

Masque of the Red Death: Web Enhancement 1.0

Updated Firearms Rules

Armor and Firearms

Firearms are not necessarily more deadly than melee weapons, but they possess far greater penetration power. For game purposes, any armor worn in Masque of the Red Death is halved when used against firearms. For example, if an adventurer were to wear a chain shirt, he would only gain +2 AC when being fired upon by a navy pistol.

Firing while Engaged

Using a firearm while in you are melee or while someone is adjacent to you does indeed invoke an attack of opportunity, just like firing any other ranged weapon.

Reloading

Reloading a firearm is either a full-round or standard action, depending on the weapon. Cylinder weapons require a standard action to reload and all other weapons require a full-round action to reload. The rapid reload feat reduces this time. It changes a full-round reload to a standard action, and changes a standard action reload to a move-equivalent action. This rule supercedes the previous rule of 2 bullets per full-round action.

Fanning

If the firearm wielded is a single action weapon pistol or lever-action rifle, it may be used in a fanning maneuver. Fanning a gun requires the Fanning feat.

New Firearms Stats

Weapon damage lists the amount of damage caused by the weapon.

Critical indicates the numbers on a natural d20 in which a critical hit is threatened.

Type indicates the kind of damage caused by the weapon. Ballistic damage is piercing damage.

RoF indicates if the weapon is capable of single, burst, or automatic fire. All firearms of the 1890's are single fire only. The dash and second letter indicate if the weapon is (S) single-action, (D) double-action, (C) carbine, (L) level-action, or (B) breech-loading.

Ammo indicates the kind of ammunition used by the weapon. Cyl stands for cylinder or revolver-style weapons. Reloading a cylinder weapon requires a standard action. Box stands for an removable magazine that can be reloaded separately from the weapon. Reloading box ammunition is easy. The shooter merely fits another magazine into place, but this does require a full-round action. Int stands for interior, or bullets that are reloaded by breaking open the gun. Interior ammunition requires a full-round action to reload.

Reliability: Misfiring of weapons is a common happenstance in the 1890's. If a wielder of a firearm should roll a "1" on their attack roll, they must make an immediate DC 20 reliability check for their weapon. The wielder adds the reliability rating of the gun to their d20 roll to see if the weapon misfires. If the check is failed, the weapon jams or misfires. A jammed or misfired weapon requires a DC 15 Craft: Firearms check in order to make it operational once again. Repairing a weapon is a full-round action.

Updated Firearms Table

<u>Weapon</u>	<u>Damage</u>	<u>Critical</u>	<u>Type</u>	<u>Range</u>	<u>RoF</u>	<u>Ammo</u>	<u>Reliability</u>
<u>Pistols</u>							
Derringer	2d4	19-20 x2	Ballistic	10 ft.	S-S	1 or 2 int.	+4
Pocket Revolver	2d4	20 x2	Ballistic	15 ft.	S-D	6 cyl.	+1
Navy Pistol	2d6	19-20 x2	Ballistic	40 ft.	S-D	6 cyl.	+6
Army Pistol	2d8	20 x3	Ballistic	30 ft.	S-S	6 cyl.	+8
<u>Rifles</u>							
Spencer Carbine	2d10	19-20 x2	Ballistic	60 ft.	S-C	7 box	+8
Winchester	2d10	19-20 x2	Ballistic	50 ft.	S-L	15 box	+10
Buffalo Rifle	2d12	20 x4	Ballistic	100 ft.	S-B	1 int.	+4

Updated Language Rules

Why Language Matters

In many settings, different languages are superfluous to the setting. There is a common tongue that most people speak, and knowing other languages is not generally considered an asset. However on Gothic Earth, there is literally no common language and the adventures of the characters may take them away to the far corners of the world.

In such a setting, language can be particularly important. Indeed, the language barrier can be a fun barrier to play with in the setting. Imagine a party who discovers that a great evil is about to awaken in Romania, and travel there, only to find that no one speaks Romanian. The party then has to piece out conversations, only to find out too late that what they were searching for has broken free of its age old prison. Where has it gone? Only through patience and care will they be able to glean their information.

Imagine the possibilities of only having one character that can speak the language. The party now has to depend upon the translator, who suddenly plays a prominent role in the adventure. What happens if they lose their translator? What happens if they have to split up?

A particularly fun scenario is sending the party on a mission where they have to infiltrate an area where not all of the party can speak the language. Suddenly, the party must work together so that the non-speaking members can pass as natives.

