

"Where the hell am I?!" Edwin shoots up from his chair, barely giving you enough time to get between him and the door. You calmly begin to relay the events of the evening to him, starting with your discussion with Milton, and though Edwin spends the first few minutes of your story cautiously looking for a way out, as you near the end, he appears to let his guard down and sit down in your desk chair, kicking his feet up on the desk as he leans back.

"Look pal, it ain't like that. That guy Milton? He's not my uncle, I just met the guy last week. Hired me to win this thing in a game of Mahjong." Edwin searches from pocket to pocket, finally pulling out a small figurine. "Now, I'm the best damn player ever born here in the ol' U.S. of A., but even I have some bad runs. Burnt through the whole advance with no luck, so I ponied up out of my own wallet, ended up winning it a couple hours later. Way I figure it, since I had to spend my own cash, the things mine now." He pauses for a minute. "Heeeyyyyy...you're not going to tie me up or anything, bring me over to his place? That guy's a creep."

This is clearly turning out to be more than what you agreed to, and given that Milton appears to have been less than truthful, you deem it better not to knock this guy over the head and bring him back to his "uncle".

Edwin pops up from the chair and makes his way towards you. "Say, you got any clue what this thing is?"

- ☪ In your Campaign Log, record that the investigators let Edwin off the hook.
- ☪ One investigator must add Edwin Bruce to his or her decklist. This card does not count towards that investigator's deck size.

