and more luxurious materials. Every aelfir is equal under an edict mask, but there's no reason to be equally uncomfortable!

MEDIUM MASKED ADVANCE: EDICT MASK. *Great minds think alike.* You know the secret behind the edict masks, which are identical ritual objects worn by aelfir to encourage fairness via anonymity when they cast community votes. (Most aelfir wear their true mask on their hip at the same time anyway, so the process is rendered largely useless.)

It's a mask-maker's conspiracy: each edict mask is enchanted to implant subtle thoughts reflecting the mask-maker's own beliefs and arguments. When someone wears an edict mask that you made, and you (or someone who shares your beliefs) attempt to bring them round to your point of view, you roll with mastery. In addition, refresh when an edict is passed that you helped influence with your magic masks.

MASKS FOR YOUR SERVANTS



Focus Mask

Can a dwarf be beautiful? Perhaps. But can we *improve* upon the rough, uncaring hand of nature? Of course!

The focus mask is designed to highlight and accentuate the most beautiful features of your most beautiful servants via lenses of curved glass. You may enlarge the limpid eyes of a delicate dark elf handmaiden so that they may be seen from across a chamber, or frame the elegant ears of a stalwart protector with a pair of mirrored back-pieces. Alternative designs are available to improve upon deficiencies in otherwise comely staff: the cunning positioning of lenses, mirrors and magelights can overcome a weak

chin, crooked smile, uneven number of teeth and any number of other disgraceful asymmetries.

EQUIPMENT: FOCUS MASK. *You have something beautiful about you; something that the aelfir treasure enough to put on display.* When you wear the focus mask, the magnifying lenses over your eyes, array of mirrors on the back of your head or magelight-lit indicators increase the difficulty of all tasks that involve moving quickly and accurately (sneaking, combat, pursuit, etc.) by 1. However, decrease the difficulty of all social interactions with aelfir by 1.



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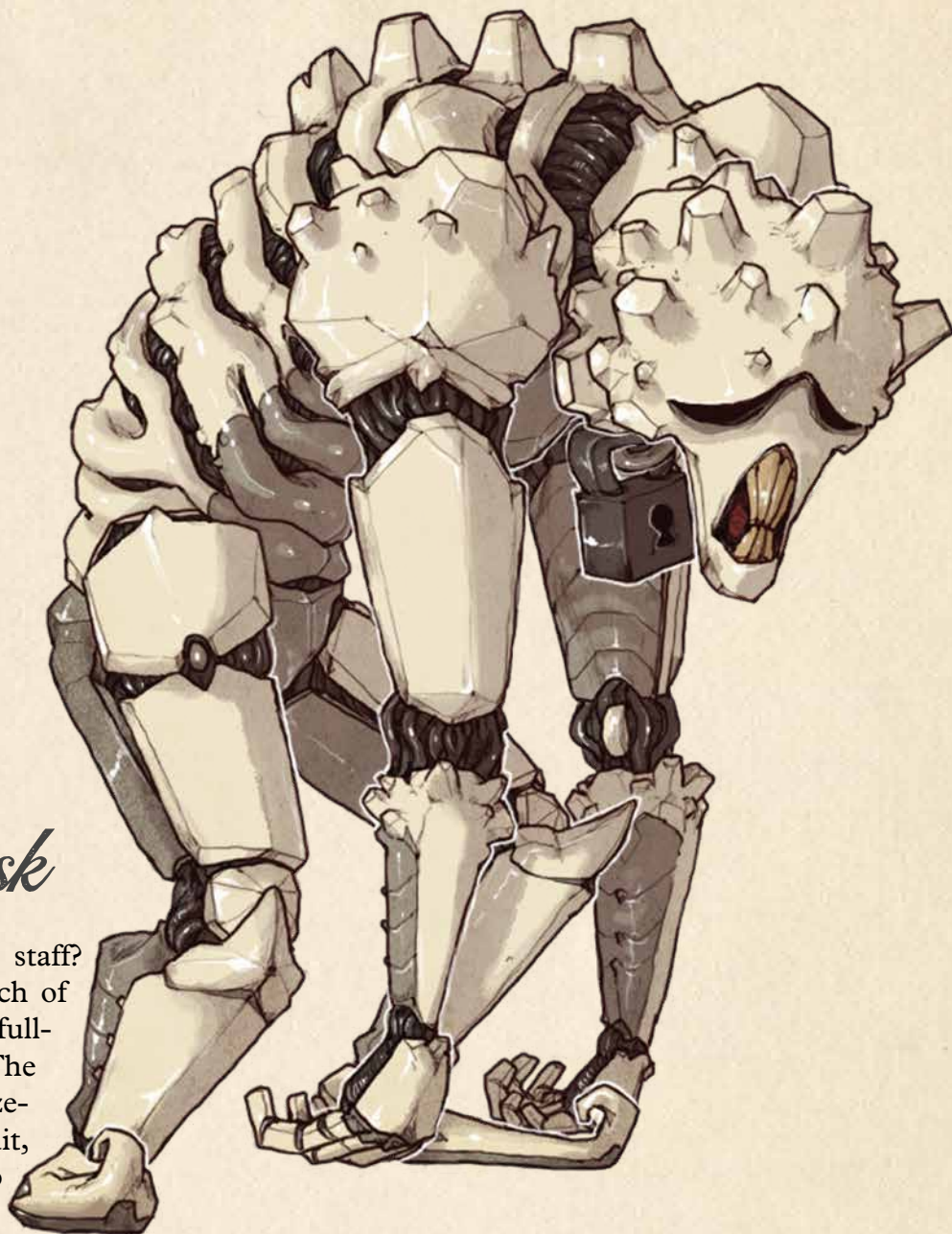
SCRYING MASKS. Open your mind to the glory of the unseen world! Concave design allows aetheric, necromantic and helixican energies to be more clearly received and understood. Point your face heavenwards to hear the whisperings of the darkness between the stars.

