



CRIMSON EMPEROR

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CHAPTER FOUR: ESCAPE FROM THE CRIMSON PALACE



A SERIAL ADVENTURE FOR

THRILLING TALES

OR ANY PULP D20 CAMPAIGN

CRIMSON EMPEROR, CHAPTER THREE:

ESCAPE FROM THE CRIMSON PALACE

by
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INTRODUCTION

"Escape from the Crimson Palace" is the fourth adventure in The Crimson Emperor serial. It is designed to continue from the previous adventure "Valley of Death" and lead into "The Crimson Veil." GMs who ran "Valley of Death" as a standalone can also use "Escape from the Crimson Palace" as a sequel. This adventure can also be used as a standalone. Due to its placement in the overall serial, "Escape from the Crimson Palace" begins with Chapter Nine. "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 the overall Serial or as the second part of "Valley of Death," then the PCs are already established. Due to the "prison breakout" nature of this adventure, all character types are suitable provided there is a rationale as to why the Crimson Emperor imprisoned them in the first place (see the Standalone Adventure section below for ideas).

BACKGROUND

It is nearing the end of 1936. The PCs had uncovered a conspiracy by the mythical Crimson Emperor to control American mob bosses and influence the Presidential election. Their investigation led them to Tibet, where they discovered a mysterious chemical weapon that has wiped out an entire village. Unfortunately, they have found themselves captured by the Crimson Emperor's army.

STAND-ALONE ADVENTURE

If this adventure is being used as a standalone, then the GM will have to contrive an opportunity for the PCs to wander too close to the ancient palace and get captured. Since the Crimson Emperor wishes to remain secret, any threat will be neutralized (including sending an airplane to shoot down any "trespassing" aircraft. The PCs could be part of a hunting/mapping expedition or simply airplane passengers passing over the Plateau of Tibet. Once the PCs are brought before the Crimson Emperor and discover his secret plans, they will be treated in the same way as the Serial PCs.

As a standalone, the hidden palace can be relocated to any part of the world where the PCs happen to be. The GM should substitute the East Asian motif for whatever local ancient cultures existed (for example, a palace buried in the mountains of Guatemala may have influences from Olmec, Aztec, Toltec, Mayan, and Incan cultures).

SERIAL ADVENTURE

In "Valley of Death," the PCs saw the effects of the Crimson Death and were captured by the forces of the Crimson Emperor. During this adventure, the PCs will learn of the Crimson Emperor's plans and escape his clutches.

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 NINE: DASTARDLY SCHEME REVEALED!

In “Valley of Death,” the Crimson Emperor’s soldiers captured the PCs. Bound and stripped of their weapons, the PCs will be taken to the Palace of the Crimson Emperor.

The Palace is built into the side of a crevasse in a remote area of the Tibetan Plateau. Due to the nature of the split, the crevasse is almost entirely covered by overhanging rock, shielding the palace face from aerial exposure. It is also difficult for an airplane to safely traverse the crevasse (Pilot check at DC 20).

The Palace is about a day’s march from the Tando Valley (see “Valley of Death”) and it will be nightfall as the soldiers march up the bottom of the crevasse to the Palace Entrance. The overhanging rocks make the valley pitch black.

The front of the palace is lit by enormous torches, which give the ornately carved palace façade an eerie glow. PCs who make a Knowledge (Art) or Knowledge (History) check (DC 10) will note various influences in the design, including Chinese, Tibetan, Indian, and even Greek. An airplane hanger is built into the rock wall opposite the palace, and there is an airplane sitting outside. The aircraft has Nazi markings.

The PCs will be led into a grand hall, which is the court of the Crimson Emperor. The room is richly decorated with silks and frescoes. The paintings include a map of the original boundaries of the Fusan Dynasty as well as key figures and battles throughout history (presumably those whom the Crimson Emperor aided). The emperor’s chair sits on a raised dais with a large banner depicting a crimson Crimson wrapped around a globe. The soldiers will force the PCs to their knees and warn them that it is forbidden to look at

the emperor without his consent. Failure to comply is an immediate death sentence (the guards aren’t in the mood for lip. Sarcasm and such are dealt with a rifle butt to the face. Any attempts at heroics or staring at the Emperor before acknowledged will be met with a bullet. If the GM feels negative reinforcement is necessary, he can have one of the NPCs, such as Doug MacLoed, test the waters and get a bullet for his trouble).

Serial Note: The next section presumes that this chapter is part of the Crimson Emperor serial. If the GM is using this adventure as a standalone or as the second part of the Tibetan adventure, the Crimson Emperor’s responses should be adjusted accordingly. In the end, all fates are the same. The PCs know too much and will be locked away as their likenesses are used to further his evil scheme.

AN AUDIENCE WITH THE EMPEROR

After several minutes, the Crimson Emperor’s Duplicate makes his grand entrance. He is wearing robes of red and gold and a matching ornate headdress. A servant removes the hat, revealing a surprisingly clean-shaven man (lacking the expected “Fu Manchu” look) with short-cropped hair. A second servant removes his robes, revealing a crimson military uniform with gold trim cut and decorated in a European royal style.

“You have traveled long and far to see the Crimson Emperor of the Fusan Dynasty,” he states. “Rise now and enjoy his hospitality.”

The Crimson Emperor will ask them to identify themselves, using his Sense Motive to counter any bluffs. If necessary, he will use his powers of mesmerism to compel truthful responses. As he hears their names, the Emperor will

smile and refer to previous events in the serial that the PCs were connected with.

