

* Baku, Eater of Dreams

Breath of the Dragon

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3 3 3

Monster, Elite.

Spawn - Golden Temple of the Heavens.

Hunter, Retaliate.

Attack and Evade attempts made against Baku, Eater of Dreams use instead of . Weapons may not be used when attacking Baku, Eater of Dreams.

Whenever you take horror from Baku, Eater of Dreams, discard a card from your hand at random.

Victory 2



2 2 2 2

Human, Long Tong, Sorcerer.

While you have 3 or more horror on you, Breath of the Dragon gets +2 fight.

Forced - When Breath of the Dragon engages you, test (3). If you fail, take 1 horror.

"Opium teaches only one thing, which is that aside from physical suffering, there is nothing real."



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Claws of the Dragon

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Fangs of the Dragon

3 2 3

Human, Long Tong.

Forced - When Claws of the Dragon engages you, test (3). If you fail, you must return a Weapon asset to your hand if able.

A fair fight is often the least desirable.



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4 3 2

Human, Long Tong.

Spawn - Zhao's House of Fighting Arts.

Hunter, Retaliate.

The muscle of the Long Tong was known for its imposing armor and frighteningly large knives. While perhaps old-fashioned, the get-up did a good job of scaring away nosy foreigners.



Fangs of the Dragon

*Lin Xingquan
The Dragon Lady

4 3 2

Human, Long Tong

Spawn - Zhaiao's House of Fighting Arts.

Hunter. Retaliates.

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龍
ENEMY



3 3 3

Human, Sorcerer, Elite

Hunter. Retaliates.

Forced - Whenever is ready and an investigator damages Lin Xingquan and, Lin Xingquan engages that investigator.

Investigators engaged with Lin Xingquan use rather than or to attack or evade Lin Xingquan.

Victory 2

龍
ENEMY



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The Taste of Dreams

Opium.

Revelation - Test (3). Increase this test's difficulty by 1 if you have 3 or fewer remaining sanity. For each point you fail by, you must either take 1 damage or lose 1 resource.

"Of all the remedies it has pleased almighty God to give man to relieve his suffering, none is so universal and so efficacious as opium."
— Thomas Sydenham

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TEACHERY

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TEACHERY

Waking Nightmare

Opium, Spell.

Revelation - Test (4). For each point you fail by, either take 1 horror or discard one card.

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— Roman Payne, The Wanderess



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TEACHERY

Cryptic Symbols

Revelation - Add Cryptic Symbols to your threat area.
You may not gain or spend clues.

➔: Test (3). If you succeed, discard Cryptic Symbols.

"There are how many? How does anyone keep them straight?"



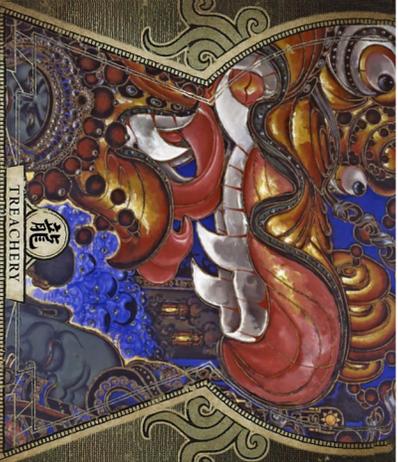
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Dragon Dance Parade (East)

Surge.

Revelation - Attach Dragon Dance Parade to the current Agenda, discarding any previously attached copies. Whenever an investigator enters or exits an **East** location, he or she loses one action.



Dragon Dance Parade (North)

Surge.

Revelation - Attach Dragon Dance Parade to the current Agenda, discarding any previously attached copies. Whenever an investigator enters or leaves a **North** location, he or she loses one action.



Dragon Dance Parade (South)

Surge.

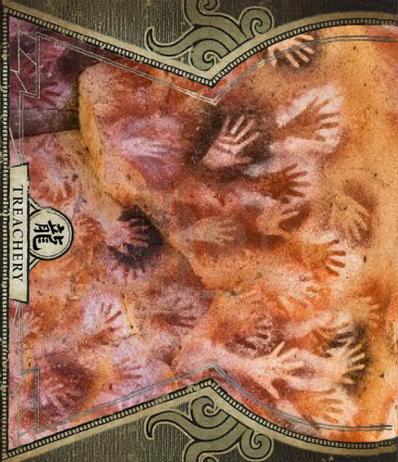
Revelation - Attach Dragon Dance Parade to the current Agenda, discarding any previously attached copies. Whenever an investigator enters or leaves a **South** location, he or she loses one action.



Dragon Dance Parade (West)

Surge.

Revelation - Attach Dragon Dance Parade to the current Agenda, discarding any previously attached copies. Whenever an investigator enters or leaves a **West** location, he or she loses one action.



Wall of Babel

Revelation - Attach to your location. If there are no clues on your location, Wall of Babel gains surge.

This location gets +2 shroud.

➤ Discard a card with a icon: Get +2 on your next investigate test at attached location.

Forced - At the end of the investigation phase, if no clues are on attached location, shuffle Wall of Babel into the encounter deck.