The Aegis Bulwark™

Combining style and protection in a single elegant package, this mask allows your bodyguards to protect themselves – and, more importantly, you – without sacrificing fashion to do it. Worked into a helmet with fluted decor that turns blades and bullets away, the Bulwark range offers a series of intimidating facades to replace whatever soft, natural face your servants have. We offer designs such as the Malak Menace, the Yssian Dervish, the Gnollish Berzerker (pictured) and the Desteran Spider-Kin.

Each purchase of a Bulwark comes with a high-calibre pistol and armour-piercing rounds should you need to execute an armoured servant without embarrassment.

MEDIUM ADVANCE: PROTECTION DETAIL. *You have access to the rich and powerful, even if you're expected to keep your mouth shut and watch out for danger.* You are a bodyguard for hire; an aelfir, pleased with your service, gifted you an Aegis Bulwark. Gain the Fight skill, +1 Silver and +1 Reputation. When you wear the Bulwark, increase your armour value by 1.



Cocoon Mask

Distracted by your ugly staff? Cover up every last inch of them with this new full-body cocoon mask. The user is locked into our one-size-fits-all mannequin-style suit, which is fully articulated to allow proper movement in their service to you.

The cocoon mask comes in a variety of styles, allowing distinguished aelfir who wish to standardise their staff to do so without recourse to expensive and unreliable surgical methods or long searches for doppelgängers. Choose from our Nimble, Stalwart, Bestial, Towering or Wretched (pictured) models. All are made from lacquered wood and specially-treated bone, adorned with beautifully-filigreed padlocks.

EQUIPMENT: COCOON MASK. Armour 2. The cocoon “mask” (actually a full, rigid bodysuit) is not fully articulated at all, increasing the difficulty of almost every action performed

within it by 1. There are two benefits to wearing a cocoon mask: firstly, it allows you to blend in perfectly with other servants wearing the same “mask”. Secondly, you can lock the limbs in place and rest against them if you’re standing in one place for a very long time, allowing you to roll with mastery on Resist checks to not pass out or fall over.