Finally, a great way to make the language barrier an interesting obstacle in the game is when the party is doing research. Picture the party stumbling across an ancient text that is written in some dead tongue. Either one of the party will have to translate it or they will have to take to an expert to have it deciphered. Taking a mysterious tome to an expert in the field creates a whole new side adventure. The party will have to track down this new contact and get to him, possibly trying to get to the information source before he is killed or kidnapped.

Expanded Masque Language Rules

In the Masque of the Red Death setting, the Speak Language skill is a skill like any other. It does not function like language slots do in D&D. A scholar can devote 5, 10, or even more skill slots to a spoken language.

In the Masque of the Red Death setting, assume that all natives have 4 ranks in their own native tongue. This means that even a 1st level character in the Masque of the Red Death can speak their own language perfectly. A scholar or orator might can put more than 4 ranks in their native tongue, if they wish to speak with a particularly broad vocabulary.

Because of this rule, putting 4 or more ranks into a particular Spoken Language skill allows one to get along perfectly in that culture.

Remember that the Speak Language skill is a cross-class skill for everyone unless one takes the Linguist feat.

Passing for a Native

What the Language Ranks Mean

- 1 rank:** Novice level language proficiency. You can order something at a restaurant or ask for directions.
- 2 ranks:** Basic level language proficiency. You can carry on casual, superficial conversation. You may speak about very common subjects such as the weather or entertainment.
- 3 ranks:** Moderate level language proficiency. You may carry on high-level conversations about intellectual matters such as politics, philosophy, or literature.
- 4 ranks:** Superior level language proficiency. You may carry on conversations on all levels of society. You understand copious uses of slang or jargon. You can discern various dialects of your language and even take on those dialects, as long as they are not too divergent from the base language.

Speaking exactly like a native is a bit tricky. Even a well-spoken foreigner who has lived in another country for more than a decade might have an accent. In order to pass as a native, the speaker must make DC 14 Spoken Language skill check. It is possible to take 10 on the roll. The speaker cannot take 20.

Remember that in times of stress, the speaker will not be able to take 10 on their roll.

Alternative Language Rules

Easier Language Variant:

If you wish for your campaign to take on a more cosmopolitan feel which spans the globe, you might wish to encourage your player characters to take on various languages. In this case, make Spoken Languages a class skill for everyone, and give each character a number of bonus skill slots in Spoken Languages equal to their Intelligence modifier.

For example, Rick Carson, world explorer, has an Int score of 14. His Intelligence modifier is +2. Therefore, he gains 2 free skill points to put into Spoken Languages. Rick decides to put them into Portugese, to represent his time spend in Brazil.

If you are using the **Incredible Linguist Feat** from this web enhancement, the Linguist feat would no longer be a prerequisite under this variant ruleset.

D20 Language Variant:

The easiest language variant, of course, is the system used by D&D. Speaking a language, then, takes only 1 skill point. However, since spoken languages are a cross-class skill for everyone, it takes 2 skill points for any character to learn a language.

The advantage of this system is that it is familiar to most players. It is also quick and easy, avoiding additional bookkeeping. It also allows for truly amazing characters, capable of speaking dozen of languages.

The disadvantage of this system, of course, is that it is unrealistic. Characters who have put skill points into French, for example, speak perfect French. In this system, there is no such thing as someone who speaks with a "broken accent."

Common Language Variant:

Many DMs will not wish to bother with language at all, preferring a more cinematic approach. In this type of campaign, everyone around the globe speaks the party's language in some form or fashion. This is approach values style and excitement over intrigue and realism.

In this variant campaign, allow NPCs with Spoken Language skills to make skill checks in place of *and in addition to* Gather Information checks when dealing with a foreign culture.

Behind the Masque: Making the Language Barrier Interesting

Many DMs find dealing with various languages difficult and frustrating. Here are a few ways to make the language barrier interesting and fun.

#1: Make sure that the Language Barrier is an obstacle that has a clear solution.

If the party is in a place where not everyone speaks the language, simply think: How will they get where they need to go? Will there be a translator available? Will just a single party member be able to speak the language? If there is no clear solution, you and your players will become frustrated.

#2: Make the Language Barrier serves a purpose in the story.

On the other hand, if the language barrier has a clear solution in each scenario, it is a great way to channel the adventure along interesting paths. Imagine the party having to recruit a rough-and-tumble desert nomad as their guide. Picture your team having to find the one expert on Ancient Pre-Sumerian writings. Envision the heroes trying to save the life of the only woman who can speak the words of an ancient ritual.