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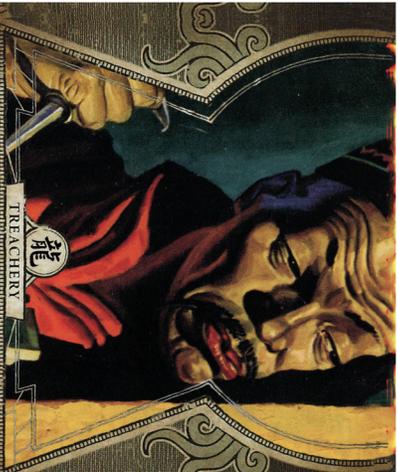
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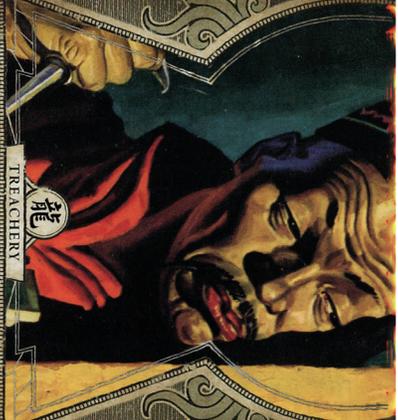


TREACHERY

Eyes of the Dragon

Revelation - Add Eyes of the Dragon to your threat area.

Forced - Whenever you leave a location, test $\frac{1}{2}$ (2). If you fail, draw the top card of the encounter deck or add 1 doom to the current agenda. This effect may cause the agenda to advance. If you succeed by 1 or more, discard Eyes of the Dragon.

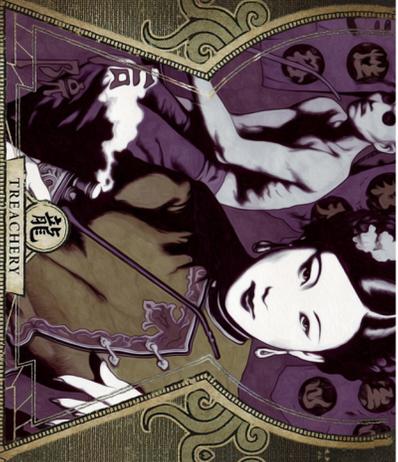


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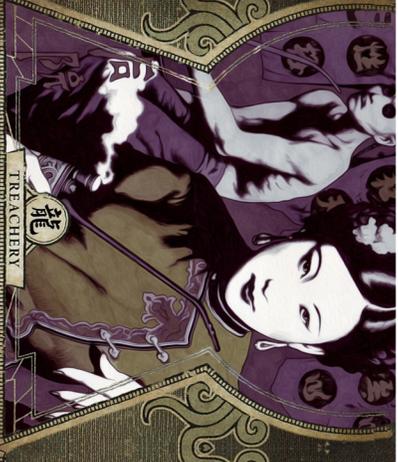


TREACHERY

Gifts of the Orient

Opium.

Peril.
Revelation - You must either (choose one): Take 2 horror and draw 2 cards, or put 1 doom on the current agenda. This effect may cause the agenda to advance.
Even the most steadfast among us can have trouble resisting the taste of paradise.

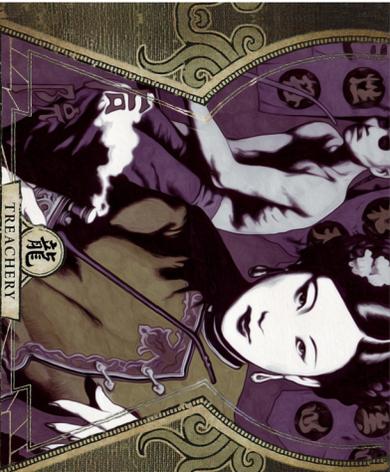


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TREACHERY

Scales of the Dragon

Revelation - If there are no *Lóng Tong* enemies in play, Scales of the Dragon gains Surge. Otherwise, attach Scales of the Dragon to the *Lóng Tong* with the lowest remaining Health. The next time this enemy would take any amount of damage, instead, cancel that damage and discard one attached copy of Scales of the Dragon.



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TREACHERY

Shanghaied

Revelation - Test $\frac{1}{4}$ (4). If you fail, move to the *Dark* location furthest from you (enemies engaged to you move with you). Then take 1 damage and 1 horror.
"He who is prudent and lies in wait for an enemy who is not, will be victorious."
-Sun Tzu

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TREACHERY

Shanghai'd

★ **Revelation** - Test (4). If you fail, move to the **Dark** location furthest from you (enemies engaged to you move with you). Then take 1 damage and 1 horror.

★ "He who is prudent and lies in wait for an enemy who is not, will be victorious."
-Sun Tzu

龍
TREACHERY

Suan Ming

★ **Revelation** - Put Suan Ming into your threat area. You get -1 to all skill checks. If you fail a skill check, add 1 doom to the current agenda and discard this card.

★ If you succeed at a skill check by 1 or more, discard this card.

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TREACHERY

Suan Ming

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★ If you succeed at a skill check by 1 or more, discard this card.