Shadowglass Masks

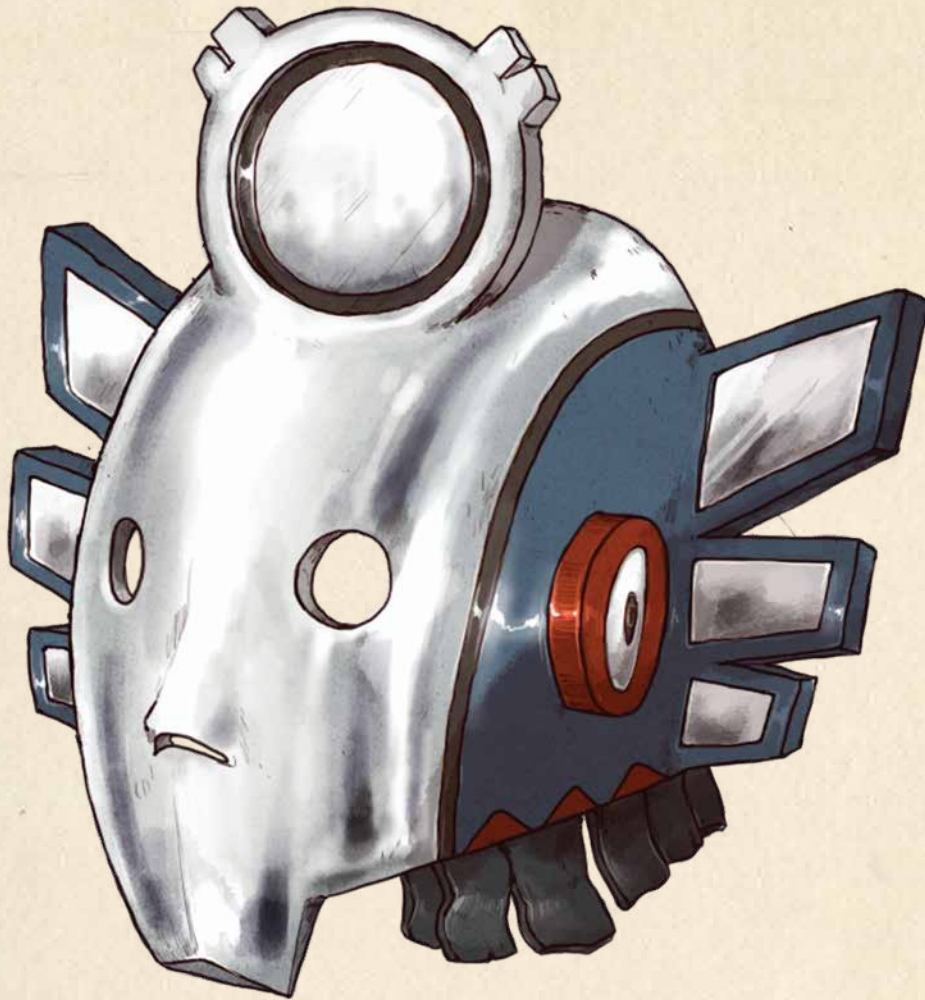
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KEY MASKS. Always losing your keys? Simply bind important keys into the forehead of the key mask and have a trusted servant wear it. They then bend over, insert it into the lock, turn their neck just *so*, and the door is unlocked. Convenient and fashionable.

When confronted with the majesty of our solar master, our lessers can find themselves squinting in a most uncomely fashion. Extended exposure can lead to unsightly burns, rashes and welts upon the skin and bothersome temporary blindness which begets lateness and mistakes. Overcome the natural failings of the drow with shadowglass! Tinted purple-red with pigments from the ground-up shells of fat rosewatch beetles, it filters sunlight into a form suitable for stunted, underdeveloped eyes.

