



CRIMSON EMPEROR

CHAPTER THREE:

THE VALLEY OF DEATH

Still only
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(x 20)



A SERIAL ADVENTURE FOR

**THRILLING
TALES**

OR ANY PULP D20 CAMPAIGN

CRIMSON EMPEROR, CHAPTER THREE:

THE VALLEY OF DEATH

by
Walt Ciechanowski

INTRODUCTION

“The Valley of Death” is the third adventure in The Crimson Emperor serial. While it can be enjoyed on its own, it is designed to continue from the previous adventure “The Scorpion Syndicate” and lead into “Escape From the Crimson Palace.” Notes are given below on using both approaches. Due to its placement in the overall serial, “Valley of Death” begins with Chapter Six. “Valley of Death” is designed for characters of 10th-12th level. There are many character types that would fit in this adventure.

If this adventure is used as part of a Serial, then the PCs are already established.

If this adventure is used as a standalone, there are many PC types that would work in this setting: the Ace Reporter, the Big Game Hunter, the Fortune Hunter, the Daredevil, the Infiltrator, and the Soldier are all classic choices for an expedition. The Noble Savage would also be an interesting choice, provided he was from the Tibetan wastes.

GMs should be careful not to include an Air Ace on this adventure. If it is unavoidable, encourage the Air Ace to be Winston Goldsmith's copilot and leave his own airplane in India. Otherwise, the Air Ace should be prepared to lose his beloved airplane.

BACKGROUND

It is October, 1936. After uncovering a conspiracy to replace key crime lords with duplicates, the PCs do some research on the mysterious Crimson Emperor of the Fu-San Dynasty. They learn of an exiled ancient Chinese leader who fled into Tibet, promising to return one day and reclaim not only his throne but the entire world as well.

The PCs meet intrepid explorer Sheldon Grey in London. He allows them to join him on an expedition with Big Game Hunter Diana Pearson in the search for the abominable snowman. They travel to the Plateau of Tibet, where they accept the hospitality of a remote monastery during their quest. The PCs also get wrapped up in the Chinese Civil War, as a communist patrol is combing the plateau for a secret weapon.

In the end, the hunt for the yeti leads them to more adventures in mysterious Tibet.

STAND-ALONE ADVENTURE

As “Valley of Death” is very different from the earlier adventures in The Crimson Emperor, it is very easy to run on its own or even as the first part of a two-part Tibetan adventure along with “Escape From the Crimson Palace.” In this case, the PCs are simply part of a yeti-hunting expedition (both Sheldon Grey and Diana Pearson can be substituted with appropriate PCs, if desired).

SERIAL ADVENTURE

In "The Scorpion Syndicate," the PCs learned of a mysterious Chinese Emperor replacing mob leaders with duplicates. At the beginning of this adventure, the PCs should research the Emperor and learn of his legendary location as well as Sheldon Grey's interest in it. The PCs will encounter the effects of the Crimson Mist and clues as to where the Crimson Emperor stands in the Civil War.

TIBET IN LATE 1936

Whether Tibet is a part of China or an independent nation depends on whom you ask. The Republic of Tibet has been in existence after the Chinese Revolution of 1911-12, but the Chinese government never acknowledged this. While Great Britain has had cordial relations with Tibet and a 1904 treaty with them, the British government recognized China's control over the region in 1906 without Tibetan assent. Currently, Tibet is enjoying relative calm thanks to the Chinese Civil War. Most of the fighting is concentrated in southern China, leaving Tibet alone for now.

Buddhism is the dominant religion in Tibet. The dominant Yellow Hat Sect provides the model for most monasteries in Tibet: celibacy, vegetarianism, prohibition of alcohol, higher standards of learning and a de-emphasis on esoteric subjects such as magic.

In a Pulp setting, the Tibetan monastery is an exotic, mysterious place (although, ironically, it shares many parallels with its European equivalent). GMs who wish to play up Pulp stereotypes may incorporate plenty of meditative scenes and have the monks dole out cryptic proverbs to the PCs on a regular basis. Care and sensitivity should be applied here, and it should be noted that "Tibetan Buddhism" as portrayed in this adventure is designed to reflect a Pulp feel, not an authentic interpretation of the real world religion.

SECRET SQUADRON MEMBERS:

Set your Decoder to Code X-4:

3-18-18 21-26-17-21-23-22-15-1-

19-15-16-5-21 12-15-18-18

17-7 7-4-19-7-5-20-7-20

19-14-22-16-26-8-14 5-7-4-19

2-7-3-22!



CHAPTER SIX: JOURNEY TO TIBET

In “The Scorpion Syndicate,” the PCs heard of a Crimson Emperor of the Fusan Dynasty. This chapter presumes that the PCs will want to do a little research into this almost mythological figure. If the PCs don’t decide to do this on their own, the GM should encourage it.

It’s doubtful that any PC has ever heard of the Crimson Emperor or the Fusan Dynasty, even with ranks in the Knowledge (history) skill. They will need to do research in a good local library. A Research check (DC 20) will uncover the information. PCs with 5 ranks or more in Knowledge (history) may use a +2 synergy bonus to their Research roll.

After several hours, the PCs will come across an entry in the World Explorer Journal, a quarterly publication put out by the World Explorers Club, based in London (see Player Handout #1). This is the only concrete information they can get on the Crimson Emperor or the Fusan Dynasty. It should become pretty obvious that the only way to get more information is to contact Sheldon Grey directly.

Standalone Note: The GM will have to modify the Player Handouts if “The Escape From the Crimson Palace” is not being used. If this is a simple yeti-hunting expedition, then either replace Sheldon Grey’s scenes with rumors given to a Big Game Hunter PC about where to find the Abominable Snowman (the source of these rumors can be Winston Goldsmith, who offers to take the PCs to the site in return for a fee).

SHELDON GREY AND DRAGON ISLAND

GMs who own *Dragon Island* by Adamant Entertainment will notice some references to that adventure, including Sheldon Grey. Since *Dragon Island* was written for lower level characters, it’s possible that the current PCs have already played in that adventure and that Sheldon Grey did not survive it. If this is the case, the GM can simply rename Sheldon Grey.

If Sheldon Grey did survive the events of *Dragon Island* and is acquainted with the PC who contacts him, he will be much more enthusiastic in his telegram response. He will treat the PC as an old friend, regardless of their actual relationship during the previous adventure.

INVITATION VIA TELEGRAM

The fastest and cheapest way to contact Sheldon Grey is via telegram. Within a few hours, the PCs will receive a response (see Player Handout #2). Obviously, Mr. Grey expects the PCs to come to London, chat with him, and join his expedition. Hopefully the PCs will feel the same.

The journey to London via steamship will take 5-7 days, depending on where the PCs are (most trips to Europe take a little over four days from New York City or Boston). If the PCs’ home city is on the west coast, GMs may wish to put Mr. Grey’s expedition three weeks out. Transatlantic flights are still a couple of years away.

If the PCs take the bait, Mr. Grey will ask them to get a hotel in London and he will meet them at the World Explorers Club in Bloomsbury.

Serial Note: As the PCs disembark from port, they will notice a newspaper headline (either because they purchased a newspaper or they see someone else reading one) that announces: **ASSASSINATION FOILED!** The story goes on to read that, while engaged in a Presidential debate in San Francisco, Senator Stuart Morrison was the target of an assassination. Luckily, the police were able to take down the shooter before the candidate was injured.

GMs using “Valley of Death” as a standalone adventure should ignore this scene.

TROUBLE ON THE HIGH SEAS

The PCs will be spending five days aboard an oceangoing steamer. While beyond the scope of this adventure, this provides the perfect setting for a good old-fashioned murder mystery or another adventure. The details are left up to the GM.

