

Act 1a v.I

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"In his sacred pleasure dome..."

Word is that Edwin frequents the Dragon's Den, an opium house of ill-repute located somewhere in the heart of Chinatown. If you're going to get the rest of your fee, you're going to have to locate this backroom paradise and drag Edwin back to earth.

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ACT 1B

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Rumors from the North

Both of you could take a few more lessons in the others's language, but one of the Chinatown residents seems eager to let you know about the shady activity that happens in the north end of the district and that the heart of this activity is the hidden rooms of the Dragon's Den. Perhaps they hope that you can help rid the neighborhood of this rot.

- Shuffle the set aside copy of The Dragon's Den and the top two cards of the encounter deck. Place these cards facedown under each **North** location, one per location. Refresh each revealed **North** location to its maximum clue value.
- Discard cards from the top of the encounter deck until a **Lóng Tong** enemy and spawn it at Zihao's School of Fighting Arts.

Act 2a v.I

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The Belly of the Beast

It's taken some linguistic ingenuity, but you've managed to deduce the location of The Dragon's Den as being somewhere in the north side of Chinatown.

Each **North** location gains "**Forced** - Spend 2 as a group. Draw the card underneath this location. If it is The Dragon's Den, put it into play attached to this location. (Group limit once per game.)"

Objective - If the Dragon's Den has been revealed and there are no clues remaining on it, advance.

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ACT 2B

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Femme Fatale

You tear through the many rooms of the Dragon's Den until you throw open a door at the very back of the secret establishment. On the other side of this door you find a haze-filled ornate room in which an exotic madame stands above a man lying on the floor.

If you are on Agenda 1a, 2a, or 3a:

- Spawn the set aside Lin Xingjuan and Edwin Bruce at The Dragon's Den. Advance to Act 3a v.I-I "The Dragon's Lair"

If you are on Agenda 4a:

- Spawn the set aside Lin Xingjuan at The Dragon's Den. Advance to Act 3a v.I-II "Meal Time"

Act 3a v.I-I

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The Dragon's Lair

You've found Edwin, but it looks like Lin Xingjuan doesn't appreciate you nabbing her meal. It's time to either slay the dragon or make haste back to the West with Edwin in hand.

While Edwin Bruce is not controlled by an investigator, he gains "**Parley**. Test 3 to throw Edwin Bruce over your shoulder. If you succeed, gain control of Edwin Bruce."

Objective - If each undefeated investigator has resigned and one investigator controlled Edwin Bruce, advance.

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ACT 3B

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Back to the West

You make your way back out of the gates of Chinatown with Edwin over your shoulder, returning to the grimy-yet-welcoming streets of New York. (R5)

Act 3a v.I-II

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Meal Time

Edwin's body lays motionless on the floor, his glassy eyes staring up at the ceiling. As Lin turns her hypnotizing gaze upon you, it appears that Edwin may have been just an appetizer. Unless you want to be the main course, it's time to either fight back or skip out on the check.

Objective - If each undefeated investigator has resigned, advance.

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ACT 3B

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Death in the Family

As you run out the gates of Chinatown, you realize that Edwin's death is bound to mean more than a lost paycheck. (R2).

Act 1a v.II
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A Friend in Need

"Wait! Stop!" Before you can even begin your search, you hear the sound of footsteps pounding on the pavement behind you. "Master Feng! They took him!" A young man you recognize as Feng's assistant Lu cries out as he leans over next to you, gasping for air. "The Dragon came and pulled him out of the shop just now! They'll kill him! You've got to find him!" You'd hoped to avoid any conflict with the local muscle, but it looks like there's no other option.

Whenever an investigator defeats a **Lóng Tong** enemy, that investigator gains a clue from the token pool.

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Act 2a v.II
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The Clutches of the Monster

If you want to find your friend alive, you better get to the Dragon's Den on the double. The last thug you "spoke to" said it was somewhere on the north edge of Chinatown.

Whenever an investigator defeats a **Lóng Tong** enemy, that investigator gains a clue from the token pool.

Each **North** location gains "► Spend 2 as a group: Draw the encounter card underneath this location. If it is The Dragon's Den, attach it to this location. (Group limit once per game.)"

Objective - If the Dragon's Den has been revealed and there are no clues remaining on it, advance.

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Act 3a v.II-I
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Flight from the Orient

"Hurry!" Feng shouts as you close on his detainer. "She's on her way back!" You're not entirely sure who he's talking about, but the goon in the room isn't going to give you any time to chat to figure it out either: The forceful and violent will not die of natural causes. Time to get Feng and get out of here.

Forced - When an investigator defeats an enemy that Feng Shao is attached to, he or she gains control of Feng Shao.

Forced - If an investigator is defeated by a **Lóng Tong** enemy, attach Feng Shao to that enemy.