At this point, the PCs may gloat about foiling his plans, especially his attempts to influence the election. The Emperor will smile at this, letting them know that everything went according to plan. As proof, he offers a copy of the PC's local paper trumpeting Steamship Stu Morrison as the President-elect. This may confuse the PC's at first, but the Emperor will assure them that all of the dirty tactics and assassination attempts against Senator Morrison were designed to garner him votes. In other words, the Crimson Emperor wanted Sen. Morrison to win the election.

The Emperor will lament the PC's involvement in "the Scorpion Syndicate," claiming that their destruction of the Mirror Machine caused a minor setback. They can, however, be assured that the Mirror Machine in this palace is in perfect working order.

The Emperor will allow a few more questions, but he limits his answers to admitting involvement in the previous schemes. He will elaborate further at dinner, where the PCs will be honored guests.

GUESS WHO'S COMING TO DINNER?

The PCs will be escorted to an elaborate dining hall and seated at a well-decorated table already laden with tasty dishes. There are already representatives of other governments



chatting and drinking here. PCs may make a Knowledge (civics, current events, or history) check at DC 15 to identify the ambassadors. There are representatives from Germany, Italy, Japan, and Russia here (as well as any fictional "bad guy" nations the GM may have used in previous adventures).

There are also American representatives here as well, including Marty Bloom, President Morrison's former campaign manager. With the exception of Bloom, whom Serial PCs

would know from "Politics of Terror," none of the representatives are well known (in other words, no Hitler, Mussolini, Stalin, etc).

If the PCs decide to try anything funny, the GM should remind them that the dining hall is well guarded by Crimson soldiers holding submachine guns. PCs who mingle will find that the ambassadors are suitably impressed by the Crimson Emperor's conquest of America and the potency of the Crimson Death.

Not long after the PCs arrive, the Crimson Emperor will make his appearance and sit at the head of the table. He is accompanied by a Frenchman in a lab coat. The Emperor will order wine glasses refilled and offer a toast.

"Gentlemen, I have promised you control of the entire world, with national boundary lines redrawn to your specifications. I have conquered the sleeping giant through its own democratic electoral process." He pauses as the representatives break out in laughter. *"With*

the use of Dr. Marcel's weapon I will strengthen my control over the United States and together we will crush our enemies!" With that, he raises his glass and toasts the representatives.

PCs who make a Sense Motive check (DC 15) will notice that Dr. Clark Marcel is not happy, but is doing his best to keep his composure (in truth, Dr. Marcel is just as much a prisoner as the PCs).

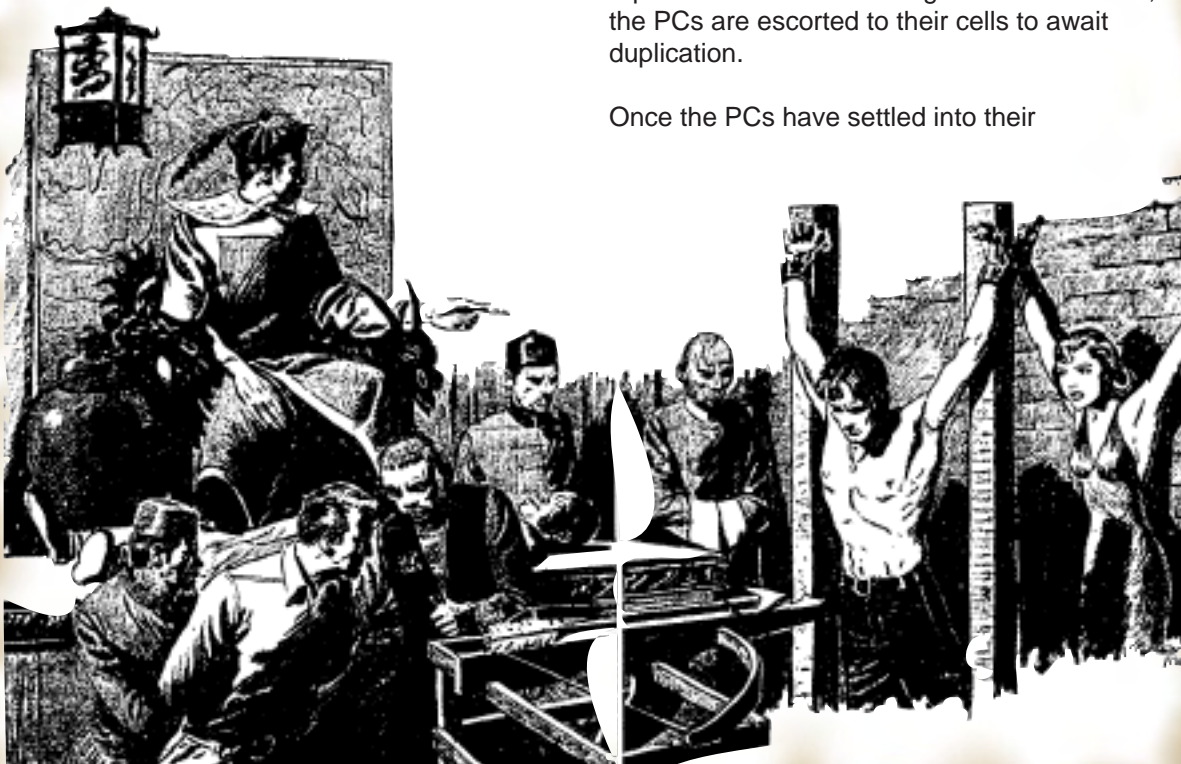
THE SHOCKING REVELATION

The Crimson Emperor will offer a second toast. This time it is directed at the PCs.