GMs with **Suddenly...Encounters** from Adamant Entertainment may want to incorporate the “*Suddenly...the Door Bursts In!*” encounter. In this case, one of the mobs from “the Scorpion Syndicate” (or anyone the PC have crossed in the past if this is a standalone adventure) has hired a hit man to bump them off.

A MEETING IN LONDON

Once the PCs have settled into their accommodations, they will receive dinner invitations from Sheldon Grey at the World Explorers Club.

The World Explorers Club is a three story stone building in the shadow of the British Museum. Membership is by invitation only, although someone with a Wealth level of Affluent or higher can gain membership by sponsoring an expedition. The Club traces its origins back to Sir Francis Drake although the clubhouse was built in 1729.

When the PCs arrive, they will be met by the doorman, who asks to see their invitation. Once he is satisfied, he will show the PCs to the cloakroom and ask a servant to summon Mr. Grey. He will then escort them to the parlor to wait, offering refreshments. The parlor is adorned with paintings of prominent club members.

Sheldon Grey soon enters. He is happy to see them and tells them that their journey has not been in vain. After introductions, he enthusiastically leads them to a private dining room where the PCs will be introduced to three other members of the expedition, Tsang Wing, Diana Pearson, and Doug MacLeod.

Grey introduces Tsang Wing as a Chinese Nationalist who is familiar with Tibet. He then introduces Diana Pearson, who is the daughter of Richard Pearson, a former prominent member of the club (his portrait hangs in the parlor). Mr. Pearson died in an avalanche while hunting yeti ten years ago. Diana wants to finish what her father started. Doug McLeod is Pearson’s hunting companion.

Grey mentions that the British Museum would be very interested in any Fusan artifacts and that the London zoo would love to have a yeti as a main attraction. He would be very grateful if the PCs joined them, as it would spare him the time and expense of filling out the rest of the expedition. Dinner will then be served.

ONWARD!

Assuming that the PCs sign on, Sheldon Grey’s travel plans include taking the Dover ferry to France, boarding a train to Marseille, taking a steamship to Bombay, and finally a train to New Delhi. A chartered plane awaits them there to take the final leg over the Himalayas into Tibet. Tsang Wing knows a village with a small airfield that can supply them on their trek into the Tibetan Plateau.

This leg of the journey is glossed over in this

adventure. GMs who wish to flesh out this part can add spice to the journey with stops in Cairo and Bombay. Alternatively, the “pulpish” option would be to cut from dinner to the New Delhi airfield.

ACROSS THE MOUNTAINS

One of Sheldon Grey’s contacts is Winston Goldsmith, a middle-aged pilot who offers air tours of northern British India, especially the Himalayans. He is happy to see his old friend and he reminds Grey that he still owes him from a card game in Bombay. Grey reminds him that he purchased the DC-2 for Goldsmith.

The DC-2 is a 14 passenger airplane with ample cargo space for the expedition’s gear. Goldsmith’s partner, Nareed Haandi, is a young Indian who speaks perfect British English. Goldsmith and Haandi are not given statistics due to their short-lived appearance.

The journey across the mountains is breathtaking. Goldsmith has plotted a course through the mountains that offers incredible views. Goldsmith also regales the PCs with stories about his air exploits in the Great War, many of which sound dubious. Haandi’s stories are more interesting, as he intermingles the history and mythology of the region.

Name	Crew	Pass	Cargo	Init	Maneuver	Top Spd	Defense	Hardness	Hit Points	Size
Douglas DC-2	2-3	14	6000lbs.	-4	-4	210mph	6	5	46	G



IT'S JUST A COLD

During the flight, Sheldon Grey will start acting strangely. PCs notice this with a Sense Motive check (DC 10). If questioned, Grey will respond that nothing is wrong. An opposed Sense Motive check against his Bluff will indicate that he's lying. A Spot check (DC 10) will indicate that Grey seems to be sweating. A Treat Injury check (DC 10) will indicate that Grey is in the first stages of a fever.

Sheldon Grey will laugh this off as nothing to worry about. He's been in worse shape before, and they have traveled too far in order to stop now. Besides, they can always delay a few days when they get to the airfield.

CRASH LANDING!

After several hours of negotiating the mountain ranges, the DC-2 makes its way onto the Plateau of Tibet. Sheldon Grey has selected a remote area of Tibet with only isolated villages. Diana Pearson will note that her father had selected the same region. Goldsmith starts to circle the area to look for a British-built landing strip.

PCs who make a Listen check (DC 25) will hear the faint sounds of another airplane nearby. Before they get a chance to point it out, the distinctive sound of machinegun fire hits the side of the plane. Goldsmith shouts for everyone to hold on while he tries evasive maneuvers. He notes that the fuel tank was hit.

He doesn't get much of a chance. A second spray of gunfire penetrates the cockpit, killing both Goldsmith and Haandi. The plane falls into a dive. If the PCs don't act quickly, their trip to Tibet will be cut short. There are parachutes available, but there will be no time to strap them on and jump before the plane crashes.

This is an opportunity for PCs with good piloting skills (such as Air Aces or Daredevils)

to shine. The DC-2 is about 1000 feet in the air. The core book is sparse on air maneuvers; GMs with alternative d20 mechanics may wish to consult them. For a pulpish feel, it is enough to say that the DC-2 will crash in five rounds unless it can be pulled out of a dive. PCs have a -4 (subtracting an additional -1 per round after the first) to all Dexterity-based checks while trying to get to the cockpit (which will take 1 round). The bodies of the crew will need to be pulled back and held (to keep from falling back into the cockpit). One a PC is in the pilot's seat, he may ignore all Dex check penalties except the piloting check. The Piloting check must be made at DC 20.

Once the airplane is stabilized, the pilot will notice that they are out of fuel and descending fast. A Navigate check (DC 15) will reveal that they'll never make it to the airfield Goldsmith had planned on landing. Spot checks (DC 15) will reveal that the attacking aircraft has left. A Search check (with a Pilot synergy bonus) at DC 20 will reveal no good places for a landing. The best chance the PCs have to survive is either to crash the plane into the large lake below them or parachute out (Survival DC 15; Pilot gives a synergy bonus). A successful crash landing will require a Pilot check at DC 25. If the piloting PC succeeds, all un-strapped occupants of the plane take 2d10 points of damage. If the piloting PC fails, strapped in occupants take 2d10 points of damage and un-strapped occupants take 4d10 points of damage. All occupants may make a Reflex save (DC 15) to reduce the roll to half damage.

Now that the PCs have landed, they'll need to exit the plane before it sinks. Sheldon Grey will ask them to salvage what they can. What the PCs are able to take is up to the GM, but take into account that the PCs are wearing heavy snow gear (which adds a -2 to their Swim checks). It will take six rounds to swim to shore. The water is calm (making the Swim check at DC 10), but PCs take a -1 for every five pounds of additional gear they carry.

PCs who chose to parachute may still end up in the water. If they go for dry land, they will land on the shoreline of the lake as the plane crashes into it.

Once they get ashore, the PCs will be subject to the severe cold. It's also getting dark. While a snowstorm obscures vision, a Spot check (DC 10) reveals a monastery just a short walk away. The PCs should be able to get there within an hour. A Treat Injury check (DC 10) reveals that Sheldon Grey's fever has gotten worse and he's starting to shiver.

STRANGE TRACKS

GMs should ignore this section if the PCs parachuted onto dry land.

During the walk, PCs with the Track feat may notice strange tracks in the snow (Survival Check (DC 10)). A second Survival check (DC 20; the character may use a Knowledge (earth and life sciences) synergy bonus) will reveal that the tracks were made by a barefoot man roughly 8' tall. The tracks come out of the foothills near the lake. Curiously, there are other marks in the snow that will be identified as fist marks. It appears to the tracking PC that something walked upright out of the foothills, and then fled back to the foothills on all fours like a gorilla. An Investigate check (DC 20) will indicate that the creature seemed to be observing the lake and perhaps them, retreating when the party got too close to shore.