龍
LOCATION

West. Dark

Back Alley

There's probably not a city in the world where an uphill avenue is a smart place to go, but it's the shortest path from point C to point L.

龍
LOCATION

West. Dark

Back Alley

1

★ **Long Tong** enemies at this location get +1 evade. Even in the brightest of daylight, some paths are never illuminated.

龍
LOCATION

North. East. Dark

Flea Market

1

★ While it operated under the guise of a collection of foreign traders, the flea market in the northeast of Chinatown was a well known source of the kind of merchandise you didn't advertise.

龍
LOCATION

North. East. Dark

Flea Market

4

★ **Illicit, Relic, and Criminal** assets cost 2 fewer resources to play at this location (minimum 0).

★ **Forced** - Whenever you leave this location, lose 2 resources.

★ Larceny loves company.

★ Victory 1

龍
LOCATION

South. East

Gateway to the East

2

★ "I'm astounded by people who want to 'know' the universe when it's hard enough to find your way around Chinatown."
-Woody Allen

龍
LOCATION

West. Dark

Back Alley

龍
LOCATION

North. East. Dark

Flea Market

龍
LOCATION

North. East. Dark

Flea Market

龍
LOCATION

South. East

Gateway to the East

A Gateway to the East

2 LOCATION 龍
South, East.

➔ Resign. "I need a new line of work..."
You get the feeling this will be the last sign you'll see tonight that you can read.

B E

E Mingzhu Laundry

1 LOCATION 龍
East.

There was really no better place in the city to get that dirt out of your suit, even if the transaction did require a bit of verbal improvisation.

A D G

E Mingzhu Laundry

2 LOCATION 龍
East.

➔ Spend 1 resource: Heal 2 horror. You may not move away from Mingzhu Laundry this turn. (Limit once per turn).
Nothing calms the mind like a freshly-laundered shirt.

A D G

B The Phoenix's Nest

1 LOCATION 龍
South.

Known outside the district for its chop suey, the Phoenix's Nest served a wide variety of food you've never heard of.

A C D

B The Phoenix's Nest

2 LOCATION 龍
South.

➔ Spend 1 resource: Heal 1 damage.
The food at the Nest offered a glorious rebirth, even after the roughest of nights.

A C D

F Daiyu's Tea Garden

1 LOCATION 龍
North, West.

You could get a good cup of tea there, but Daiyu's establishment was better known for its vicious mahjong games and the cutthroat women than played them.

C G

F Daiyu's Tea Garden

3 LOCATION 龍
North, West.

You must have at least 1 resource to investigate this location.
If you succeed at an investigate check at this location, gain 1 resource. If you fail an investigate check at this location, lose 1 resource. If you pull the ♣ token while investigating at this location, lose all of your resources.

C G

D Golden Temple of the Heavens

2 LOCATION 龍
Central.

It didn't take much fluency to understand that this small building was the heart of the district. For those that sought the advice of destiny, there was no thought of another oracle.

B C E

Victory 1

D Golden Temple of the Heavens



3

LOCATION
龍
Central.

2*

➔ Spend 1 resource: Discard a non-weakness treachery card from your threat area.
"Empty the clear path to heaven, crowded the dark road to hell."
-Chinese Proverb

The Dragon's Den



3

LOCATION
龍

1*

The Dragon's Den and the location from which it is drawn are connected to each other. The Dragon's Den gains any traits of locations connected to it.
Non-*Bite Long Tong* enemies at this location get +1 fight.

G Zihao's House of Fighting Arts



3

LOCATION
龍
North.

1*

You'd seen photos of Johnson and Dempsey thrashing lesser men in the papers before, but you'd never quite seen fighting like the kind that took place in these walls.

G Zihao's House of Fighting Arts



3

LOCATION
龍
North.

2*

This location is investigated with ♣ instead of ♠.
"He who conquers others is strong. He who conquers himself is mighty."
Lao Tzu

B C E

E F H

E F H

2 **A** Strange Idol



2

ASSET
A Forgotten Figure

龍

Item. Relic.

You get +1 ♣.
Forced - Whenever you successfully investigate by 1 or more, look at the top 3 cards of the encounter deck. You may either return them to the top of the encounter deck in their original order or shuffle the encounter deck. Then, take 1 horror.

3

*Feng Shao



3

ASSET
Dealer in Curiousities

龍

Ally.

You get +1 ♣.
➔ After you play an *Item* asset: Exhaust Feng Shao. Draw a card. If the *Item* is a *Relic* or *Occult* card, draw 2 instead.
"Ah yes, I've seen this before."
Zhou dynasty. Very rare.

4

*Edwin Bruce



4

ASSET
The Gambler

龍

Ally.

You get +1 ♣.
➔ After you reveal a chaos token: Cancel that token and return it to the bag. Reveal a new chaos token. If you fail this test, discard Edwin Bruce. If the new chaos token was the ♣ token, exile Edwin Bruce instead. (Limit once per turn).

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Enter the Dragon

- X, where X is the amount of horror on your investigator card.
- 3. If you fail, discard cards from the encounter deck until a *Long Tong* enemy is revealed and spawn that enemy at an adjacent location.
- 3. If you fail, take 1 direct horror.