"The Crimson Mist will be unleashed on (insert appropriate American Campaign City here). Naturally, I shall need scapegoats, someone upon which to lay the blame for this terrorist action. Divine Providence has brought those scapegoats to me!"

To their horror, the PCs realize that the representatives are toasting them. Soon after, the PCs are escorted to their cells to await duplication.

Once the PCs have settled into their



CHAPTER TEN: PRISONERS OF THE EMPEROR

The following sections can be shuffled and arranged as the GM sees fit. It is important that the players receive all of the information on the Checklist before proceeding to Chapter Eleven.

A NICE COZY CELL & SOME COMPANY

The first place that the PCs will be escorted to is their new home. They will be taken to the dungeon where they will be paired off into cells. The cells are made of stone with steel bars (and no windows), making an escape an unlikely proposition.

There is another prisoner as well, Lianna Marcel. She will only share a cell with a female PC, but she can also communicate with the other cells through the bars. Lianna is a pretty young lady who is held captive here so that her father, Dr. Clark Marcel, will continue his work in providing the Crimson Emperor with more potent versions of the Crimson Mist. Lianna hates being used like this, and will ask the PCs to help her find some way to help her father.

NOT THE FACE!

The PC is taken to the secret lab where Dr. Grigory Janovich and the Mirror Machine await them. The Mirror Machine consists of two tables with restraining belts and a large T-shaped machine between them. Characters who have been through “the Scorpion Syndicate” will recognize it as a duplicate of the machine in the Chinatown Warehouse. Similarly, this “Dr. Janovich” is also a duplicate.

For all PCs, the routine is the same. Two elite guards will escort each PC (it is up to the GM how many PCs are taken at once; since this

encounter is supposed to go smoothly, the more isolated the PC feels, the better). The PC will be strapped down on one of the tables and a young Chinese man (or woman) who is stripped to the waist (a woman volunteer would still wear something for modesty, unless the GM wishes to veer into “spicy” territory). Each volunteer has a crimson Crimson tattoo on his left forearm.

The process of duplication takes several hours as the machine “reads” the victim’s face and hands and adjusts the volunteer’s features accordingly.

INTERROGATION

A PC who has already been duplicated will be taken to see the Crimson Emperor. The meeting will take place in one of the observation lounges that overlooks the ravine. Two elite soldiers will escort the PC and remain in the room with them. The PC’s duplicate will be here as well. The purpose of the meeting is to give the new duplicate the information he needs to go to America and impersonate the PC. The Crimson Emperor will first use diplomacy to encourage cooperation. After all, he only wishes to unite the world under one government. There will be no more wars, no more suffering, and no more poverty. He will usher in a golden age. If the PC cooperates, then the Crimson Emperor will promise that he or she will be well cared for after the takeover of the world.

If the PC refuses to cooperate (and it is difficult to Bluff the Crimson Emperor), then he will have the guards immobilize the PC as he forcibly extracts information. He asks very basic questions about the PC’s home, friends, family, job, business associates, membership

in organizations, etc. Once the interrogation is over, the Crimson Emperor sends the PC back to his cell.

Serial Note: If the PCs played the previous chapter badly and missed information regarding the plans of the Crimson Emperor, then now is a good time for the Crimson Emperor to reiterate his plan.

A VISIT FROM DR. MARCEL

Dr. Marcel is allowed to visit his daughter semi-regularly. If Lianna has gained the trust of the PCs, then she will ask her father to tell them what he knows.

Dr. Marcel will tell the PCs that the duplication process is not perfect. The Mirror Machine manipulates the nerves of the skin and over time those nerves unravel and return to their natural state. Continuous treatments are necessary every couple of months to maintain the disguise. Dr. Marcel has accidentally discovered that irritants, such as itchy powders, will cause the nerves to unravel more quickly. This also means that duplicate victims are usually held alive so that the disguises can be kept longer.

Dr. Marcel will also reveal that the Crimson Mist is a powerful weapon but it must be sprayed on victims in a semi-liquid state. It disperses quickly, so releasing it too high in the atmosphere will negate its effects. Also, explosions or fire will dry out essential components almost immediately, rendering what is left inert. Dr. Marcel is still alive because he's assured the Crimson Emperor that he can solve these problems with more experimentation.

Dr. Marcel hates what he is doing. He takes full responsibility for all of the deaths that his mist has caused, and it has taken its toll. He almost looks more like Lianna's grandfather than her father. Dr. Marcel is also a fatalist; he does not see any way that the PCs could

escape the Crimson Emperor's clutches. If, however, they could escape with Lianna, then he would stop cooperating with the Crimson Emperor (suicide is implied).

If one of the PCs is a scientist, Dr. Marcel may suggest that the PC become his assistant. The Crimson Emperor will grant the request, enabling Dr. Marcel to teach the PC how to make the itchy powder.

CHECKLIST

Before going to the next chapter, the following things should have occurred:

- Every PC should have been duplicated.
- Every PC should have been interrogated.
- The PCs should have met Lianna and understand why she is kept here.
- The PCs should have met Dr. Marcel and learned about the itchy powder and the limitations of the Crimson Mist.
- The PCs should understand that, if they flee with Lianna, Dr. Marcel will stop cooperating.
- The PCs should realize that the Crimson Mist will be released in their home city by their duplicates.
- The PCs should realize The current President of the United States is a duplicate.