Diana Pearson will be itching to follow the tracks into the foothills, but she will back down if someone reminds her that it is cold, dark, and everyone is soaking wet. If no one else suggests it, Sheldon Grey, shivering, will suggest that they seek shelter in the monastery.

THROWING CAUTION TO THE WIND

Players have a tendency to test rationality. It is entirely possible that the players will decide to hunt down the snow beast anyway, regardless of the hazards. Assuming the GM does not want to railroad them, he can allow them to try and track it down. In this case, the GM is completely justified and is encouraged to enforce the rules to the fullest extent. In addition, Sheldon Grey and Tsang Wing will not accompany them. Grey wants to find the Fusan Palace and doesn't want to freeze to death first. Diana Pearson, however, can be goaded into following the foolhardy adventurers.

See Appendix One for the Lair of the Yeti.

CHAPTER SEVEN: UNWELCOME GUESTS

The Choje Monastery sits on a foothill overlooking the great lake. The monastery is a singular structure, looking to American eyes like a fortress (a PC can be forgiven for mistaking it for the Fusan Palace, although both Grey and Tsang will be quick to point out that it's a monastery). The meager path that leads to the front gates is covered in snow, leaving the party to carefully walk up the hill. A large gong stands next to the gate.

As the PCs start to climb up the hill, the gates will open and a half-dozen men draped in heavy cloth wand carrying lanterns emerge. The crash landing of the airplane has attracted their attention, and the Lama has ordered several monks to tend to survivors. One monk, Danu, acts as the leader. Unlike most of the monks, Danu understands English. His proficiency is poor, but he can get basic communications across.

Danu's first order of business is to determine whether the newcomers are hostile. He will ask basic questions of intent, pitting his Sense Motive against any Bluff attempts. His attitude is Indifferent and will turn to Unfriendly if the PCs are brandishing weapons. As a vegetarian, Danu finds the thought of hunting animals abhorrent. Still, Sheldon Grey's condition will be enough to sway his judgment to allow the PCs into the monastery.

THE MONASTERY

As foreboding as the weather is outside, the Choje Monastery is warm, colorful, and inviting. The "monastery" is more of an outpost; less than forty monks reside here, in contrast to other monasteries in Tibet where monks number in the thousands. All of the monks here have undertaken a sacred vow to keep the secret of the yeti from outsiders.

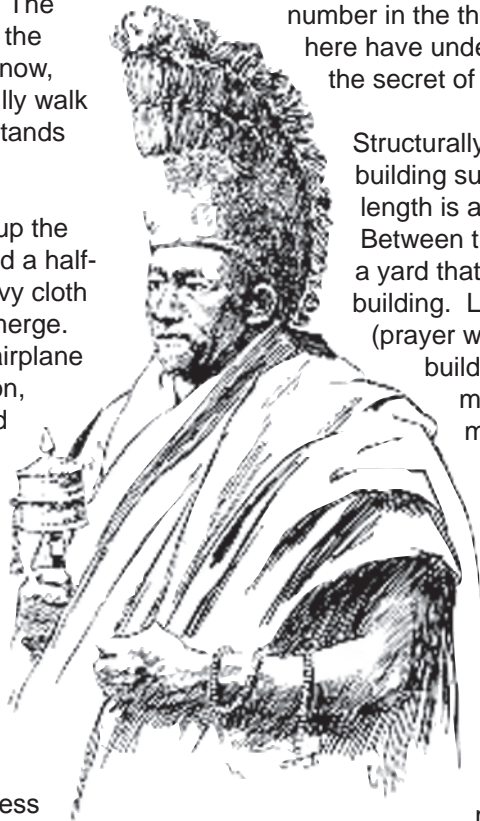
Structurally, the monastery is a large building surrounded by a circular wall (the length is about 200 yards in diameter). Between the building and the wall is a yard that completely surrounds the building. Large cylindrical mandalas (prayer wheels) line the exterior of the building, and even in late hours monks can be seen turning the mandalas as they walk.

The building resembles a step pyramid, with each of five floors being smaller than the one below it. The bottom level is a storage area.

There are many grains and dried vegetables here, as well as barrels of water.

The second level is the great hall and the kitchen. The monks gather here to eat.

The third level is divided into many small rooms. These are the monk's quarters. The fourth level is the temple. There are also a few sand mandalas in various states of completion (these are ritually destroyed once finished). The fifth level, like the third, is divided into many small rooms. These rooms, however, are chapels, and each is dedicated to a deceased monk, leader, buddha, or Tibetan god. The fifth



and smallest floor is the Lama's quarters. Atop the building is a stupa that contains relics of the Buddha Choje, who founded the monastery. All of the rooms are richly decorated with tapestries and murals of buddhas and gods.

Each floor is connected not by stairs but by ladders, which can easily be pulled up to prevent access. While the defensive implications are obvious, this is also to ensure that the monks aren't disturbed during important times.

MEETING WITH THE LAMA

Once the monks escort the PCs inside, Danu will insist that they leave their weapons in a storage area on the first floor. If they agree, Danu's attitude will increase one level. If they refuse, Danu will tell them that their position indicates a hostile threat, and his attitude will go down even further. Once his attitude becomes Hostile, he will no longer speak with the PCs. Instead, he sends a monk to get the Lama's opinion. By this point, Sheldon Grey can barely stand. Regardless of the outcome of the negotiations, Danu will allow the monks to take Sheldon Grey to the guest quarters on the second floor to treat his illness.

Lama Ranpoche will agree to meet the PCs in the Great Hall. He will be Helpful if Danu gave a favorable report, and Friendly if not. The Lama trusts Danu, but feels his prejudice against outsiders sometimes clouds his judgment. Like Danu, the Lama speaks English, but he does so with clarity. He welcomes them to Choje Monastery, a place of reflection in a hostile climate.

The Lama will start with the usual questions. Since it's likely that all of the PCs are American, he will gently rebuke Danu's assumption that they are British. When Diana Pearson introduces herself, the Lama has a glimmer in his eye (the PCs can spot this with a Sense Motive check (DC 20)). If pressed, the Lama will admit that Richard Pearson stood in

this monastery a decade ago. He hopes that Richard's daughter is more prudent.

If the PCs ask about the Abominable Snowman, the Lama will ask them why they seek him. The old monk will neither confirm nor deny its existence. He is averse to hunting the creature. The yeti, should he exist, should be allowed to live in peace, unmolested.

If the PCs ask about the Palace of the Crimson Emperor, the Lama will acknowledge the legend. The plateau beyond the monastery and surrounding villages is a desolate place, and it is possible that a palace ruin could hide within it. Certainly no living person who's claimed to come from the Palace has ever graced the monastery.

After a few minutes, the Lama will end conversation, noting that the first priority is to get Sheldon Grey back to full health. He gives instructions to the monks to prepare the guest rooms and provide food and clothing if necessary. He will then ascend to the temple floor to perform a final ceremony before retiring.

NIGHT WARNING

During the night, all ladders are raised. Two monks guard the first and second floors (four monks total). It will be very difficult for the PCs to wander very far in the monastery without being noticed. If seen, they will be gently reminded to return to bed.

In the middle of the night, Danu and a fellow monk will leave the monastery. PCs who happen to be awake (or doing some snooping of their own) may see or hear them (use Listen or Spot as appropriate (DC 15)). The monks are sliding a ladder down so they can descend. Once they get to the first floor, Danu retrieves a small gong from behind some grain bins. He and his companion exchange pleasantries with the monks on duty as they venture out into the courtyard. Two more monks who guard the

gate open them for Danu, and then close them as soon as Danu and his companion have left.