Worked into a headdress that reimagines traditional Aliquami stylings with a modern, playful twist, this mask provides full coverage for your servants when they must leave the darkness of their hovels and venture into the glorious sunlight.

EQUIPMENT: SHADOWGLASS. Popular with drow for centuries, the aelfir have just discovered shadowglass and are attempting to sell it at a greatly enhanced cost. Wearing shadowglass lenses in goggles or glasses allows a drow to see normally in sunlight; a full headdress and robe allows them to roll with mastery on Resist checks to endure the light of the sun or paladin-made flash bombs. Aelfir designs tend to sacrifice coverage for style, leaving exposed midriffs or shoulders, and as such confer no benefit unless modified appropriately.



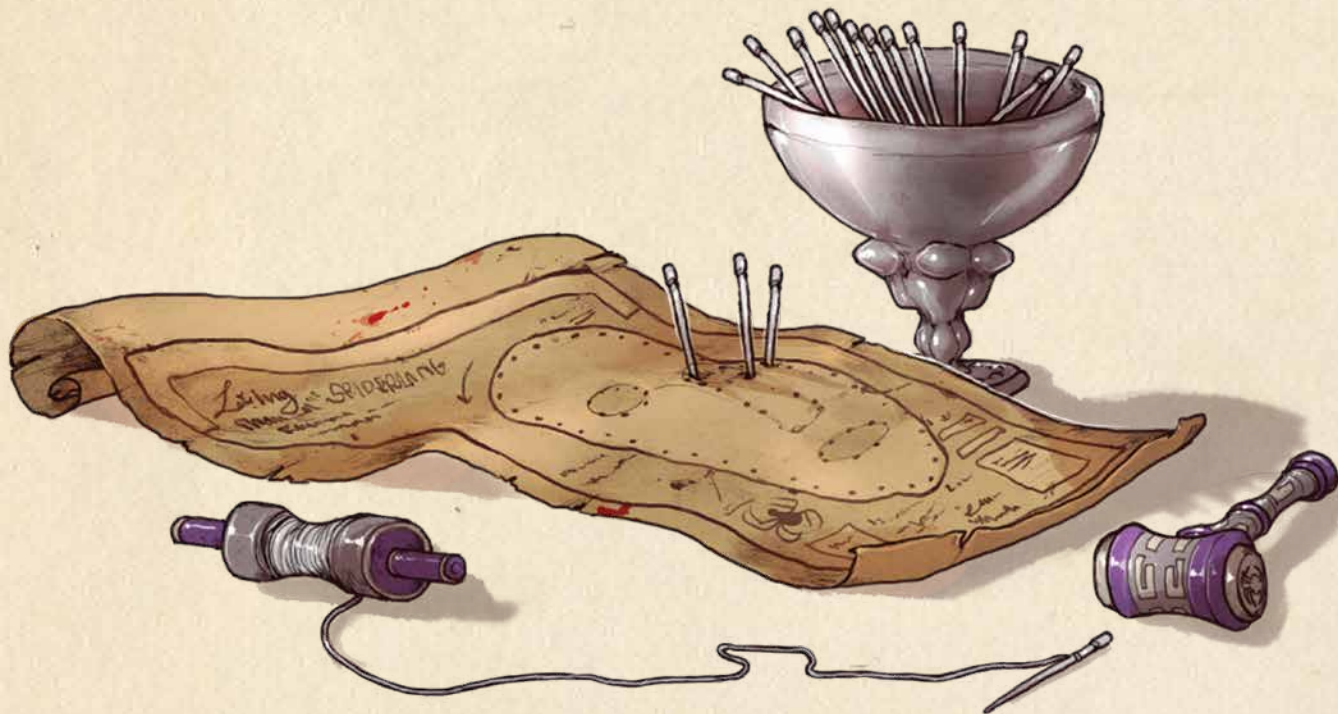
The Mirrored Mask

Be a kindly master: rid your charges of the stress of selecting a suitable mask to wear in your presence with the Mirrored Mask. Specially constructed to fit snugly over a drow's diminutive brow and awkward ears, the facade of this mask is constructed from a single piece of mirrored glass. When you or a visitor looks upon it, they will see the reflection of their own mask! How joyous to shed one's face, only to replace it with a visage tailored to delight and entrance every individual!