#3: Let your players know what kind of game you are running.

Let your players know from the outset that taking different languages will be an asset, if you are running a language-important game. Drop hints about what languages will be important. Your stalwart explorer will be mad if he can speak Arabic, but later finds himself going to China.

#4: Stick to you what you set down.

If you say speaking Chinese is going to be important, let it be important. Don't change your mind halfway through the game. Also, allow people who can read different languages or speak different languages to shine now and then. It gives these linguists a definite role in the party, and opens up new challenges for your heroes.

For example, after failing to several Gather Information checks at the Egyptian Bazaar, Professor Napier clears his throat and gently pushes past the brash young Rick Carson. Professor Napier tries his Gather Information skill, which is +4. He rolls a 2 for a total of 6. Not very good. Professor Napier's points out that he also has skill slots in Spoken Language - Arabic.

Now Naiper tries again, this time speaking in Arabic. He makes another Gather Information check, despite his previous failure, but uses his language skill in place of his Gather Information roll. His Spoken Languages - Arabic skill is +8. He rolls a 14, for a total of 22. The DM deems that this is high enough for the party to find the information they seek.

New Feats

Brawler

"I'm unarmed. Honest."

Requirements: Pugilism

Your unarmed strikes do serious damage against opponents or objects.

Benefits: Your unarmed strikes do 1d6 points of damage. This damage may be lethal or non-lethal at your discretion.

Combination Strike

"So the question is...which hand did I just hit you with? My left or my right?"

Your unarmed strikes are extremely fast and dexterous.

Requirements: Pugilism

Benefits: You may make an additional unarmed strike when using the full-attack action. This additional attack is made at your full to attack bonus. However, this attack and all other attacks you make this round (the first and subsequent attacks) are at a -2 to hit. The additional unarmed strike only adds half of your strength bonus to the damage.

Disarming Shot

"Say, what happened to your pistol? Shame how it just kind of ended up on the floor there, isn't it?"

You may use ranged attacks to disarm your opponent.

Requirements: Point Blank Shot

Benefit: You may make a ranged attack to disarm your opponent. Both you and your opponent make opposed ranged attack rolls. If your opponent wins, they retain their weapon or whatever they happen to hold in their hand. If you win the opposed check, your opponent drops the item at their feet. Obviously, your opponent does not get an attack of opportunity against you for this disarm attempt, unless your opponent is in melee with you.

Note: This replaces the former Disarming Shot feat.

Improved Disarming Shot

"Will you look at that. You just keep throwing your weapons away."

You are particularly adept at disarming your opponents with trick shots.

Requirements: Base Attack Bonus +6, Disarming Shot

Benefit: When making a disarming shot (as described under the feat of the same name), you gain a +4 on your opposed attack roll against your opponent when attempting to make a disarming shot. Furthermore, once you have disarmed an opponent, their weapon lands 5 feet away from the wielder, in the space that you designate. Without this feat, a range disarmed weapon lands at the wielder's feet.

Incredible Linguist

"Wait. I've been listen to them for the past hour. I think I can speak some of their language."

You are a language prodigy, capable of picking up a completely foreign language within a few weeks' time. Other languages are even easier for you to acquire. There is no limit to your linguistic capacity.

Requirements: Int 15+, Linguist, 2 ranks in 3 different language skills - spoken, written, or ancient

Benefit: When you assign skill points to a language-related skill, you do not have to specify which language skill until later. These unassigned skill points do not benefit you in any way, but are held in reserve. At any time during the game, as a free action, you may spontaneously assign these spare language skill points. These points may go to either a Spoken Language skill or a Knowledge (Ancient Language) skill.

For example, at 4th level, you might assign 3 skill points to your language pool. These unassigned skill points do not aid your rolls or any of your other skills. As the adventure progresses, you find yourself outside an ancient Indian temple. You then decide to place your 3 skill points into Knowledge (Ancient Language - Hindi). After studying the writings on the temple walls for a while, you see that they are related to Sanskrit, which you have studied extensively. Once the connection is made, you begin to read about the terrible curse placed upon the temple.

Mysterious Scholar

"I didn't know you could read Coptic runes..." "Did I ever tell you about my time in Sumatra? It was there that I learned...."

You are extremely well-traveled and well-learned. You have explored the world and have much knowledge about things seen and unseen in the world.