If the PCs try to get their weapons first, they will find one of the monks guarding them. The monks offer advice, but no resistance if the PCs insist. The gatekeepers will even open the gates for them, although regaining entry will require some Diplomacy. Tracking Danu should not be too difficult in the snow. It is far more difficult for them not to be noticed trudging in six inches of snow behind them. The monks travel five hundred yards into the foothills, at which point Danu stops and bangs the gong. The monks wait.

After fifteen minutes, the monks seem concerned. They speak to each other in Tibetan (although a Linguist may get the general gist). They expected a response, but no one has come. "Perhaps they didn't hear the gong?" the companion asks. "They always hear the gong," Danu answers. The monks try twice more, waiting for about 15 minutes after each ringing. Finally, they shrug and give up. "If they choose to ignore the voice of peace," Danu laments, "then the voice can not save them from the arm of war."

While the PCs may not understand the full implications, what has happened is that the monks wanted to warn the yeti that hunters were here, as they've done throughout history. The monks are peaceful and desire no violence (the monks wept at the fate of Pearson's expedition ten years ago), but that does not mean they won't warn the yeti of the danger. Now, they are resigned to the possibility that Grey's expedition may succeed.

If the PCs are caught tailing them, Danu will be quite angry. He will accuse them of sneaking out under the cover of darkness to kill. If they protest, he will be quite defensive, claiming that he has done his part to stop them (which indirectly confirms the existence of the yeti).

WHAT, NO KUNG FU?

It would seem that any presentation of a Buddhist monastery, especially in a Pulp campaign, requires that the monks be mystical martial artists. This is especially true of Chinese and Japanese monasteries. Players may be expecting to learn such secrets as "clouding men's minds" while they are in the Choje Monastery.

The author has chosen not to create "kung fu" monks for a number of reasons. First, while there are Tibetan martial arts styles (e.g. Tibetan White Crane), practitioners are more prolific in China. Second, with the yeti to guard them, the monks of this monastery have (or thought they have) no need to learn martial arts. Third, the Choje Monastery is more influenced by neighboring India and Nepal than China. Finally, the Communists, as well as other villains in the Serial, do know martial arts, so presenting the Choje monks as purely religious/philosophical people helps break the stereotype that all Asian characters (or Buddhist monks, for that matter) in the campaign are martial artists. It also twists player expectations, which is always a good thing.

Still, for GMs who wish to add martial flavor to the monks, simply adding a level or two of Strong Ordinary should do the trick. The Lama could be given a few levels in Martial Artist and/or the Telepath (or the Mesmerist, from Adamant Entertainment). Feats should primarily be taken from the Defensive Martial Arts tree.

CHAPTER EIGHT: THE CRIMSON DEATH

RED DAWN

The monks rise at dawn for morning prayers and meditation. The PCs will be roused at this time and offered breakfast. They will be informed that Sheldon Grey is sleeping, but far from recovered.

During breakfast, one of the monks positioned at the gate will sound the alarm gong. If the PCs look out the window, they will notice a military unit approaching the monastery from along the lake. PCs with Knowledge (civics, current events, or tactics) may identify the army with a Knowledge check (DC 15). They are Chinese Communists. The PCs will also know that they are a long way from their bases of power. The force consists of 20 soldiers, two lieutenants, and a captain.

Danu and two monks will exit the monastery and greet the unit, much as they did the PCs the previous night. Captain Yao requests that his unit be given sanctuary and Danu grants it. The first floor is soon filled with soldiers. The Captain politely declines the request to discard their weapons and he notices the PC's weapons on the floor. He asks to see the leader of these men. Danu mentions that the leader is suffering from a fever, so Yao replies that a second-in-command will do. This creates a controversy among the NPCs, as Diana feels she won't be taken seriously as a woman and Tsang wants nothing to do with Communists. After some deliberation, they will ask one of the PCs to speak for the expedition.

The Lama insists on seeing Captain Yao first, to which he agrees. After a few minutes of conversation and breakfast served to the soldiers, the Lama invites the designated PC to join them.

THE CRIMSON DEATH

How the conversation will progress depends upon what the PCs have already seen and an opposed Intimidation check between Captain Yao and the PC. Whoever wins the check will structure the conversation.

Captain Yao is very probing at first. He asks the PC if they arrived via a plane his men spotted descending last night (the PC may draw an inference that the Communists shot down the airplane, but that isn't the case). If the PC mentions that the plane is at the bottom of the lake, Captain Yao will regrettably sigh and say that's unfortunate (he wanted to search the plane for traces of the Crimson Death).

Captain Yao has heard that someone is testing a weapon of great power in Tibet. He lays the blame on British Imperialists, and he is disappointed that the PCs are American. Still, with the Americans supporting the Nationalists in the Chinese civil war, it is not out of the question that American Imperialists have been testing the weapon.

If the PCs have already visited the Yeti Lair, they may draw the correlation (an Investigate check (DC 15) will draw it for them). Whether the PC chooses to share this information is up to him, but Captain Yao would be very interested.

Captain Yao will insist that the PCs come with his men to a village in the Tando Valley they stumbled across while marching here. If the PC mentioned the Yeti Lair, Captain Yao will suggest stopping there on the way (but see "Communist note" under Appendix Two). He will not be dissuaded from taking the PCs

with him to the village, especially if they have scientific or investigative skills. The Lama will not object, but he will insist that Sheldon Grey remain in the monastery until he is fully healed. The Lama will also insist that no violence be brought into the monastery, hopefully quashing any PC notions of having a shootout with the soldiers in the monastery.

THE VILLAGE

The journey to the village should be relatively uneventful (the GM is discouraged from using the random encounters in Appendix One, since that could provide distractions that would encourage PC action against the Communists).

As the village comes into view, the PCs immediately notice that there are no signs of life. It is lightly snowing, yet none of the chimneys in the village are exuding smoke. There are no bodies in view, although a pit is visible in the center of town. Although now covered by snow, Captain Yao mentions that the pit was still warm with the bones of burnt bodies when his group passed through overnight. The remaining villagers are dead in their homes.

Captain Yao allows the PCs to investigate as long as they are escorted (usually two soldiers per PC). There are a few interesting clues in the village regarding what happened.

First, there is a small mound of snow just outside the village, close to the mountains between the village and the monastery (a Spot check (DC 20) is necessary to notice this. If the PCs excavate, they will find a discarded tray of fish and vegetables. A PC with the Track feat (Survival check (DC 15) will indicate two sets of large footprints heading to and from the mountains. These were made by yeti that were sprayed with the Crimson Death and fled back into the mountains without the village tribute.

Second, PCs who examine the bodies notice

bright red blotches all over the skin. A Treat Injury check (DC 15) reveals that the villagers died from a very potent contact poison that irritated the skin.

Third, there is a small Buddhist Temple (more of a chapel) in the center of the village. This is where the longest-lived villagers finally succumbed to the disease. There is a quickly painted drawing on a mat that shows a very rough sketch of the village and river. A Dragon is shown breathing fire over the village and an arrow originates from the Dragon with its tip pointing upriver. An Investigate check (DC 20) will reveal that the artist believed the village was attacked by a Dragon from the north.

FIREFIGHT!

As soon as the PCs have had a chance to discover all three clues, all heck breaks loose. A rival army attacks from the south, having laid in wait for ambush (if a PC happens to be looking for ambushes, he may spot a soldier or two with a Spot check against their Hide checks). The rival group starts by shelling the village with Stokes mortars (treat as a 40mm grenade but increase damage to 6d6). After a couple of rounds of barrages, soldiers move forward with rifles.

Standalone: The rival soldiers are a British unit. They were asked by the Tibetan government to eliminate a Communist force that's been experimenting with chemical weapons. Once the fighting starts, it won't matter to the British that the Communists are not behind it.

The British unit is roughly three-quarters the Communist unit (use the same stats for the British officers). The PCs will need to attack the Communists from within in order to ensure a British victory. If the PCs need encouragement, have Captain Yao accuse the PCs of being spies and turn his gun on them.