CHAPTER ELEVEN: A DARING ESCAPE

STRANGE BEDFELLOWS

One night, Heinrich Schulhoffer, the German ambassador, visits the PCs. He will give the PCs an intriguing offer. He knows that Dr. Marcel visits the cell often. Schulhoffer is willing to free Schulhoffer and his daughter and escape in his transport plane. Unfortunately, the Crimson Emperor will not allow any of the ambassador's security guards into the palace. So Schulhoffer is willing to offer a deal with the PCs.

His plan is simple. He will come to visit the PCs just before Dr. Marcel is escorted into the cellblock. He will take care of the guard and get the keys to open the cell doors. When the guards arrive with Dr. Marcel, the PCs will be able to surprise and overwhelm them. They will then use Dr. Marcel as a hostage to escape (Schulhoffer will provide them with the most convenient escape route). Once outside, Schulhoffer will meet them at the airplane and transport them back to Germany, where he will allow them to go free.

PCs should be naturally suspicious of Schulhoffer's motives. A successful opposed Diplomacy check will reveal that Schulhoffer hopes that Dr. Marcel can be persuaded to share his secret of the Crimson Mist with Nazi Germany. There is also a veneer of racism, as Schulhoffer considers the Crimson Emperor to be non-Aryan and inferior.

Regardless of their suspicion, the PCs should realize that Schulhoffer offers their best chance to escape. They should cautiously accept his agreement. He will share the escape route with them the next time he returns, when it is time to act.

THE ESCAPE BEGINS

As promised, Schulhoffer returns just after the PCs have been served breakfast. He jovially asks the jailor to allow him into the cell to ask the PCs a few questions. The jailor agrees, fishing out his keys and opening the door to the cellblock. At this point, the German Ambassador pulls out a silenced pistol and shoots the jailor in the back of the head.

As Schulhoffer unlocks the cell doors, he will tell the PCs that their quickest way to escape is to use the elevator at the end of the hall. The bottom floor is a service entrance, usually guarded by four guards. Once the PCs deal with them, they should be able to run across the valley to the Nazi transport plane. Schulhoffer also notes that one of the keys opens the closet in the jailor's room which contains all of their confiscated equipment (convenient, yes, but this is pulp! GMs who do not want to let the PCs off that easily may ignore the closet altogether).

WHAT IF THEY PLAYERS COME UP WITH SOMETHING ELSE?

It's entirely possible that your players may not wait around to hear Herr Schulhoffer's offer. Gamers have a hard time keeping their characters captive, even if it is a staple of the genre.

In the event that the PCs attempt their own escape, the GM should feel free to incorporate elements from this chapter into the events surrounding the player's own plans.

In other words: Wing it.

Serial Note: *The PCs may realize that they no longer need the Ambassador at this time and double-cross him. Let them. They will still need to lay in wait for Dr. Marcel and convince the Nazis to take them once they get to the airplane.*

Within half an hour, two guards approach the cellblock with Dr. Marcel. The PCs should have a tactical plan to take out the guards and free Dr. Marcel (the jails provide a convenient dumping ground for captured guards).

ELEVATOR TROUBLES

Assuming that the PCs take out the guards and convince Dr. Marcel to come with them, they should head down the hallway to the elevator. Unfortunately, the Crimson Emperor has grown suspicious of the suddenly departing German Ambassador and sends another group of guards to check in on the cellblock. As the PCs are heading toward the elevator, call for a Listen check (DC 10). Those who make it hear the other elevator coming toward their level (and can see the top of the elevator coming into view). There are three armed elite guards in the elevator who will have to be dealt with before the PCs can escape down the other elevator.

(It needs to be noted here that the palace elevators have a “cage” configuration. The outer door is a simple pull-down caged door that can be left up when the car is not there. The inner door is a simple “pull-out” accordion door that is only about 3 feet high (and is usually not used). Thus, people can interact and even shoot each other through the doors).

The elevator is operated by hand gears. Characters with Craft (mechanical) or Knowledge (technology) may make a check (DC 15) to understand the controls. The DC may be lowered to 10 if at least one PC can read/write Cantonese.

The service tunnel is six floors down (there

are three more levels below that). The GM could have soldiers shoot up or down at them from higher or lower floors. This could result in a weakening of the elevator. GMs are encouraged to make the elevator trip as thrilling and entertaining as possible.

SERVICE TUNNEL

The four guards will be running down the tunnel as the PCs land. Some PCs could climb above the elevator, giving the false impression that there are fewer riders (however, at least one character needs to man the controls). Once the PCs have taken down the guards, they can exit out into the valley.

CHAPTER TWELVE: FLIGHT FOR FREEDOM!

This is the final chapter in “Escape from the Crimson Palace.” The PCs must board the Nazi plane and make their escape. They will have to deal with not only the Crimson Emperor’s men, but also the remaining Nazis on the plane. If the PCs can fly south enough, they can get help from British forces.

JOINING A BATTLE IN PROGRESS

As the PCs enter the valley, they will see the Nazi transport plane taxiing down the runway. They will also see several dead Nazi and Crimson soldiers. The transport plane is about to be overrun by ten armed Crimson soldiers. Only a couple of Nazi soldiers are shooting back at them from the airplane.

The PC’s greatest help is a jeep (actually a Wehrmacht Kubelwagen) parked next to the service entrance. This jeep has an MG-34 machine gun fitted on it. The PCs can use it to hold off the Crimson soldiers as they drive up to the transport plane. Schulhoffer is eagerly

calling to them and will order the transport plane to slow down so that the PCs can intercept them. He will insist that Dr. Marcel and his daughter load first (at which point he feels no loyalty to the PCs and has no qualms ordering the Nazi soldiers to turn their guns on them).