Requirements: Int 15+, Perfect Memory - Visual, 2 ranks in 3 different Knowledge skills

Benefit: When you assign skill points to a Knowledge skill, you do not have to specify which Knowledge skill until later. These unassigned Knowledge skill points do not benefit you in any way, but are held in reserve. At any time during the game, as a free action, you may spontaneously assign these spare Knowledge skill points to a specific Knowledge of your choice.

For example, at 4th level, you might assign 3 skill points to your Knowledge pool. These unassigned skill points do not aid your rolls or any of your other skills, including any of your Knowledge skills. As the adventure progresses, you find yourself trapped in an Egyptian tomb made of strange obsidian blocks. You then decide to place your 3 skill points into Knowledge (Ancient Egyptian History). You suddenly remember a time in which you studied Egyptian tombs at the academy. You realize to your dread that only one pharaoh used obsidian blocks in his tomb: Ramen-Tet the Unholy.

Pistol Fanning

"That was fast...."

When using a single-action revolver you may fan bullets from your gun in a deadly spray of rapid fire. This requires the wielder to squeeze and hold down the trigger while her off hand hits the hammer of the gun rapidly. When this is done, the weapon is almost never held at eye level, making for poor accuracy.

Requirements: Base attack bonus +6, Precise Shot

Benefit: As a standard action, you fire three shots at a 10' x 10' area. The area must be within one range increment of your gun. You must also be able to fire three shots. If you only have two bullets remaining in your gun, the feat fails. Once you fan all three rounds, all creatures within that area must make a Reflex save with a DC equal to 10 + your Base Attack Bonus. Those who fail take your weapon's listed damage. Those who make their saving throw take no damage at all. Historically, fanning was either extraordinarily effective or woefully inaccurate.

Note: You may only fan with a gun when it is a single-action weapon.

Rifle Fanning

"Feel my fire!"

When using a level-action rifle you may fan bullets from your gun in a deadly spray of rapid fire. This requires the wielder to hold the rifle at waist level with the off-hand, while the shooter pumps the lever and pulls the trigger with their shooting hand quickly and in rapid succession. This shooting maneuver is even more difficult to pull off and sacrifices the rifle's main advantage, which is accuracy over long range.

Requirements: Base attack bonus +6, Precise Shot.

Benefit: As a standard action, you fire three shots at a 10' x 10' area. The area must be within one range increment of your gun. You must also be able to fire three shots. If you only have two bullets remaining in your gun, the feat fails. Once you fan all three rounds, all creatures within that area must make a Reflex save with a DC equal to 10 + your Base Attack Bonus. Those who fail take your weapon's listed damage. Those who make their saving throw take no damage at all. Historically, fanning was either extraordinarily effective or woefully inaccurate.

Note: You may only fan with a rifle if it is a lever-action rifle.

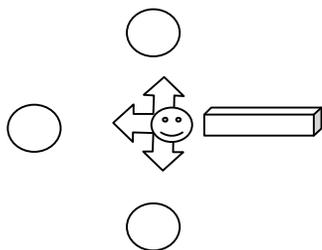
Sidestep

"Everyone! Get down!"

You are particularly adept at diving for cover when under fire.

Requirements: Dodge, Lightning Reflexes

Benefits: When standing up to 5 feet away from cover, you gain the benefits of that cover. You only gain this benefit if it is cover that you could normally hide behind with a 5-foot step. This bonus only applies to ranged attacks. If already standing behind cover, then the character with this feat gains no extra benefit.



Example: The PC gains a +4 bonus against the north and south opponents because he could gain cover from them with a 5-foot step. However, the PC could not get cover from the opponent on the west with a simple 5-foot step, and therefore gains no AC bonus against him.

Sniper

"A little to the left. A little to the right. There. Smile for the camera."

You are particularly adept at making aimed shots with deadly accuracy.

Requirements: Dex 13, Wis 11, Base Attack Bonus +4

Benefit: After you have taken the full-round aiming action, you may add 5 to the threat range of your weapon. This stacks with other feats or benefits that you might have such as the Improved Critical feat. This bonus is added at the end of the calculation of the critical range. For example, if you were firing a rifle at a target after aiming, and you had both the Sniper and the Improved Critical feat, your threat range would be 12-20. It would change from 19-20 to 17-20 because of your Improved Critical feat, and then from 17-20 to 12-20 because of your Sniper feat, because the Sniper bonuses are added at the end of the factoring.



The Marked: Campaign Variant

You were born different. For all of your life, there has been something unique about you. Perhaps you have always been able to see through shadows and darkness. Perhaps you have always been able to move objects with your mind. Whatever the case, you have been given a gift. Or is it a curse?