Serial: The rival soldiers come from the Palace of the Crimson Emperor. They were

hunting for survivors of the crashed plane and consider the Communist patrol an unexpected bonus. They have orders to capture anyone not wearing a Chinese communist uniform.

The GM can use the Chinese Communist stats for the Crimson Guard. They are twice the size of the Communist patrol, with another 20 men approaching from the north. GMs looking for a good cliffhanger ending can have the PCs hold out against the first wave, losing most of the communists, only to have a second fresh force come out of the north with guns raised. The Crimson Captain issues a surrender order in English in the name of the Crimson Emperor.

NPC MORTALITY

The next adventure in the Serial does not require any of the current NPCs to play. Through luck of the dice or GM fiat, Diana Pearson, Tsang Wing, and Doug MacLeod may be killed. It is not necessary for the GM to kill any of them, but it may add drama to the scene.

EPILOGUE

Standalone: Assuming the Communists are defeated, the PCs are free to track the yeti to their lair if they so wish. Unfortunately, due to the effects of the Crimson Death, they will not be able to retrieve any live Abominable Snowmen. A corpse would still be valuable to the scientific community. The real brains behind the Crimson Mist may remain a mystery for now.

Sheldon Grey will recover in a few days. To the surprise of many, he elects to stay at the monastery for a while.

Serial: The PCs should be prisoners of the Crimson Emperor. If they slip past the army this time, the GM should create another encounter to trap them (one option is to have the PCs meet a British patrol that is actually made up of disguised agents of the Crimson Emperor). This will lead directly into the next adventure.



APPENDIX ONE: TIBETAN HAZARDS

The Tibetan Plateau rises above 5000' in most places. As a result, all of the PCs (and NPCs, except for Sheldon Grey) labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued.

In addition, the party is in Tibet in November. It can get bitterly cold, and due to the thinness of the atmosphere, temperature extremes can be felt during the day as well as night. The temperature will never get above freezing while the PCs are in Tibet, but it can drop as low as -10° F. Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

TIBETAN ENCOUNTERS

There are various points throughout this adventure where the PCs may go exploring through the mountains on their own, presumably to track the Abominable Snowman. This could take several hours of searching if the PCs don't have fresh tracks to follow. During this period, the GM may wish to place a few random encounters in their path.

GMs can either roll on the encounter table or simply choose encounters from the list. It is up to the GM how many encounters to place in their path. Should the PCs be floundering, the GM should use the "Fresh Tracks" or "Abominable Snowman Sighting" encounters to get them back on track.

Communist Note: It is suggested that the Tibetan Encounters section be ignored while the PCs are moving with the Communists to the Tando Valley. This preserves events in Chapter Eight.

Encounter Table

1d10	Encounter
1	Abominable Snowman Sighting
2	Tiger/Snow Leopard Attack
3	Ice Sheet
4-6	No Encounter
7	Fresh Tracks
8	Wolf Pack
9	Ice-Covered Hole
10	Avalanche!

Abominable Snowman Sighting: One of the PCs or NPCs spots a large, white-furred simian humanoid watching them from a distance. Just as quickly, the yeti turns and flees.

PCs who spot the Snowman and are armed may attempt to shoot it. They will only get one turn (the yeti will disappear from view after a single shot is fired). GMs are encouraged to use long range and weather modifiers to the roll. The yeti will also flee if the PCs or NPCs change course and approach it.

If the PCs attempt to follow it, they may find its tracks. At this point, GMs should continue with the "Fresh Tracks" entry below.

Tiger/Snow Leopard Attack: One of the quintessential pulp monsters, the tiger is not native to Tibet although they exist in neighboring regions. GMs who want to keep the fauna "pure" can substitute a snow leopard and use the same statistics.

While tigers tend to be solitary hunters, GMs may wish to ignore this in order to provide a greater challenge for the PCs. The statistics provided here are for a huge specimen.

Tiger: CR 4; Large animal; HD 10d8+18; hp 63; Mas 17; Init +2; Spd 40 ft.; Defense 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); BAB +4; Grap +14; Atk +9 melee (1d8+6, claw); Full Atk +9 melee (1d8+6, 2 claws), +4 melee (2d6+3, bite); FS 10 ft. by 10 ft.; Reach 5 ft.; SQ pounce, improved grab, rake 1d8+3, low-light vision; AL none; SV Fort +8, Ref +7, Will +3; AP 0; Rep +0; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.
Skills: Balance +6, Hide +5 (+9 in tall grass or undergrowth), Listen +3, Move Silently +9, Spot +3, Swim +11.
Feats: None.

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

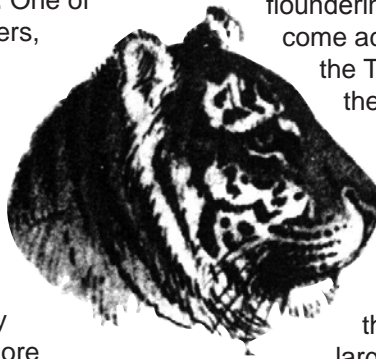
Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake (see below).

Rake (Ex): A tiger that gets a hold of its target can make two rake attacks (+9 melee) with its hind legs for 1d8+6 points of damage each. If the tiger pounces on an opponent, it can also rake.

Skill Bonuses: In areas of tall grass or heavy undergrowth, a tiger's Hide bonus improves to +8.

Ice Sheet: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of Balance and Tumble checks increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Fresh Tracks: This is a good encounter for a floundering expedition. The PCs and NPCs come across fresh yeti tracks. A PC with the Track feat should be able to follow the trail (DC 5) back to the yeti lair.



Wolf Pack: Wolves are native to Tibet and provide an authentic and less immediately dangerous alternative to the great cats.

These wolves hunt in packs and the GM is encouraged to throw a large group of these wolves at the party.

Wolf: CR 1; Medium-size animal; HD 2d8+4; hp 13; Mas 15; Init +2; Spd 50 ft.; Defense 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); BAB +1; Grap +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ scent, trip, low-light vision; AL none; SV Fort +5, Ref +5, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1 (+5 when tracking by scent).
Advancement: 3-4 HD (Large).

Scent (Ex): This ability allows a wolf to detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Special Qualities for more information.

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 152) without making a touch attack or

provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.
Skill Bonuses: Wolves receive a +4 species bonus on Survival checks when tracking by scent.

Ice-Covered Hole: The expedition unfortunately takes the PCs and NPCs over a sheet of thin ice and snow above a 30-yard drop.

A character takes 1d6 points of damage for every 10 feet of the fall, to a maximum of 9d6 points. If the character succeeds on a Reflex saving throw (DC 10, +1 for each 10 feet fallen), this damage is halved. If the saving throw fails, full damage is applied. A character can make a Tumble check (DC 15) to treat a fall as if it were 10 feet shorter when determining the damage and Reflex saving throw DC required by the fall.

GMs may wish to make this a back entrance into the yeti's lair. In this case, the PCs will follow the caves for the rest of the journey. The two surviving yeti will still attack them from the shadows, but the PCs won't notice the yeti graves until after they exit the cave mouth.

Avalanche: An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult.

An avalanche consists of two distinct areas: the bury zone (in the direct path of the falling

debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 500 feet per round.

APPENDIX TWO: THE YETI LAIR

The Yeti lair is approximately two miles into the mountains from the monastery and approximately eight miles from the Tando Valley. It is relatively easy to find once the PCs have discovered yeti tracks. The GM may wish to continue using encounters from Appendix One if the PCs discover tracks while still quite a distance from the Yeti lair.

The lair is a natural cave in the side of a mountain. The yeti family used to number six. Four of them have already fallen to the mist, and their bodies are laid to rest underneath rocks not far from the entrance (the PCs will notice these with a Spot check (DC 15)).