This mask will never go out of style because it *reflects* style; it is separate and yet part of the whole. The Mirrored Mask is available in convex, concave or level configurations (depending on whether you wish to appear larger, smaller or true to life) and is wipe-clean. It is also sturdily constructed: mounting brackets can be screwed

into the bones of the skull and neck to take the strain off the muscles of your favoured drow.

EQUIPMENT: MIRRORED MASK. A heavy and uncomfortable mask with a large reflective surface mounted on the front. Eye-holes are cut through the material to allow the wearer to see (however awkwardly). Wearing this mask while talking to an aelfir will cause them to treat you in accordance with how they feel about themselves: a high elf wracked with self-loathing will take it out on you, but a prideful and vain elf will find you becoming and alluring. It's not a magical effect (although a properly trained Masked could reinforce it with occult power) so the aelfir will still treat you as a servant, but it can allow you some insight into their minds.



The Spiderling

The drow are obsessed with spiders. These skittering arachnids take up unwanted residence in our homes, survive off whatever blunders into their domain and spend the day idly waiting at the centre of their webs for opportunities to be delivered by the gods. And don't get us started on the spiders!

Humour aside, the drow feels a kinship with the spider. This ingenious mask seeks to use that kinship to alleviate the stresses placed upon their fragile psyche when interacting with their superiors. First, a series of needles are pushed into the skin of the drow's face around eight points; we can perform this task for you, but many buyers enjoy following the provided instructions themselves. The insertion points are, when stimulated by gentle puncturing, known to dispel angst, increase obedience and heighten pleasure fivefold.

Then, silver thread – close to spider silk, but more durable – is bound around the points in an intricate pattern to form a “mask.” Again,

we have staff on hand to put the string in place, but crafting a unique pattern on your servant's face will show them how deeply you care. Some of our clients even allow their staff to apply the thread themselves before work starts for the day!

When complete, these threads occlude the drow's face but are light enough for the neck of even the weakest dark elf to endure. The procedure is not permanent, unless you wish it to be so.

MEDIUM ADVANCE: SPIDERLING. *Your master pushed needles into your face and bound them up with silver that you are forbidden to touch, lest you lower its value. You've been pushed so far that very little fazes you any more – but when you crack, you'll do it hard. When you take Mind fallout, you may roll a D6; on a 1-4, it's ignored entirely. On a 5-6, it's upgraded to the next level instead.*



The Desteran

The drow make for poor caretakers: under their custodianship, Spire had fallen into disrepair and decay. It was only the arrival of the aelfir in the Year of Seven Sages that saw programmes of urban renewal, infrastructural repair and mass transit solutions instituted throughout the poor, belaboured structure. Truly, under the reign of the aelfir, the city has reached new heights (in both the figurative and literal senses). Many drow realise this, and thank us for our kindnesses and the burden we have elected to bear; the Desteran is for those drow who do not.

If you, reader, are a drow – or you know a drow – who does not appreciate the sacrifices that the high elves have made, the Desteran can bring solace to a quarrelsome heart. Using quaint dark elf folk magic, it calms the wearer and slips mantras into their subconscious to reassure them of the supremacy and kindness of their betters. For drow who are in two minds about wearing the

Desteran, we offer fitting parties with assistants armed to a level of your choosing.

EQUIPMENT: THE DESTERAN. A mask that hides two slivers in the temples. Slivers are shards of magical crystal or metal that are inserted into the (often unwilling) user's body, rewriting their body and mind in a variety of ways. These slivers are imprinted with the idea that the aelfir occupation of Spire is a good thing and that the drow should help them. While most bearers of the Desteran have it forcefully fitted, there are an increasing number of dark elves voluntarily undergoing the process. They claim that subservience to the high elves is right, natural and good, while thoughts of rebellion are wicked and must be suppressed. The Ministry is actively working to doctor the slivers so they have the opposite effect, but the project is still in its early stages. Removal is at best difficult and at worst fatal.