You've always known that you have led a different life. Your abilities were proof enough of that. However, whether you tried to embrace that difference or not, strange things have happened to you. Perhaps you have seen spirits, perhaps you have had experiences with the walking dead. It is your choice as to the events that have transpired in your life, but ultimately something has happened. You know that there are other things in the world besides God's Balance.

What is the Campaign About?

The Masque of the Red Death setting already features heroes who are struggling against the Red Death. As stalwart investigators of the unknown, you are attempting to hunt the creatures of the night, the minions of the mysterious evil that has corrupted the world.

However, in *The Marked*, you play very different characters - people who are already hunted by the forces of darkness. Each player character starts out the game with some unique ability that sets him or her apart from the rest of humanity. This ability is never earth-shattering, but it is enough to make your character believe in forces outside of those that can be seen and measured by the eye and hand.

To make matters worse, your character is being hunted down. Your character might be the target for a wicked fiend of perverse desires or a group of fanatical pseudo-scientists. These forces each desire your character for a different reason. The fiend might believe that consuming your flesh will give it a measure of your power, while the pseudo-scientists desire to dissect your body for study.

What is your Mark?

After creating your character with the Masque of the Red Death rules, choose a special ability. Tell me how it manifests itself. Do your eyes glow when you peer through darkness? Do you break out into a cold sweat when you peer into the Ethereal Plane?

Possible Powers

Cat's Eyes: Low-light vision

Telekinesis: Mage Hand 2/day

Faerie-Blooded: Dancing Lights 2/day

Ghost-Touched: See *Ethereal Reasonance* feat for free

Poltergeist: Ghost Sounds 2/day

Truth-Seer: Detect Law 2/day

Psychic Vampire: Regain 1 extra hit point per level per day; plants or insects that stand near you for more than 1 hour die

Animal Empathy: As the ranger ability

Living Blood: You always stabilize when reduced to negative hit points. However, your blood is animated and crawls away from open wounds of its own accord.

Fortune Teller: Cast Augury 1 per session

Doomsayer: Once per day, you may look into a person's eyes and whisper a secret into their ear. That person must make a DC 10 Horror check. You are not aware of what the secret that you utter.

Step 3: What exceptional experiences do you have?

What weird stuff have you encountered? You have to have had at least a one-time contact with the supernatural.

Step 4: Profession, Class and Abilities

What is your role in the society of 1890? Are you a simple laborer? Or are you a gentlewoman of means? Or are you perhaps an inventor?

Now, pick your class. If your characters has special abilities such as the ability to cast spells or the ability to Hide in Plain Sight, how do you justify it?

Ability scores are purchased as per the DMG p. XX. You get 32 points to spend upon abilities.

Antagonists Most Dire

The Thule Society



The Thule Society are a group of individuals who believe themselves to be descended from the ancient Atlanteans, a race of super-beings who hail from the farthest reaches of Northern Europe, somewhere around Scandinavia. According to the Thule Society, Ancient Atlantis was consumed in a great cataclysm that caused the once-continent to sink below the sea and ice.

The Thules believe that they are the last vestiges of that once magnificent race - a race that was meant to rule the world. The Thules also believe heavily in the mystic arts, often taking part in bizarre and warped rituals. According to their beliefs, all mystic and arcane magic sprang from Atlantis, where it was first invented. Thus, most Thulians study mystic or

arcane magic to some degree - these powers are considered to be the "lost science" of Atlantis.

The Thule Society seeks primarily to recover the lost artifacts of Atlantis at any or all costs. It is also on the constant lookout for any pieces of lost knowledge from the sunken land.

The Thulians usually pass themselves off as purveyors of lost knowledge. They claim benevolence by stating that their quest for lost knowledge benefits all of mankind. In the end, however, the Society seeks knowledge for their own ends. They rarely ask for the knowledge and artifacts they seek. They take what they can when they can.

Adventure Hooks:

Most recently, the Thulians have discovered that numerous individuals around the world have been "marked" by strange, supernatural abilities. There is a growing suspicion that the Marked are individuals who are, in fact, true descendents from the Lost Continent of Atlantis.

This information has sent the Thule Society into a panic. If the Marked are indeed the descendent of Atlantis, what about the rest of the individuals who have joined the society? Worse yet, the Marked seem to come from a variety of races, meaning that claiming membership in the Thule Society might mean claiming kinship with other, "lesser" races.