Two yeti reside inside the cave. Their normally gray skin is mottled with red blotches, and bits of white fur have fallen away from the damaged flesh. This condition has made them very ferocious, and they will fight to the death. If

they are captured, the yeti die within the day from the mist.

Note: the yeti are hostile, but not stupid. They will not blindly attack the PCs. Instead, they

will lay in wait in the caves, using the element of surprise.

Inside the lair are bones and hides, gifts from the village. Currently, the yeti are hungry, since they fled when the airplane dropped the mist without taking the offered food.

Communist Note: If the PCs arrive here with the Communists, it is probably better to have the two yeti already dead in the caves. A battle with the yeti may provide a distraction that will allow the PCs to escape. GMs who allow this should either have a stray Crimson patrol capture the PCs (in the Serial) or have them run into the British unit (in the Standalone).

The British Captain will ask for their assistance in defeating the Communists.

Abominable Snowman (Advanced Yeti)

A yeti is a large, white-furred, human-shaped creature that stands about 8 feet tall and weighs approximately 300 pounds. Its long fur is heaviest around the head and shoulders, and its hands and feet are wide and flat.

Layers of fat insulate its body, allowing it to survive and even thrive in subzero conditions. Although a yeti can stand and walk upright, it tends to hunch over and use its hands and feet, in the manner of a gorilla, to navigate ice floes and rocky terrain. Its eyes are either blue or colorless, and it has an extra pair of transparent eyelids that allow it to see even in blowing snow.

Abominable Snowman (Advanced Yeti): CR 6; Huge monstrous humanoid (cold); HD 12d8+36; hp 90; Mas 16; Init +0; Spd 40 ft.; Defense 15, touch 8, flat-footed 15 (-2 size, +7 natural); BAB +12; Grap +28; Atk +18 melee (2d4+8, claw); Full Atk +18 melee (2d4+8, 2 claws); FS 15 ft. by 15 ft.; Reach 10 ft.; SQ cold subtype, constrict, darkvision 60 ft., improved grab; AL any; SV Fort +7, Ref +8, Will +9; AP 0; Rep +0; Str 26, Dex 11, Con 16, Int 9, Wis 12, Cha 11.

Skills: Climb +14, Hide +3 (+18 in snowy conditions), Move Silently +10, Speak Giant, Survival +12.

Feats: Power Attack, Track.

Cold Subtype (Ex): A yeti is immune to cold damage. It takes 50% more damage from fire attacks.

Constrict (Ex): A yeti deals normal claw damage (treat as bludgeoning damage) plus 2d6 points of cold damage with a successful grapple check against a target at least one size category smaller than itself.

Improved Grab (Ex): To use this ability, the yeti must hit an opponent at least one size category smaller than itself with its claw attack. If it gets a hold, it automatically deals claw damage each round that the hold is maintained, and it can constrict in the same round.

Skill Bonus: The yeti's white fur grants it a +15 species bonus on Hide checks made in snowy conditions.

Excerpt from the World Explorers Journal, Summer 1936 volume.

Once again, renowned explorer Sheldon Grey is considering an exotic adventure to a faraway land in search of a mysterious beast.

While Mr. Grey's last such expedition ended in a spectacular failure, he appears ready and determined to try again. This time, he will attempt to capture the mysterious Abominable Snowman on the Plateau of Tibet. He is also searching for the Palace of the Crimson Emperor rumored to be in the same area.

"Prior to the unification of China," Mr. Grey explains, "there were many petty kingdoms in the region. The Crimson Emperor, who lived around 350 years before the birth of the Savior, ran one of these kingdoms. The Crimson Emperor was so ruthless and cruel that the other kingdoms united against him, defeating his army and forcing him into exile somewhere "in the west." Before fleeing, the Crimson Emperor prophesized that he would build a great empire in the west and conquer not only the lands of those who defeated him, but those of the entire world.

"Most scholars believe that the Crimson Emperor and a few trusted subjects built a palace on the inhospitable Plateau of Tibet. Certain Buddhist texts mention that the Crimson Emperor later met with Alexander the Great on the bank of the Indus River. Later, it was whispered that the Crimson Emperor, presumably a descendant, advised Genghis Khan. I believe that this palace exists, and who knows how much history hides behind those walls?"

Others remain skeptical. "After the Cranston Island incident, I am quite frankly shocked that Mr. Grey is so eager to track down another mythical creature and a fictional emperor to boot," said Sir Derrick Upton, also a member of the World Explorer's Club. "I tried to persuade him to invest the expedition funds in developing transatlantic flights. Why risk another public failure and waste even more money?"

Currently, Mr. Grey is giving a series of lectures at Cambridge University. He plans to lead an expedition into Tibet to find the palace and capture an abominable snowman once his speaking engagement terminates in November.

TELEGRAM

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FURTHER IN LONDON STOP THERE IS ROOM ON MY EXPEDITION STOP WE
LEAVE IN TWO WEEKS STOP SHELDON GREY



Western Union, NY, NY

DRAMATIS PERSONAE

Sheldon Grey, Fortune Hunter

A daredevil, world traveler, and fortune hunter, Sheldon Grey is always on the lookout for exotic treasures. The son of a self-made shipping magnate, Grey was taught from an early age to make his own mark in the world. Toward that end, Grey has used his inheritance to finance expeditions around the world to pursue forgotten treasures.

Sheldon Grey is charming, handsome, and rakish. He has never married, preferring to travel the world and partake in adventures rather than settle down and raise a family. Lately, however, he has started to feel his age (he is approaching forty), and often speaks of settling down. Few take him seriously.

Sheldon Grey prefers to take charge in his expeditions. He chooses capable companions who will not threaten his authority. Although he will listen to arguments, Grey is quick to dismiss any challenges to his decisions as cowardice. It is this stubborn overconfidence that often lands Sheldon Grey and company into trouble.

At the time of this adventure, Sheldon Grey is still smarting from the events of Crimson Island. All he had to show for the Cranston's Island Expedition is a financial loss. He hopes that this current expedition will repair his reputation (his reputation acts as a penalty whenever he talks about hunting legendary monsters).

Sheldon Grey's stat block also uses **Advanced Class: Fortune Hunter** from Adamant Entertainment. Relevant special abilities from that work are asterisked (*) and reproduced below.

Tough 3/Charismatic 2/Daredevil 3/Fortune Hunter 4: CR 12; Medium-size human; HD 6d10+4d8+2d6+48; hp 130; Mas 18; Init +3; Spd 30 ft; Defense 20 (+3 Dex, +7 class); BAB +6/+1; Grap +8/+3; Atk +9/+4 melee (1d6+2 nonlethal, unarmed strike); Full Atk +9/+4 melee (1d6+2 nonlethal, unarmed strike) or +8/+3 with weapon or +9/+4 ranged (by pistol type); FS 5ft. by 5 ft.; Reach 5 ft; AL Expedition Party; SV Fort +13, Ref +10, Will +4; AP 105; Rep +10; Str 14, Dex 16, Con 18, Int 16, Wis 12, Cha 16.

Occupation: Dilettante (bonus class skill: Intimidate).

Skills: Balance +5, Bluff +5, Climb +10, Concentration +10, Decipher Script +11, Demolitions +3, Diplomacy +6, Drive +11, Gather Information +12, Handle Animal +4, Intimidate +10, Investigate +3, Jump +3, Knowledge (business) +5, Knowledge (history) +10, Knowledge (theology) +5, Listen +3, Pilot +6, Read/Write French, Read/Write German, Research +10, Ride +6, Sense Motive +3, Speak French, Speak German, Spot +8, Survival +6, Swim +3, Tumble +5.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Brawl, Endurance, Extensive Library*, Personal Firearms Proficiency, Quick Reload, Renown, Simple Weapon Proficiency, Studious, Vehicle Expert, Windfall x2.