THE AMARANTH™ LINE

THE VERY FINEST MASKS

The Forevermask

Age is the most commonly harboured of the fatal diseases, and also one of the most unsightly. Who among us wishes to have their skin turn sallow and pocked? Who would want to kiss a sagging, flaccid cheek when the world provides us with such a bounty of taut-faced beauties? Why would the gods, in all their splendour and radiance, seek to look upon something less than perfection?

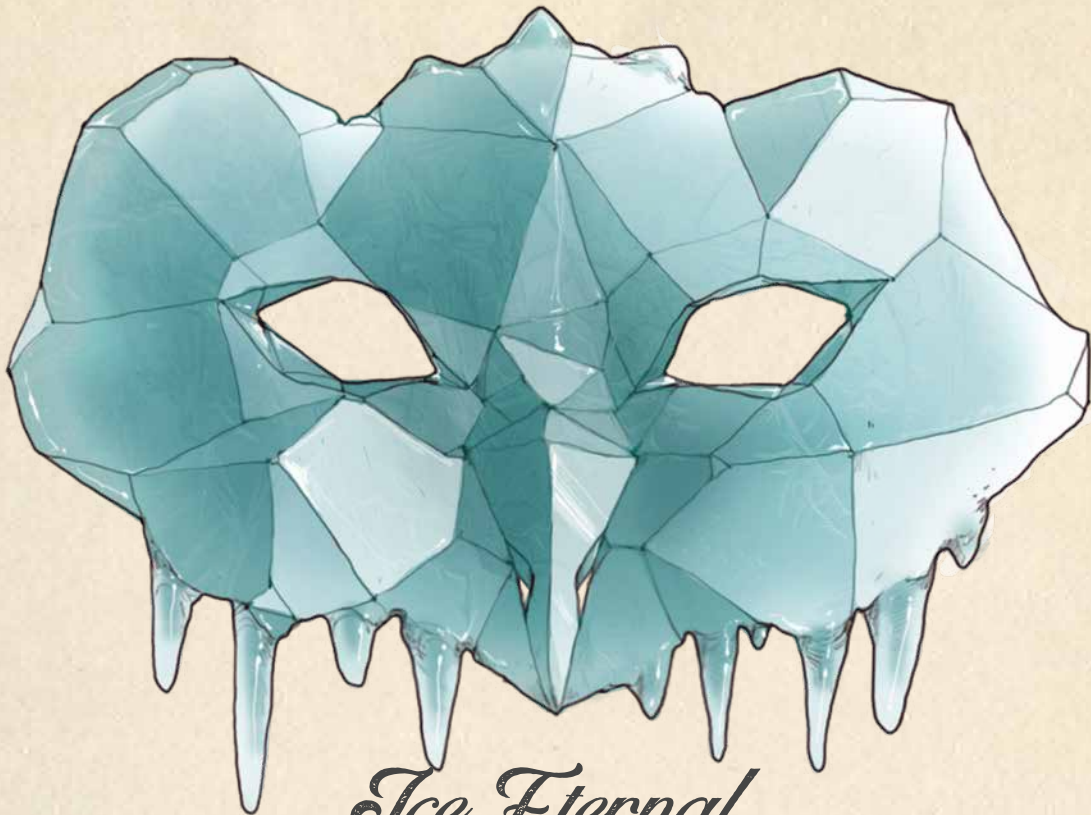
Now you need not fear the relentless march of years wreaking their wrath upon your brow: the Forevermask is here to answer your prayers. Using a series of galvanic lights, it projects an array of luminescent energies onto your skin – vril, supraviolet, helixican, transauranic, etc. – which are recommended by physicians to counter the insidious signs of aging. The mask can be powered by attaching it to a galvanic reactor, but if you wish to wear one and retain your mobility, batteries and a range of tasteful straps to bind them to a servant of your choosing are available at additional cost.