The transport plane has two Nazi pilots, the German Ambassador, and two soldiers left. The PCs will have to overcome them if they wish to commandeer the plane.

FLY THE UNFRIENDLY SKIES

Once the PCs are in the air, they will have to figure out where to go. PCs may make a Knowledge (tactics) check at DC 15 to realize that their best chance is to head south toward British-controlled territory. If the PCs fail this check, then Dr. Marcel will suggest it. They can also use their radios to alert the British that they are not Nazis.





While flying towards safe harbor, the PCs are followed by three of the Crimson Emperor's fighter aircraft. The PCs can use the transport plane's machine guns to fight them off. The fighter planes are simply trying to down the craft, not destroy it, so the PCs will have some advantage. If the plane does go down, then the PCs will hopefully have radioed the British, who will send airplanes to the rescue. The PCs and Lianna will have to use parachutes to escape the plane before it crashes.

Dr. Marcel will not be going with them, regardless of the outcome. Realizing that his knowledge is dangerous to the world,

Dr. Marcel kisses his daughter goodbye before biting down on a cyanide capsule. No Treat Injury checks will save him. His last words are "I'm sorry..."

If the GM feels that the PCs take down the Crimson's aircraft too quickly, he could send another three-plane group after them before they get to British territory, stumbled across while marching here.

EPILOGUE

Standalone: The British government will be very interested in the Crimson Emperor and his plans for world domination.

They plan to unmask the faux President when he visits Great Britain. The PCs should have their wealth levels increased for their information. If the GM wishes, the PCs could go on to stop their duplicates in the final

adventure of this serial, "The Crimson Veil."

Serial: The PCs must return to their home city and find their duplicates before the Crimson Mist can be unleashed on their city. They also need to unmask the faux president. These events are chronicled in "The Crimson Veil."

Diana Pearson, if she is still alive, will insist on going back to the monastery and retrieving Sheldon Grey, leaving the PCs to deal with the events of "The Crimson Veil" alone.

DRAMATIS PERSONAE

“The Crimson Emperor”

Fu Dao, the Crimson Emperor, claims to be the latest descendent of the Fusan emperors. No one has challenged his claim. While one might expect that centuries of isolation and exile would produce a leader mired in his own past, nothing can be further from the truth. Fu Dao is very much a student of modern culture and believes that “Western ways” must be adapted in order to ensure that his new empire will stand the test of time (ironically, China is fated to pursue a similar course by the end of the next decade). Toward that end, he wears his hair short, keeps his face shaved, and has adopted European military dress.

The one trait that the Crimson Emperor has inherited from his ancestors is megalomania. He truly believes that he is destined to rule, and has seized on current world events to further his goals. He is secretly funding the Chinese Nationals in the hopes of creating a new China beholden to him (and create a balancing force against his “ally” Japan). The Emperor has also forged ties with the Germans and the Italians, promising them that his ambitions lie no further than East Asia and keeping America out of the war. In truth, the Emperor plans to conquer them all in time.

The “Crimson Emperor” that the PCs meet in this adventure is actually a duplicate. The true Crimson Emperor is masquerading as the President-Elect of the United States of America.

The Crimson Duplicate’s stat block uses **Advanced Class: Mesmerist** and from Adamant Entertainment. Relevant special abilities from that work are asterisked (*) and reproduced below.

Charismatic 3/Mesmerist 7: CR 10; Medium-size human; HD 10d6+10; hp 50; Mas 13; Init +3; Spd 30 ft; Defense 16 (+3 Dex, +3 class); BAB +4; Grap +6; Atk +6 melee (1d4+2 lethal or nonlethal, unarmed strike); Full Atk +6 melee (1d4+2 lethal or nonlethal, unarmed strike) or +6 with weapon or +7 ranged (by pistol type); FS 5ft. by 5 ft.; Reach 5 ft; AL Crimson Emperor; SV Fort +5, Ref +9, Will +9; AP 75; Rep +9; Str 15, Dex 17, Con 13, Int 16, Wis 14, Cha 18.

Occupation: Criminal (bonus class skills: Disguise, Knowledge (streetwise)).

Skills: Bluff +15, Concentration +11, Diplomacy +16, Disable Device +8, Disguise +18, Escape Artist +8, Forgery +8, Gather Information +11, Hide +10, Intimidate +19, Knowledge (Arcane Lore) +11, Knowledge (Behavioral Sciences) +11, Knowledge (Theology and Philosophy) +9, Listen +9, Move Silently +10, Read/Write Language +4 (English, German, French, Japanese), Research +14, Sense Motive +14, Sleight of Hand +10, Speak Language +4 (English, German, French, Japanese), Spot +9.

Feats: Archaic Weapons Proficiency, Combat Expertise, Combat Martial Arts, Deceptive, Defensive Martial Arts, Educated, Lightning Reflexes, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Stealthy.

Talents: Charm, Coordinate.

Class Features: Hypnotic Ability*, Hypnotic Trance*, Trick*, Command Word*, Lengthy Trance*, Winning Smile, Compulsion*.

Possessions: In his own house, the Crimson Emperor has access to everything he needs. When wearing his military uniform, he prefers to carry a German mauser pistol and a samurai sword (a gift from the Japanese Emperor).

Hypnotic Ability: A number of times per day equal to the Mesmerist's class level + Intelligence modifier, a Mesmerist can attempt to place a target (a GM character) in a hypnotic state, using any of the abilities listed below.