Talents: Coordinate, Remain Conscious, Robust.

Class Features: Anticipate Trap*, Fearless, Local Contact x4*, Nip-Up.

Possessions: Sheldon Grey carries all of the usual adventurer gear, based upon his expectations. He often carries a hunting rifle (a Rem-

ington 30-06; GMs using only the core book should use the slightly anachronistic Remington 700) and twin Colt M1911 pistols.

Extensive Library: You have personal access to a large library and a number of related contacts. You gain a +2 to all Gather Information and Research checks.

Anticipate Trap: Fortune Hunters have an uncanny knack for anticipating a trap or ambush, often when they are just about to spring it. The Fortune Hunter may make Search checks as if they were Spot checks (a quick scan allows the Fortune Hunter to make a detailed assumption about a trap).

Local Contact: Being a scholar and an adventurer, the Fortune Hunter makes acquaintances and friends in useful and exotic places. For purposes of this adventure, Winston Goldsmith is Sheldon Grey's relevant contact.

Tsang Wing

Tsang Wing is an educated scholar who detests communism and the civil war ravaging his country. Tsang (his family name) is a strong believer in democracy, and has studied in England and America to learn more about it. He is also fascinated with ancient Chinese culture. A casual conversation with Sheldon Grey in London led to Tsang being hired on this expedition.

Tsang is in his mid-thirties, but his youthful face leads most to underestimate his true age. Tsang dresses in European clothes, a consequence of having lived in London for a year and outgrowing his old clothes.

Smart Ordinary 8: CR 7; Medium-size human; HD 8d6+8; hp 32; Mas 12; Init +1; Spd 30 ft; Defense 14 (+1 Dex, +3 class); BAB +4; Grap +5; Atk +5 melee (1d4+1 lethal or nonlethal, unarmed strike); Full Atk +5 melee (1d4+1 lethal or nonlethal, unarmed strike) or +5 with weapon or +5 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL Chinese Nationalists; SV Fort +3, Ref +3, Will +6; AP 0; Rep +3; Str 12, Dex 13, Con 12, Int 16, Wis 14, Cha 10.

Occupation: Academic (bonus class skills: Knowledge (arcane lore), Knowledge (history), Knowledge (theology and philosophy)).

Skills: Concentration +5, Decipher Script +14, Diplomacy +4, Investigate +11, Knowledge (Arcane Lore) +16, Knowledge (Business) +9, Knowledge (Civics) +9, Knowledge (Current Events) +9, Knowledge (Earth and Life Sciences) +9, Knowledge (History) +14, Knowledge (Physical Sciences) +9, Knowledge (Popular Culture) +11, Knowledge (Theology and Philosophy) +16, Listen +6, Read/Write English, Research +14, Speak English, Spot +6.

Feats: Combat Martial Arts, Defensive Martial Arts, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: Tsang Wing carries a .45 automatic pistol and a knife, although he is loathe to use either.

Diana Pearson, Big Game Hunter

Ever since she was a child, Diana Pearson wanted to be just like her father. Richard Pearson was strong, confident, and brave. He traveled to exotic lands and learned to survive in hostile wildernesses. In her youth, Richard had no sons and Diana was the apple of his eye. He named her after the Roman goddess of the hunt. He taught her how to shoot and survive in the wilderness. Unfortunately, at least in young Diana's eyes, he also wanted her to be a proper lady. He insisted that she go to school in England, pulling strings to get her there. While she was in school, Diana learned of her father's death on a Himalayan expedition.

Diana is coldly beautiful, but her eyes lack any spark. Years of hunting have dulled her senses to suffering, and her desire to finish what her father started consumes her every thought. Still, she is not totally unapproachable, and she will warm to any PC who shares her interest in hunting.

Diana Pearson's stat block also uses **Advanced Class: Big Game Hunter** from Adamant Entertainment. Relevant special abilities from that work are asterisked (*) and reproduced below.

Smart 3/Fast 3/Big Game Hunter 4: CR 10; Medium-size human; HD 4d10+3d8+3d6+10; hp 55; Mas 12; Init +2; Spd 30 ft; Defense 19 (+2 Dex, +7 class); BAB +6/+1; Grap +7/+2; Atk +4 melee (1d3+1 nonlethal, unarmed strike); Full Atk +7/+2 melee (1d3+1 nonlethal, unarmed strike) or +7/+2 with weapon or +8/+3 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL The Hunt; SV Fort +5, Ref +8, Will +6; AP 79; Rep +4; Str 12, Dex 15, Con 12, Int 14, Wis 14, Cha 13.

Occupation: Adventurer (bonus class skills: Move Silently, Spot).

Skills: Balance +6, Bluff +4, Climb +6, Concentration +7, Demolitions +8, Diplomacy +4, Drive +6, Escape Artist +6, Hide +10, Intimidate +5, Knowledge (earth and life sciences) +8, Listen +12, Move Silently +15, Navigate +11, Pilot +5, Search +8, Spot +12, Survival +6, Swim +3, Treat Injury +5, Tumble +5.

Feats: Advanced Firearms Proficiency, Alertness, Athletic, Combat Expertise, Dead Aim, Dodge, Far Shot, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Track, Weapon Focus (Rifle).

Talents: Evasion, Exploit Weakness, Savant (Navigate), Uncanny Dodge 1.

Class Features: Swift Track*, Henchman*, Camouflage*

Possessions: Diana Pearson carries a hunting rifle (a Remington 30-06; GMs using only the core book should use the slightly anachronistic Remington 700), a revolver, and a large knife, in addition to the usual hunting equipment.

Swift Track: At 1st level, the Big Game Hunter may move at normal speed while using Track without taking the -5 penalty.

Henchman: For purposes of this adventure, Doug MacLeod is Pearson's loyal henchman. He will never betray her and would give his life for her.

Camouflage: The Big Game Hunter is first and foremost a hunter. At 4th level she knows how to use her natural surroundings to her advantage while laying in wait for a target. When a Big Game Hunter has had a few minutes to conceal herself, characters attempting to target him have a 50% miss chance.

Doug MacLeod

Doug MacLeod is a gruff, redheaded man of Scots-Irish descent. He dabbled in some amateur fisticuffs in his youth, but soon found himself work in a traveling circus. The circus folded with the onset of the Great Depression, but MacLeod happened to be in the right place at the right time when Richard Pearson, a former provider of animals for the circus, needed another hand in an African expedition. MacLeod became a loyal employee ever since.

In a twist of fate, MacLeod was mauled by a jaguar during a Mayan expedition and was recuperating in the hospital when Pearson disappeared in the Himalayan expedition. He feels personally responsible, believing that Pearson would still be alive if he had been there. MacLeod offered his services to Diana, who appreciated having one of her father's seasoned employees on her team. He is fiercely loyal to Diana and will not allow anything to happen to her.

Strong Ordinary 3/Tough Ordinary 3: CR 5; Medium-size human; HD 3d10+3d8+6; hp 35; Mas 13; Init +2; Spd 30 ft; Defense 16 (+2 Dex, +4 class); BAB +5; Grap +7; Atk +7 melee (1d8+2 nonlethal, unarmed strike); Full Atk +7 melee (1d8+2 nonlethal, unarmed strike) or +7 with weapon or +7 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL Diana Pearson; SV Fort +5, Ref +4, Will +2; AP 0; Rep +1; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Athlete

Skills: Climb +9, Handle Animal +5, Intimidate +3, Jump +5, Spot +4, Survival +4, Swim +6, Tumble +8.

Feats: Advanced Firearms Proficiency, Brawl, Dodge, Improved Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Since MacLeod's main goal is to aid and protect Diana Pearson, he carries a double-barreled sawed-off shotgun, a pistol, and a machete. He normally lets his fists settle any arguments.