EQUIPMENT:

FOREVERMASK.

This full-face mask bombards the wearer with barely-understood radiation in an attempt to slow the signs of aging. It absolutely does not work, and makes most tasks (including sleep) impossible due to ultra-bright lights shining directly into the eyes. The build-up of radiation leads to hair loss, sores, tumours, necrosis, demonic intrusion and eventual death. It is also entirely possible (with a Fix+Technology check) to overload a forevermask with too much radiation, killing the user, if you were interested in such a thing.



Ice Eternal

To become warm is to risk insanity: if one catches the fire of the sun in one's blood, one will be driven mad by the ceaseless thudding of a hell-for-leather heart, made sharp and quick and spiteful by the burning vitriol in one's veins.

All citizens of proper standing understand the importance of ice-bathing. We at Thin-Hands-Scratching endorse full submersion in meltwater at least once per moon to maintain the correct composure, chill the blood and reduce the likelihood of derangement. Should you wish to preserve your cool head in the hottest of situations, we also recommend Ice Eternal.

This exquisite mask is carved from refined unmelting everfrost, specially tempered to avoid harming the skin when worn next to it. Blood flows from the trunk of the body and to the head, where it is cooled, and from there floods the veins with a blessed chill. Modelled after the masks of great senator-weavers, warrior-poets and lawyer-calligraphers of days gone by, the Ice Eternal range is popular with politicians,

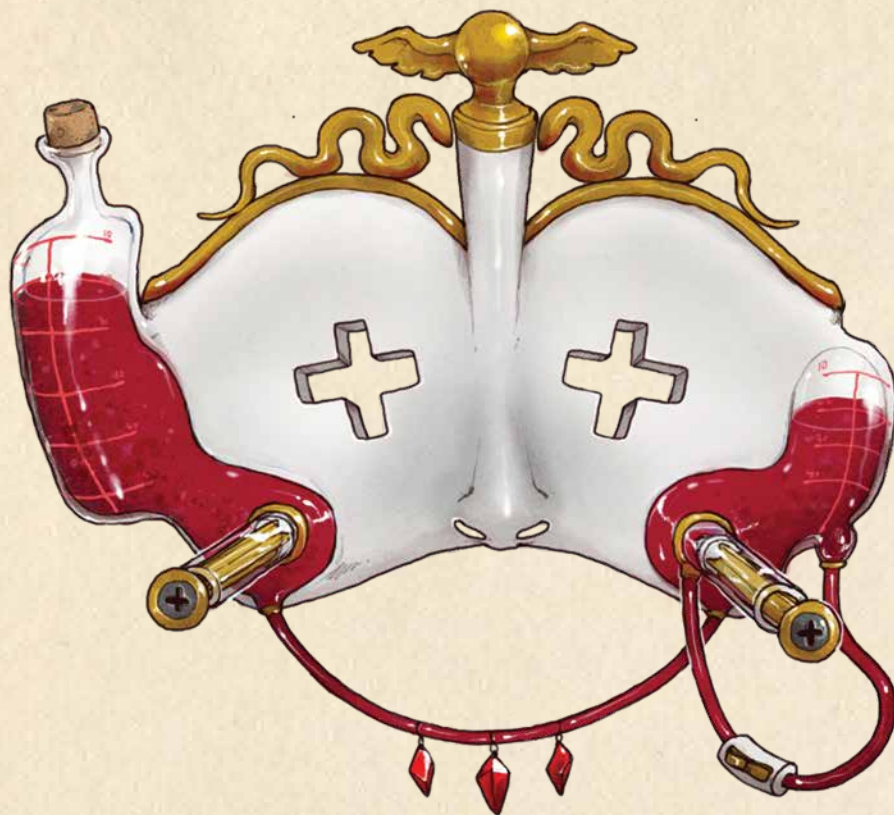
stateselves and any who wish to ward off the insidious heat.