Hypnotic Trance: A Mesmerist can place a target in a hypnotic trance. A Mesmerist does this by making a hypnosis check with a bonus equal to his Mesmerist class level + his Intelligence modifier against a DC equal to the target's Wisdom. If the target is resisting the attempt at hypnosis, the target's base Will save modifier is added to the target's Wisdom (Note that the target's Wisdom modifier is not added to the DC). An attempt at hypnosis requires a full-round action, and an object, such as a pocket watch or fob, is required to gain the target's attention in order to place them in a hypnotic state. A Mesmerist and the target must be able to speak the same language. If a Mesmerist has 5 or more ranks in Concentration, he gains a +2 bonus on hypnosis checks. If a Mesmerist has 5 or more ranks in Knowledge (behavioral sciences), he gains a +2 bonus on hypnosis checks.

On subsequent rounds, once the target is in a hypnotic state, the Mesmerist may either question the target or give them a suggestion. A hypnotic trance lasts for a number of minutes per Mesmerist class level. If the Mesmerist spends an action point, the duration is increased to 10 minutes per level.

Questioning: The Mesmerist may ask a number of questions equal to 1d3 + his Mesmerist class level. Each round, the Mesmerist will learn the answer to one question, to the best of the target's knowledge. The Mesmerist may spend an action point to increase the number of questions. Any action points spent to increase the duration or extent of this, or any other hypnotic ability, would be in addition to any action points spent on the hypnosis check.

Suggestion: The Mesmerist suggests a course of action (limited to a sentence or two) to influence the target's actions. The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the target to stab himself, throw someone dear to them out of a window, or some other harmful act automatically negates the hypnotic state. However, a suggestion that a vat of acid is actually pure water and that a quick dip would be refreshing is another matter. A common suggestion is that the target go to sleep. Stage magicians often implant the suggestion that the target is another person or an

animal, such as a chicken. A target will remain under a hypnotic suggestion for a number of minutes equal to the Mesmerist's class level.

Command word: Beginning at 4th level, a Mesmerist is able provide a target with a command word that will make it easier to put the target into a hypnotic state at any time over the next few days (equal to the Mesmerist's class level). The Mesmerist should strive to provide a command word that the target is unlikely to hear during the normal course of her day. A command word allows a Mesmerist to remotely direct a target by speaking over a telephone or radio. While a command word is in effect, the Mesmerist will still need to make a hypnosis check to activate the target's hypnotic state, but the DC will be halved.

Lengthy trance: At 5th level and above, a Mesmerist's hypnotic trance lasts for 10 minutes per Mesmerist class level. If the Mesmerist spends an action point the duration is increased to hours per level.

Compulsion: A Mesmerist of 7th level or higher can direct a target to carry out longer and more elaborate tasks than under a Hypnotic Suggestion. The commands given to a target still need to be simple and unambiguous (such as "go, take the jewels from the safe, and bring them back to me"). The Mesmerist may need to monitor the target and provide further direction to ensure that tasks are carried out as intended. A Hypnotic Compulsion will last for a number of hours equal to the Mesmerist's class level. The duration may be increased to days per level if the Mesmerist spends an action point.

If the target is directed to take an action that goes against his nature, he may attempt a Will saving throw to come out of the hypnotic state (DC equal to 10 + Mesmerist's class level + Mesmerist's Intelligence modifier).

“Dr. Grigory Janovich”

Dr. Grigory Janovich is an older Russian scientist who laments the loss of Tsarist Russia and loathes the Communist Soviet Union. He has joined the Crimson Emperor in the hopes of overthrowing the Revolutionary government and bringing Russia into a new Tsarist golden age. Dr. Janovich is a tall, stocky man with a balding head and a full beard. He wears a monocle.

The Dr. Janovich in this adventure is actually a duplicate that has been trained to operate and service Dr. Janovich’s machine. As such, he is more of a glorified technician than an actual scientist.

Dedicated Ordinary 6: CR 5; Medium-size human; HD 6d6; hp 30; Mas 10; Init +2; Spd 30 ft; Defense 15 (+3 class, +2 dexterity); BAB +4; Grap +5; Atk +5 melee (1d8+1 lethal or nonlethal, unarmed strike); Full Atk +5 melee (1d8+1 lethal or nonlethal, unarmed strike) or +5 with weapon or +6 ranged (by pistol type); FS 5ft. by 5 ft.; Reach 5 ft; AL Crimson Emperor; SV Fort +3, Ref +4, Will +5; AP 39; Rep +2; Str 13, Dex 14, Con 10, Int 12, Wis 15, Cha 9.

Occupation: Technician (bonus class skills: Craft (electrical), Craft (mechanical), Repair).

Skills: Craft (electronic) +10, Craft (mechanical) +12, Knowledge (technology) +10, Listen +7, Repair +10, Read/Write English, Read/Write Russian, Speak English, Speak Russian, Spot +11.

Feats: Archaic Weapons Proficiency, Blind-Fight, Combat Martial Arts, Deceptive, Defensive Martial Arts, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapon Proficiency.

Possessions: “Dr. Janovich” carries tools and a pistol in his lab coat.

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.

Dr. Clark Marcel

Dr. Clark Marcel is a noted French scientist who invented a new lethal gas during the Great War. Horrified by its affects, Dr. Marcel planned to destroy the evidence and pretend that it never existed. Unfortunately, Dr. Marcel was noted in the Paris community and one of the Crimson Emperor's spies learned of his invention. The Emperor arranged for Lianna, his daughter, to be kidnapped and promised Dr. Marcel that she would remain alive only as long as he agreed to produce the Crimson Mist.