Lama Ranpoche

Lama Ranpoche has been the leader of this monastery for almost half a century. He looks like a bald man of sixty, although in reality he is ninety-one. He enjoys company, but speaks in short sentences. This is not due to his age; the Lama believes that every utterance should be meaningful, and he does not waste time with idle chatter or embellishments.

The Lama has been protecting the yeti in this area for years. Traditionally, the yeti have always helped defend the monastery from outsiders. They have defended the monastery often from looters and fortune seekers.

The Lama remembers Richard Pearson. He visited the monastery with an expedition ten years ago. The Lama warned him not to hunt for the yeti, but Pearson ignored his request. Ranpoche heard from villagers sometime later that Pearson's expedition was buried in an avalanche. There were no survivors.

Dedicated Ordinary 4/Smart Ordinary 4: CR 7; Medium-size human; HD 4d8+4d6+16; hp 44; Mas 14; Init +1; Spd 30 ft; Defense 15 (+1 Dex, +4 class); BAB +5; Grap +4; Atk +4 melee (1d3-1 nonlethal, unarmed strike); Full Atk +4 melee (1d3-1 nonlethal, unarmed strike) or +4 with weapon or +6 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL Tibetan Buddhism; SV Fort +5, Ref +3, Will +6; AP 0; Rep +4; Str 8, Dex 12, Con 14, Int 14, Wis 15, Cha 10.

Occupation: Religious

Skills: Concentration +6, Decipher Script +4, Diplomacy +9, Gather Information +2, Knowledge (Arcane Lore) +11, Knowledge (Earth and Life Sciences) +6, Knowledge (History) +13, Knowledge (Theology and Philosophy) +16, Listen +4, Read/Write English, Research +12, Sense Motive +14, Speak English, Spot +10, Survival +6, Treat Injury +9.

Feats: Alertness, Educated, Simple Weapons Proficiency, Studious, Trustworthy.

Possessions: The Lama generally only carries ritual equipment.

Tibetan Monk

The monks of the Choje Monastery wear simple robes, shave their heads, and wear yellow hats. They speak little, usually only when spoken to (which is difficult for the PCs, since none of them are likely to speak Tibetan or one of the Indian languages). All of them are aware of the existence of yeti, but they have vowed never to reveal that secret.

For Danu, take away one point of Treat Injury to account for his knowledge of spoken English.

Dedicated Ordinary 4: CR 3; Medium-size human; HD 4d6+8; hp 20; Mas 14; Init +1; Spd 30 ft; Defense 14 (+1 Dex, +3 class); BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed strike); Full Atk +2 melee (1d3-1 nonlethal, unarmed strike) or +2 with weapon or +4 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL Tibetan Buddhism; SV Fort +4, Ref +2, Will +4; AP 2; Rep +2; Str 8, Dex 12, Con 14, Int 14, Wis 15, Cha 10.

Occupation: Religious (bonus class skills: Knowledge (behavioral sciences), Knowledge (theology and philosophy), Sense Motive).

Skills: Concentration +4, Decipher Script +4, Diplomacy +4, Gather Information +2, Knowledge (Arcane Lore) +7, Knowledge (History) +9, Knowledge (Theology and Philosophy) +12, Research +4, Sense Motive +10, Spot +8, Survival +6, Treat Injury +9.

Feats: Educated, Simple Weapons Proficiency, Studious, Trustworthy.

Possessions: Although dedicated to non-violence, the monks carry staves that can be used for defense when on guard duty or outside the monastery.

Captain Yao Jin

Captain Yao Jin is a soldier who probably would never have achieved the rank of captain in the National Army. The Communists couldn't afford to be choosy, and Captain Yao proved himself worthy in battle. Captain Yao is a firm believer in Communism and keeps tracts on his person at all times (he even has a Cantonese translation of Karl Marx's The Communist Manifesto). Captain Yao is a strong man with chiseled features and a slim mustache.

As a soldier, Captain Yao appreciates loyalty, frankness and discipline. He never learned to bluff, and his diplomacy skills are lacking. When asking doesn't work, Captain Yao immediately moves to intimidation. He wants the Crimson Mist to use as a weapon for Communism.

Strong 3/Soldier 7: CR 10; Medium-size human; HD 7d10+3d8+20; hp 70; Mas 15; Init +4; Spd 30 ft; Defense 18 (+2 Dex, +6 class); BAB +8/+3; Grap +10/+5; Atk +10/+5 melee (1d3+1 nonlethal, unarmed strike); Full Atk +10/+5 melee (1d3+1 nonlethal, unarmed strike) or +10/+5with weapon or +10/+5 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL Communism; SV Fort +8, Ref +7, Will +4; AP 82; Rep +1; Str 15, Dex 14, Con 15, Int 12, Wis 12, Cha 14.

Occupation: Military (bonus class skills: Knowledge (tactics), Survival).

Skills: Climb +4, Demolitions +5, Diplomacy +5, Gamble +3, Intimidate +11, Jump +4, Knowledge (Civics) +3, Knowledge (Current Events) +3, Knowledge (History) +3, Knowledge (Tactics) +12, Knowledge (Theology and Philosophy) +5, Listen +5, Navigate +5, Spot +5, Survival +12, Swim +8.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Athletic, Combat Martial Arts, Combat Reflexes, Confident, Defensive Martial Arts, Educated, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Extreme Effort, Improved Extreme Effort.

Class Features: Weapon Focus, Weapon Specialization, Tactical Aid, Improved Critical, Improved Reaction.

Possessions: Captain Yao carries an automatic pistol and a sword.

Chinese Communist Lieutenant

The Lieutenants are the squad leaders of the Communist army. These stats can double as the stats for the British officers.

Strong Ordinary 4/Tough Ordinary 4: CR 7; Medium-size human; HD 4d10+4d8+8; hp 44; Mas 12; Init +0; Spd 30 ft; Defense 16 (+0 Dex, +6 class); BAB +7/+2; Grap +3; Atk +7/+2 melee (1d4 lethal or nonlethal, unarmed strike); Full Atk +7/+2 melee (1d4 lethal or nonlethal, unarmed strike) or +7/+2 with weapon or +7/+2 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL Communism; SV Fort +5, Ref +2, Will +2; AP 0; Rep +1; Str 11, Dex 11, Con 12, Int 10, Wis 10, Cha 10..

Occupation: Military (bonus class skills: Knowledge (tactics), Survival).

Skills: Climb +8, Intimidate +4, Jump +2, Knowledge (Tactics) +5, Ride +2, Spot +4, Survival +8, Swim +6.

Feats: Advanced Firearms Proficiency, Athletic, Combat Martial Arts, Defensive Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: The Lieutenants carry pistols.

Chinese Communist Soldier

These are the grunts of the Communist army. They are fiercely loyal and devoted to the cause of Chinese Communism. These stats can double as the stats for the British soldiers, or the Crimson Guard, as needed.

Strong Ordinary 2/Tough Ordinary 2: CR 3; Medium-size human; HD 2d10+2d8+4; hp 22; Mas 12; Init +0; Spd 30 ft; Defense 14 (+0 Dex, +4 class); BAB +3; Grap +3; Atk +3 melee (1d4 lethal or nonlethal, unarmed strike); Full Atk +3 melee (1d4 lethal or nonlethal, unarmed strike) or +3 with weapon or +3 ranged; FS 5ft. by 5 ft.; Reach 5 ft; AL Communism; SV Fort +5, Ref +0, Will +0; AP 0; Rep +0; Str 11, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Occupation: Military (bonus class skills: Knowledge (tactics), Survival).

Skills: Climb +5, Intimidate +3, Jump +2, Knowledge (Tactics) +4, Spot +3, Survival +6, Swim +4.

Feats: Advanced Firearms Proficiency, Athletic, Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: The Soldiers carry pistols, rifles, and knives.