To this end, the Thule Society has set out against the Marked with a variety of goals:

- 1 - Those Marked who fit the racial Thulian profile will be invited to join the Society. Those who decline will be set aside for analysis.
- 2 - Those Marked who fall short of the Thulian racial profile will be used for analysis. The best method of finding out if the Marked are indeed the true descendents of Atlantis is, of course, dissection.
- 3 - If the Marked are indeed the true descendents of Atlantis, those who fit the Thulian profile will be used in mandatory breeding programs. All others will be destroyed.

Background:

Historically, the Thule Society is not founded until 1918 by Adam Alfred Rudolf Glauer. On Gothic Earth, however, this date only marks when the Thule Society first makes itself known publicly to the world.

In the world of 1890 Gothic Earth, the Thule Society exists as a completely secret organization, which has various headquarters around the world. The Thule Society carefully selects its members, taking in those who share the Society's beliefs of racial superiority and mystical bent. Finally, anyone the Society considers for membership must produce a long genealogy of their background and racial make-up. If the Thule Society deems that the individual might have ancestry from Atlantis, they are allowed into the Society.

The Thule Society has existed for millennia, always keeping itself hidden in the background of history. No one is sure quite when the Society was truly founded, but its members believe that after Atlantis was thrown into the sea by Nameless Gods, the survivors of the cataclysm scattered and formed the loose organization that exists today.

Typical Thule Thug

Criminal 2 / Soldier 2; Medium-Sized Human; **HD** 2d10 + 2d6 +8; **hp** 30; **Int** +2 (Dex); **Spd** 30ft.; **AC** 12 (+2 Dex), 12 touch, 10 flat-footed; **BAB/Grapple**: +3/+5; **Atk** Unarmed Strike +5 melee (1d6+2) or Army Pistol +5 ranged (2d8 x3); **Space/Reach**: 5 / 5; **AL** LE; **SV** Fort +5, Ref +5, Will +0

STR 14, **DEX** 14, **CON** 14, **INT** 12, **WIS** 10, **CHA** 8

Skills: Bluff +4, Craft (gunsmith) +5, Climb +5, Disguise +4, Forgery +6, Hide +7, Intimidate +4, Listen +5, Move Silently +7, Sense Motive +5, Spot +8

Spoken Languages: German: Native, English (2 ranks +3 skill)

Feats: Improved Unarmed Strike, Martial Weapons Proficiency, Point-Blank Shot, Precise Shot, Pugilism*

Special Abilities: Trapfinding, Sneak Attack +1d6

*Indicates a feat from this web enhancement

The typical Thule agent is a fairly adept individual. Well-trained and well-armed, Thulian agents are taught to operate in a variety of capacities. For example, every agent has been trained to disguise themselves, create the appropriate papers to accompany their disguises, and to discern when their disguise has been breeched.

Thule agents are trained to defend themselves in hand-to-hand combat as well as with firearms. No agent travels alone - they always appear in numbers. If the Thulians ever feel that they are outmatched, they have no compunction of fleeing the scene to return later.

The only true telling sign of a Thulian agent is their fair skin and hair - the strict background requirements of a Thule Society member may sometimes give them away. Thule Agents know this, however, and will often attempt to disguise these traits.

Thule Mystic

Criminal 2 / Spiritualist 7; Medium-Sized Human; **HD** 2d6 + 7d8 +9; **hp** 50; **Int** +2 (Dex); **Spd** 30ft.; **AC** 12 (+2 Dex), 12 touch, 10 flat-footed; **BAB/Grapple**: +6/+6; **Atk** Unarmed Strike +6/+1 melee (1d3+2) or Spencer Carbine +8/+3 ranged (2d10/19-20 x2); **Space/Reach**: 5 / 5; **AL** CE; **SV** Fort +5, Ref +5, Will +5

STR 10, **DEX** 14, **CON** 12, **INT** 13, **WIS** 16, **CHA** 14

Skills: Academician +9, Bluff +7, Concentration +10, Disguise +7, Forgery +6, Gather Information +7, Hide +7, Knowledge (cryptography) +6, Knowledge (forbidden lore) +14, Knowledge (science) +7, Move Silently +7, Psychometry +7, Sense Motive +8, Sixth Sense +7, Sleight of Hand +7

Spoken Languages: German: Native, English (2 ranks, +3 skill), French: (1 rank, +2 skill)

Feats: Martial Weapons Proficiency, Improved Unarmed Strike, Silent Spell, Skill Focus (forbidden lore), Spell Focus (enchantment)

Special Abilities: Trapfinding, Sneak Attack +1d6, perfectionist (double casting times), touch of idiocy 2/day°

Domains Known: All (minor), Charm (major), Knowledge (major)*, Necromancy (major)

Spells: Save DC 13 + spell level; † 14 + spell level for enchantment spells

0 level: Purify food & drink x3, know direction x3

1st Level: Bless, † cause fear, † command, comprehend languages*, death watch

2nd Level: † charm person, † enthrall, detect thoughts*, † hold person

3rd Level: Animate dead, † charm person (silent), clairvoyance/clairaudience*

4th Level: Glibness, sending* (or discern lies*)

*Indicates the favored domain and favored domain spells.