Dr. Marcel is haunted by his work. His hair is decidedly thinner and wrinkles mar what was once a youthful face. Even his eyes are starting to fail him. Dr. Marcel sees no way out of his predicament and it is slowly killing him. He would have taken his own life months ago if he weren't concerned for the safety of his daughter.

Smart Ordinary 4/Dedicated Ordinary 4:

CR 7; Medium-size human; HD 8d6+8; HP 32; Mas 12; Init +2; Spd 30 ft; Defense 16 (+2 Dex, +4 class); BAB +5; Grap +5; Atk +5 melee (1d3 nonlethal, unarmed strike); Atk +5 melee (weapon), or +7 ranged (weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Lianna; SV Fort +4, Ref +4, Will +5; AP 0; Rep +7; Str 11, Dex 14, Con 12, Int 16, Wis 12, Cha 8.

Occupation: Technician (bonus class skills: Craft (chemical), Knowledge (earth and life sciences), Research)

Skills: Concentration +4, Craft (chemical) +17, Craft (mechanical) +5, Craft (pharmaceutical) +14, Decipher Script +12, Disable Device +10, Investigate +14, Knowledge (Earth and Life Sciences) +17, Knowledge (Physical Sciences) +16, Knowledge (Technology) +14, Profession +9, Read/Write English, Read/Write German, Repair +10, Research +17, Speak English,

Speak German.

Feats: Builder, Educated, Renown, Simple Weapons Proficiency, Studios.

Possessions: Dr. Marcel usually carries lab tools with him. He also has a cyanide tablet in case he gets the opportunity to use it.

Nerve Agitator Powder: Dr. Marcel's counter-agent to the Mirror Machine is a fine yellow powder that, when it comes in contact with affected skin, will cause the victim to itch and revert to his normal form. PCs with Dr. Marcel's formula can recreate a batch with a Craft (chemical) check at DC 15. PCs without the formula can attempt to recreate it at DC 25.

Lianna Marcel

An old proverb states: Be careful what you wish for; you might get it. This proverb sums up Lianna. A few months ago, Lianna was the smothered daughter of a noted Parisian chemist. He frowned on her advancing her education, wishing that she would find a good husband and produce grandchildren. Lianna, however, wanted more out of life. She was an artist and spent most of her time producing paintings that she hoped would draw attention to her. She wanted out of her safe, comfortable life and into something more exciting.

And then the agents of the Crimson Emperor kidnapped her from an art museum and whisked her off to Tibet. Now she is even more isolated and, worse, she is insurance for her father's cooperation. Unlike her father, Lianna plans to escape.

Lianna is an attractive woman of nineteen. She tries to keep her spirits up by drawing frescoes in chalk on the walls of her cell. She has also found that cooperation gets her out of the cell every once in a while, so she is careful to stay in the good graces of her captors. Make no mistake, though, Lianna will turn on them in a second at a chance for freedom.

Charismatic Ordinary 1/Dedicated Ordinary

1: CR 1; Medium-size human; HD 2d6; HP 6; Mas 10; Init +1; Spd 30 ft; Defense 12 (+1 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d3+1, nonlethal, unarmed strike), Atk +1 melee (by weapon+1), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Dr. Marcel; SV Fort +2, Ref +2, Will +3; AP 0; Rep +3; Str 12, Dex 13, Con 10, Int 12, Wis 15, Cha 14.

Occupation: Student (bonus class skills: Knowledge (art), Knowledge (current Events), Knowledge (popular culture))

Skills: Craft (visual art) +8, Craft (writing) +3, Diplomacy +6, Gather Information +6, Investigate +3, Knowledge (art) +7, Knowledge (current events) +6, Knowledge (popular culture)

+7, Listen +4, Read/Write English, Read/Write German, Sense Motive +4, Speak English, Speak German, Spot +7

Feats: Attentive, Creative, Simple Weapons Proficiency

Possessions: Lianna keeps some colored chalk in her pockets.

Crimson Elite Soldier

The elite soldiers are the Palace Guard. These are the soldiers to use whenever the PCs are facing soldiers within the walls of the palace.

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 elite soldiers carry MP38 submachine guns and Nambu pistols.

Crimson "Grunt" Soldier

These are the soldiers that the PCs will encounter in the valley while rushing to the transport plane.

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 Arasaka rifles, Nambu pistols, and knives.

Diplomat

This stat block is designed to be used for all of the diplomats, including Ambassador Schullhoffer.

Charismatic Ordinary 4: CR 3; Medium-size human; HD 4d6; HP 12; Mas 10; Init +1; Spd 30 ft; Defense 12 (+1 Dex, +1 class); BAB +2; Grap +1; Atk +1 melee (1d3-1, nonlethal, unarmed strike), Atk +1 melee (by weapon), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; AL home country; SV Fort +2, Ref +3, Will +3; AP 0; Rep +3; Str 9, Dex 12, Con 10, Int 13, Wis 14, Cha 15.

Occupation: White Collar (bonus class skills: Diplomacy, Knowledge (Business))

Skills: Bluff +11, Diplomacy +12, Disguise +4, Gather Information +11, Intimidate +9, Knowledge (business) +9, Knowledge (civics) +8, Knowledge (current events) +6, Profession +6, Read/Write Language (any two), Sense Motive +6, Speak Language (any two).

Feats: Deceptive, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy

Possessions: The diplomats usually carry briefcases of important documents as well as an appropriate pistol.