Objective - If each undefeated investigator has resigned and one investigator controlled Feng Shao, advance.

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Act 3a v.II-II
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The Depths of Despair

You're too late. Feng's lifeless body lies on the ground before you. Before you can begin to fathom the scene you see in front of you, Lin Xingjuan turns towards you and hisses, "You, YOU have it!"

Objective - If each undefeated investigator has resigned, advance.

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ACT 1B
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The Dragon's Hoard

Through methods perhaps more brutal than you're used to, you manage find out that the **Lóng Tong** is holding Feng Shao in their opium joint, The Dragon's Den, somewhere on the northern edge of Chinatown. You get the feeling that there won't be any neon signs out front though, so finding may require a bit more "asking" around.

- Shuffle the set aside copy of The Dragon's Den and the top two cards of the encounter deck. Place these cards facedown under each **North** location, one per location.
- Discard cards from the top of the encounter deck until a **Lóng Tong** enemy is revealed and spawn it at Zihao's School of Fighting Arts.

ACT 2B
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Moment of Truth

After fighting your way through the front rooms, you batter down the backroom door at the Dragon's Den.

If you are on Agenda 1a, 2a, or 3a, then:
Feng Shao lies in the corner of the room, hands bound behind his back. In between you and him stands one of the Tong warriors. Looks like there's one more hurdle to jump.

- Spawn the set aside Lin Xingjuan at Gateway to the East.
- Discard cards from the top of the encounter deck until a **Lóng Tong** enemy is revealed and spawn it at The Dragon's Den. Then attach Feng Shao to that enemy. Advance to Act 3a v.II-I "Flight from the Orient".

If you are on Agenda 4a, then:
As you enter the haze-filled ornate room, you see Lin Xingjuan grinning back at you and Feng Shao lying still on the floor.

- Spawn the set aside Lin Xingjuan at The Dragon's Den. Advance to Act 3a v.II-II "The Depths of Despair".

ACT 3B
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Home Sweet Home

As you run out the gates of Chinatown, you feel like you've never been so happy to see filthy streets of New York. (R6)

ACT 3B
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Devastation and Intoxication

As you run out the gates of Chinatown, the weight of Feng's death begins to bear down on you. You slowly make your way back to your office to finish off the night with a handle of whiskey. (R4)

Agenda 1a

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Into the Orient

Within the edges of New York's Chinatown lay a world of mystery, a foreign kingdom next door. While most of its inhabitants just tried to make an honest living, the pocket empire looked warily upon meddling outsiders.

Lóng Tong enemies gain "Spawn - an empty location."

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AGENDA 1B

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Night Under the World

As the night creeps on, you begin to feel that you've left the familiar streets of New York far, far behind you. It may be a good idea to keep track of the quickest way out of here in case things turn south.

- ◆ Discard cards from the encounter deck until a copy of Dragon Dance Parade is discarded. Attach that card to Agenda 2a, discarding any previously attached treacheries.

Agenda 2a

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Eyes in the Dark

The streets close in around you as a concoction of mists clouds your vision. Piercing through the haze, you can feel the stare of those curious about the intrepid outsiders wandering the alleyways. Some of these observers don't seem content to just watch.

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AGENDA 2B

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The Creeping Shadows

Forms move in the darkness of the streets as the shadows take life. You become increasingly aware of the almost infinite number of hiding spaces in the narrow roads.

- ◆ Discard cards from the encounter deck until a copy of Dragon Dance Parade is discarded. Attach that card to Agenda 3a, discarding any previously attached treacheries.

Agenda 3a

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Army of the Forbidden City

The members of the Lóng Tong appear to have been lurking in every doorway and fire escape in the district, waiting for you to get dangerously deep into their territory. You better find who you're looking for quick, or risk dissipating into the district like just another opium-fueled dream.

Lóng Tong enemies gain Hunter.

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AGENDA 3B

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Rivals and Revels

It seems as if the entire gang has been sent out to meet you, and the streets of the already-cramped district become almost impossible to navigate as celebrations and violence go on with no signs of ending.

- ◆ Discard cards from the encounter deck until a copy of Dragon Dance Parade is discarded. Attach that card to Agenda 4a, discarding any previously attached treacheries.

Agenda 4a

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City of Nightmares

The events of the evening have left the streets of Chinatown in total chaos. You begin to regret stepping foot in the gates, and hope to just be lucky enough to see the morning.

Lóng Tong enemies gain Hunter.

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AGENDA 4B

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Consumed by the Masses

The pure number of people in the streets begins to overwhelm you and you quickly lose track of left and right, up and down. Just as you think you see a way out of the madness, hands grab you from behind and things go black.

- ◆ Continue to Resolution section of scenario guide, following instructions found there.