°The Thulian Mystic has failed a powers check and gained the ability to use *touch of idiocy* twice a day. This is a supernatural ability. As a result of her failed check, she bears some form of deformity. It may be a blackened and withered hand, a hoof for a foot, or snake eyes



The Thulian Mystic is an individual who has studied ancient texts, sought forbidden knowledge, and explored things man was not meant to know. Yet, after all of this, the Thulian Mystic continues to pursue her quest for the Ancient Knowledge of the Hyborians and the Lost Atlanteans.

The Thulian Mystic knows better than to delve where she has delved, but the lure of knowledge has been too tempting, too alluring - and thus she as already failed a powers check in pursuit of her goals. No doubt, the mystic has sacrificed someone else's life in pursuit of her eternal goal...to find the source of Atlantis, and awaken the forbidden power of the Marked.

The Thulian Mystic is convinced that someday, she will find the key to the mystical power that lies behind the Lost Continent. Until then, she is willing to give everything and anything to get at her unreachable goal. No sacrifice is too great - not even her own sanity.

Thule Mastermind: Doctor Johann Kriegsmann

Scholar 5 / Adept 4 / Antiquarian 7; Medium-Sized Human; **HD** 5d6 + 4d4 + 7d4 +48; **hp** 93; **Int** +1 (Dex); **Spd** 30ft.; **AC** 19 (+1 Dex, +4 *mage armor*, +4 *siphon of thought*), 11 touch, 18 flat-footed; **BAB/Grapple**: +7/+16; **Atk** Slam +12/+7 melee (2d8+5) or Spencer Carbine +6/+1 ranged (2d10/19-20 x2); **Space/Reach**: 5 / 5; **AL** NE; **SV** Fort +4, Ref +4, Will +13

STR 10 (22), DEX 11, CON 16, INT 20, WIS 14, CHA 14

Skills:

General Skills

Academician +7, Bluff +5, Concentration +10, Connoisseur (Artifacts) +8, Connoisseur (Rare Books) +11, Diplomacy +9, First Aid +10, Gather Information +10, Intimidate +10, Psychometry +8, Profession (Physician) +10, Prognostication +10, Search +13, Sixth Sense +10, Knowledge (Cryptography) +10, Knowledge (Etiquette) +12, Knowledge (Toxicology) +12

Language Skills

Knowledge (Ancient Language - Atlantean) +12, Knowledge (Ancient Language - Egyptian) +8, Knowledge (Ancient Language - Foreigner) +22, Knowledge (Ancient Sumerian - Sanskrit) +8, Knowledge (Ancient Sumerian - Language) +8, Knowledge (Latin - Language) +8

History Skills

Knowledge (Pre-Civilization History) +9, Knowledge (Thulian Mysticism - Religion) +9, Knowledge (European History) +10, Knowledge (African History) +8

Forbidden Lore

Knowledge (Forbidden Lore) +22, Knowledge (Forbidden Lore - Atlantis) +24, Knowledge (Forbidden Lore - Curses) +8, Knowledge (Forbidden Lore - Outsiders) +17

Spoken Languages

German: Native, English: 2 ranks (+6 skill), Foreigner: 3 ranks (+7 skill), Swedish: 2 ranks (+6 skill)

Feats: Feign Death, Linguist, Improved Grapple, Incredible Linguist†, Mimicry - Vocal, Perfect Memory - Auditory, Perfect Memory - Visual, Savior-Faire, Skill Focus (Forbidden Lore - Outsiders)*, Skill Focus (Forbidden Lore - Atlantis)*

Special Abilities: Circumstance (+2 to all Knowledge checks in a library, -2 otherwise), Decipher Script, Living Blood* *, Mythic Lore (+5 bonus to Knowledge - Forbidden Lore)

Spells: Save DC 14 + spell level

0 level: Ghost sound, mage hand x2, message

1st Level: Charm person, disguise self, mage armor°

2nd Level: Alter self, invisibility

*Indicates a bonus feat.