Nazi Soldier

This stat block is for the Nazi soldiers protecting the transport plane from the Crimson Emperor's forces.

Tough Ordinary 2/Strong Ordinary 2: CR 3; Medium-size human; HD 2d10+2d8+8; HP 26; Mas 15; Init +1; Spd 30 ft; Defense 15, (+1 Dex, +4 class); BAB +3; Grap +5; Atk +5 melee (1d6+2, weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Germany; SV Fort +6, Ref +1, Will +1; AP 2; Rep +0; Str 14, Dex 13, Con 15, Int 13, Wis 12, Cha 10.

Occupation: Military (Drive, Knowledge [Tactics])

Skills: Climb +8, Concentration +6, Craft (mechanical) +4, Knowledge (Tactics) +5, Search +3, Spot +5, Survival +5, Swim +4

Feats: Advanced Firearms Proficiency, Athletic, Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency

Possessions: These soldiers carry MP38 sub-machine guns, Luger pistols, and knives.

Military Pilot

This stat block is intended for the Crimson fighter pilots and the Nazi transport pilots.

Fast Ordinary 2/Tough Ordinary 2: CR 3; Medium-size human; HD 2d10+2d8+4; HP 22; Mas 13; Init +2; Spd 30 ft; Defense 18 (+2 Dex, +6 class); BAB +2; Grap +3; Atk +3 melee (1d3, nonlethal, unarmed strike), Atk +3 (by weapon), or +4 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Military; SV Fort +3, Ref +4, Will +2; AP 0; Rep +0; Str 12, Dex 15, Con 13, Int 12, Wis 14, Cha 10.

Occupation: Military (bonus class skills: Navigate, Pilot)

Skills: Balance +6, Craft (mechanical) +5, Drive +4, Investigate +3, Knowledge (tactics) +3, Listen +4, Navigate +8, Pilot +12, Sense Motive +4, Spot +4, Survival +6

Feats: Attentive, Personal Firearms Proficiency, Simple Weapons Proficiency, Vehicle Expert

Possessions: The pilots carry appropriate pistols and knives.

New Equipment

The following equipment used in this adventure is found in other Thrilling Tales publications but is reproduced here for the GM's convenience.

Weapon	Dmg	Crit	Type	Range	ROF	Mag	Size	Weight	Pur. DC
Pistols									
Luger P-08	2d6	20	Ballistic	30 ft	S	8/32 drum	Small	2 lbs.	15
Mauser C96	2d8	20	Ballistic	30 ft	S	10 box	Small	2 lbs	17
Nambu Type 14	2d4	20	Ballistic	30 ft	S	8 box	Small	2 lbs	14
Longarms									
Arasaka Type 38 Rifle	2d6	20	Ballistic	70ft	S	5 box	Large	9 lbs	16
MP38	2d6	20	Ballistic	30 ft	S, A	32 box	Large	9 lbs	18

Luger P-08 Pistol: This well-made pistol is the standard sidearm of the German military. Due to the high quality of its manufacture, all Lugers are considered mastercraft weapons and gain a +1 bonus to attack rolls.

Mauser C96 Pistol: The Mauser has a very distinctive look, garnering the nickname "Broomhandle" due to the shape of its handle. Although a German weapon, it was also manufactured in China and Spain.

Nambu Type 14: The Japanese-made Nambu Type 14, introduced in 1925, was a common sidearm for officers of both the Imperial Japanese Army and Navy. It suffered from a weak caliber of ammunition and such poor design that it would often backfire or break in combat. On a critical miss (a natural roll of 1), a Type 14 explodes in the user's hand, causing him or her 1d4 damage.

Arasaka Type 38 Rifle: This is the standard rifle of the Japanese army. The Crimson Emperor has outfitted his military with them, although he hopes to upgrade to American rifles.

MP38 Submachine Gun: This is a common submachine gun used by German soldiers.

Vehicle	Crew	Pass	Cargo	Init	Man	Top Speed	Def	Hard	Hit Points	Size	Purc. DC
Automobile											
Mercedes 328WK	1	4	675lbs	-2	-2	175 (17)	8	10	34	H	33
Aircraft											
Junkers JU-52	2	17	5K lbs	-4	-4	220 (22)	6	5	44	G	45
Nakajima A1N2	1	0	0	-1	0	261 (26)	8	8	40	H	40

Mercedes-Benz 328WK Wehrmacht Kübelwagen: This lightly-armored all-purpose multi-terrain car was purchased by the Crimson Emperor from Germany. The one presented in this adventure is fitted with an MG-34 machinegun.

Junkers JU-52: Nicknamed "Tante Ju" (Auntie Ju) by German troops, the Junkers Ju-52 was the most famous transport of the Third Reich. The Ju-52 served as an airliner for many nations, including the German Lufthansa and eventually entered service as a troop transport for the Reich. The Ju-52 was slow and very lightly armed against fighters. The JU-52 is armed with four MG-34s in passenger-operated emplacements.

Nakajima A1N2: The A1N2 were carrier fighters for the Imperial Japanese Navy. First introduced in 1930, they were biplanes equipped with an arresting-cable hook and two 7.7mm forward-firing machine guns. The Crimson Emperor has learned that they work well taking off and landing near his hidden fortress.

Vehicle Weapon	Dmg	Crit	Type	Range	ROF	Mag	Size
7.7 mm machine gun	2d8	20	Ballistic	660 ft	A	Linked	H
MG-34	2d10	20	Ballistic	110ft	A	Linked	H