A must for those travelling to Aliquam, Nujab or beyond.

EQUIPMENT: EVERFROST MASK.

Hugely expensive and cut from refined everfrost – not the huge priceless blocks that suck the heat out of frozen Amaranth, but something rarer and more valuable still. Given that the mask never melts (so long as it is exposed to sunlight so it can recharge), it can stem the effects of heat-madness on aelfir a little – but wearing it causes skin damage and eventually frostbite. There is a solid market in discreetly-packaged skin creams and soothing balms, and more than one politician has been shamed out of office after it was discovered that their ice mask was painfully necrotising their face.

It is of little use to a drow, aside from reselling it – though it could help them stay cool on the sun-bleached summer streets of New Heaven or the sweltering depths of the Works.



The Vizard Intravenous

The aelf is the most sacred object imaginable, and the most sacred art is that wrought by the hand of the aelf. What better way to honour the gods than with the noble pursuit of intoxication: to open one's veins to the glories of the world, rewrite the architecture galvanic of one's brain and carve fresh mental tributaries with quick potions? Hide not your application of elixirs, but show them proudly to the city with the Vizard Intravenous!

Slim needles puncture the cheeks and neck, with glass pathways leading to elegant vials and reservoirs built into the mask. In these vessels, your tonic(s) of choice may be safely stored. The natural movement of the blood draws the drug down the tube into the body and thereafter into the brain to work its magicks. The Vizard Intravenous saves time, is of attractive make, and allows your servants to monitor and optimise your dosage with ease.

LOW ADVANCE: JUNKED. *You spend your days in a haze brought on by an expensive cocktail of intravenous narcotics – blues, dreck, glimmer-drip, maybe even sulphur on a good week. You view the world as if through smoked glass. When you take stress to Blood or Mind, you can allocate it to Silver instead. Once you've done this, the difficulty of tasks that require you to act normally – blending in with a crowd, for example – increase by 1 for a few hours until the high (or low) wears off.*



The Death Masquerade Experience

Die, and live on in the memories of your loved ones. The Death Masquerade is a full-day funeral experience for your friends and family after you pass into the infinite, and should not be entered into lightly.

Using bones plucked from your corpse, an expert team of mask-makers and mortician-chirurgeons will create up to ten (10) masks from your cadaver, each drawing on a specific loved one's true mask for inspiration. These are to be worn at your funeral, which will be accompanied by an original five-act opera in the style of your choosing (choose from: Glacefic, Desteran, New Aetheric and Desang). The opera will focus on your life and works.

At the climax (the scene of your death), each member of the audience wearing a mask made from your bones will be overcome with visions of your time together, but from your perspective. Your child can give birth to herself; your lover embraces themselves in your arms; your executioner will watch helplessly as they slit their own throat. Truly, they will understand what they meant to you, and

how the tale of your life together is complete in your death.

Due to the preparation time required to arrange a Death Masquerade, we recommend scheduling one's death at least two years in advance.

SCENE: THE DEATH MASQUERADE.

No player character could hope to afford something so extravagant as a bespoke five-act opera which ends in an explosion of magical visions, but they might be able to attend (or sneak in). The important thing to know is that the visions are bound to the *masks*, not the wearer. If you can steal someone's funeral mask, you'll get a highlight reel of all their most important interactions with the deceased as the opera comes to a close.

No-one has been gauche enough to stage a Death Masquerade after undergoing undying surgery, allowing them to attend their own funeral and really stick it to their detractors, but it's only a matter of time (and money) until someone does it.

Delve into the finest masks on the market with *The Book of Masks*, expertly written by established mask-maker Lysk Thin-Hands-Scratching, which contains details, rules mechanics and beautiful full-colour illustrations by Iguanamouth. This equipment sourcebook requires a copy of the *Spire RPG* corebook; it is not a standalone game.

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For more about Spire, go to rowanrookanddeckard.com



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