**Indicates a power located earlier in this section.

†Indicates a feat from this web enhancement

°When starting an encounter, always assume that Kriegsmann has pre-cast Mage Armor.

~Dr. Kriegsmann has an unusual item that is a gift from the Foreigners. The *Siphon of Thought* is a large worm that he has ingested and lives in his stomach. The *Siphon* grants him a 22 Strength, a 2d8 slam attack, and the Improved Grapple feat. Finally, as a standard action, if he has pinned his opponent, Kriegsmann can siphon 1d6 Wis and Int from his pinned victim. There is no save for this ability. Each point of Wisdom and Intelligence that he drains heals 1 hit point of any damage taken. The *Siphon* may only be removed from Kriegsmann if he is dead.



Background: Johann Kriegsmann is one of the Marked. He first became aware of his strange power when he was but a little boy, cutting wood with his father. At the first sight of the boy's animated blood, Johann's father threw him out of the house. For five years, Johann lived on the streets, eating trash and begging for food. All that while, he had nothing but time to ponder how quickly, how swiftly he had been branded and cast out by his father.

Eventually, Johann found his way into an orphanage. There, his secret became known again, after a fistfight with a few of the other boys. Johann was taken to an institute for study. There, he met a young Victor Frankenstein, who studied Johann, but took great care of him as well. Together, Frankenstein and Johann talked for long hours. Frankenstein explained that Johann should not be afraid of his differences, but to embrace them. He explained that the world feared things that were different and to be prepared for adversity.

Johann was eventually introduced to men from the Thule Society, who took him in. There, Kriegsmann flourished. For amongst the Thules, he was no longer considered different - he was considered special.

The young Kriegsmann rose swiftly through the society, finding that he was an adept reader and scholar. By the young age of 17, he had earned his first doctoral degree. By the age of 23, he had earned three more.

Kriegsmann became convinced that there were others out there like him - others that were special as well. He began to recruit these elite few into the fold of the Thule Society. However, Kriegsmann was very surprised when the first person the Thulians found to be marked...was a gypsy. Dr. Kriegsmann was offended at the possibility that he might have something in common with the old, dirty man that was brought in before him. Could it be that he wasn't so special after all?

Determined to discover any possible link that he had with this other Marked being, he dissected the old man himself. Thus began Dr. Kriegsmann's spiral into the arms of the Red Death.

Roleplaying: On the surface, Kriegsmann is a wise, grandfatherly mentor. He is fond of dispensing quips of wisdom and insight to those around him, like a parent lecturing a child. He never appears to judge anyone, waiting to observe their actions before measuring their worth.

However, deep beneath the scholarly veneer is an arrogant bigot who believes himself to be superior to all others. He is part of an elite crowd - the hyper-intellectual - and all those who do not fit into his caste should be made to serve.

In Kriegsmann's opinion, the servitude of the weak is their salvation. After all, without someone strong and wise to guide the weak, the world would dissolve into chaos. Only by leading it can he and the Thule Society save it.

Combat: In Gothic Earth, knowledge is power, and Dr. Johann Kriegsmann is like a dragon, sleeping on a vast horde of knowledge. Every now and again, he lets some of his knowledge slip out, causing catastrophic events. He does this to remind the world that he exists, and that it should fear him.

Kriegsmann favored tactic is to allow bits of his lore to seep out, causing a chain of events that leads to his end goal. For example, he might give tell a scholar about an

ancient tomb buried beneath the sands, while allowing an explorer to "discover" a soul-regenerating gem in the jungles of the Congo. Then, he might influence a wealthy rail baron to invest in antiquities, buying both the mummy and the gem. At last, he lets a secret qabal to find out about the rail baron's collection, and influences them to steal the artifacts. Once the qabal has both items, the Thule Society steps in and takes them both.

Kriegsmann prefers to work from afar. However, if he needs to get himself involved, he is not above getting his hands dirty. With his voice mimicry talents and his array of disguise spells, Kriegsmann is an expert doppelganger. He usually appears in disguise in various places around the world, showing up to say just the right thing or push the events just far enough to accomplish his goals.

Chief among Kriegsmann's allies are the Foreigners, beings from outside the scope of the world. He has actually learned to their arcane and maddening language, and is now working as a double agent for them in the Thule Society. Anyone who crosses Kriegsmann's path will have to contend with the horrific Foreigners as a threat.