

**Resolution 3:** Try as you might, the entrance to the dragon's hoard eludes you, and you soon find yourself beaten back to the gates by her serpents. You hope that Feng can find a way to slip through her claws, but you won't save him by dying in the streets. Dodging the last thug you see, you sprint back to familiar ground, diving behind a overfilled dumpster. You wait out the heat in the wretched bouquet of yesterday's lunch. Go to **Resolution 4**.

If no resolution was reached (each investigator resigned or defeated) and the investigators were at Act 3 vII: The jaws snap around Feng. No amount of bootleg booze will get the image out of your mind. Go to **Resolution 4**.

**Resolution 4:** You don't remember how you got out, how you got home, or how you passed out on the floor under your table, but all that matters little now. All that matters is that the banging in your head stops, as soon as possible. With the assistance of your couch, you pull yourself to your feet and stumble around the room to find a solution. After downing a glass of water and staring blankly at yourself in the bathroom mirror, you realize that the banging managed to escape your brain and reach your front door. Begrudgingly, you drag yourself to your door to accost your morning caller. "Alright, alright..."

Lu, standing cold and emotionless before you, hands you a small envelope covered in ornate script. After an eternal moment, you take it from the poor soul and open it.

☉ In your Campaign Log, record that Feng was devoured by the Dragon.

☉ Each investigator gains experience equal to the Victory X value of each card in the victory display.

**Resolution 5:** With Edwin's dazed body hanging over your shoulders, you run as fast as you can out the gates of chinatown, hoping to dodge any remaining embers of the dragon's flame. On any other night, the cab you pile into would leave much to be desired, but given the past few hours, you greet it as Apollo would his chariot. Edwin lays slumped against you, drooling on your jacket. Clearly he's not the first inebriated individual the cabbie's seen tonight. "Where to, Mack?"

☉ In your Campaign Log, record that Edwin's in tow.

☉ Each investigator gains experience equal to the Victory X value of each card in the victory display.

☉ The investigators must decide (choose one):

❖ Bills to pay and Milton's paying. Bring the prodigal son home. Go to **Treasures of the East 1**.

❖ This is a bad look for anyone. At least let the kid sober up back at the office before taking him in. Go to **Treasures of the East 2**.

**Resolution 6:** Eager to put as much distance as you can between you and the snapping jaws of the dragon, you take the most elaborate path back to your office as you can, daring to go down the darkest alleys you'd not venture through on any other night. Just when it seems like you may have lost your way, you look up and see the glowing sign of the Imperial, pointing a way to a more familiar and welcoming slum. Knowing you're back on your home turf, you calmly make your way back to the office, eager to collapse at in your desk chair.

Feng follows you up and sits down on your couch, the frenzy of the evening betraying his normal calm. Minutes pass before any of you say a word. Finally, Feng speaks, his distraught state replaced by a statuesque peace.

"My friend, to think when I sent Lu out for help, it should be you he would find. Truly the heavens work in our favor." Feng's words restore a sense of ease in you, and you remember the reason you went sought him out in the first place as you dig in your pockets for the idol. "Dark things are afoot. Forces are mobilizing to find something that should have stayed hidden. The Dragon was just one of those who seeks it. You see, they're looking for..." Feng stops as he sees the idol you pull from your pocket. "You have it?!"

☉ One investigator must add Feng Shao to his or her decklist. This does not count towards that investigator's decklist.

☉ Each investigator gains experience equal to the Victory X value of each card in the victory display.