

# \*Baku, Eater of Dreams

## Breath of the Dragon



## Breath of the Dragon

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### Monster, Elite.

Spawn - Golden Temple of the Heavens.

Hunter, Retaliator.


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

### Human, Lóng Tong, Sorcerer.


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

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## Claws of the Dragon

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## Fangs of the Dragon

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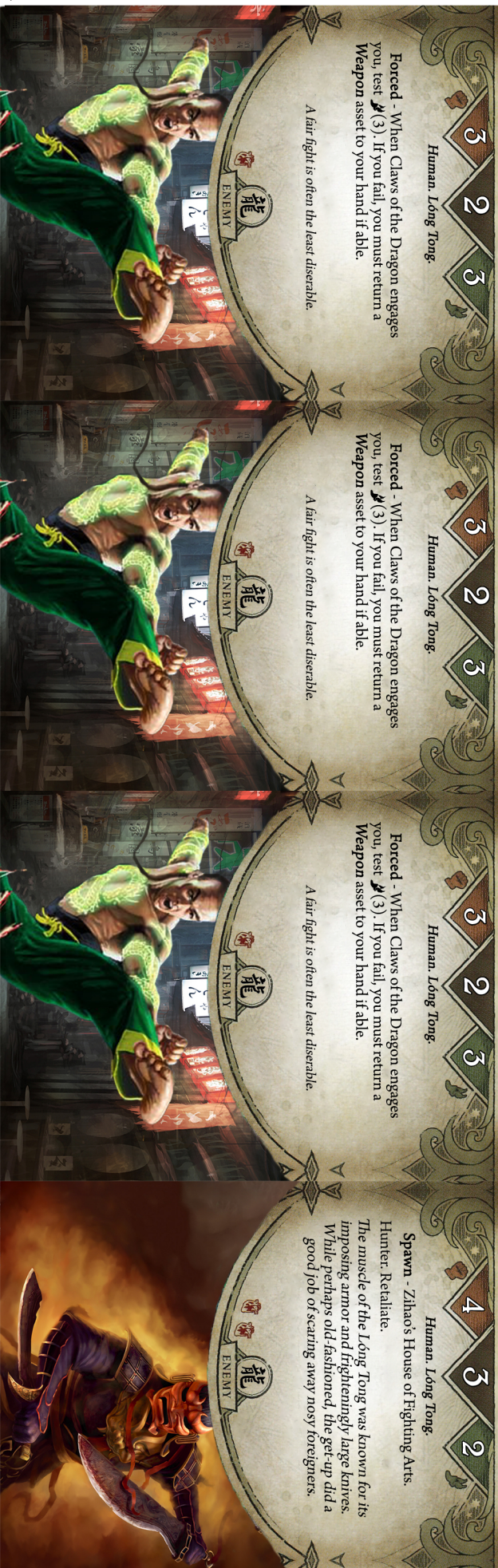
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### Human, Lóng Tong.

**Spawn** - Zhao's House of Fighting Arts.  
Hunter, Retaliator.  
The muscle of the Lóng 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

4

3

2

Human, *Lóng Tong*.

Spawn - Zhihao's House of Fighting Arts.

Hunter. Retaliate.

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龍  
ENEMY



## \* Lin Xingjuan

The Dragon Lady

3

3\*

3

Human, Sorcerer, Elite.

Hunter. Retaliate.

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

Investigators engaged with Lin Xingjuan use ♣ rather than ♠ or ♡ to attack or evade Lin Xingjuan.

龍  
ENEMY

Victory 2



## The Taste of Dreams

龍  
TREACHERY

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.

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## Waking Nightmare

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TREACHERY

Opium, Spell.

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

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## Cryptic Symbols

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TREACHERY

**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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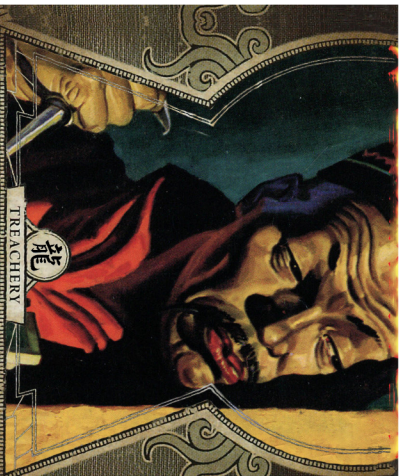
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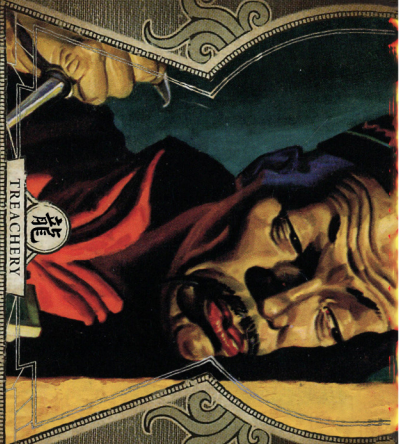




### Eyes of the Dragon

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

**Forced** - Whenever you leave a location, test  $\frac{W}{2}$ . 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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### 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.

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### Scales of the Dragon

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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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### Shanghaied

**Revelation** - Test  $\frac{W}{4}$ . 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



**Shanquai**

LOCATION  
West. Dark

龍

TREACHERY

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.

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**Suan Ming**

LOCATION  
North. East. Dark

龍

TREACHERY

Curse.

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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龍

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**Back Alley**

LOCATION  
West. Dark

龍

TREACHERY

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

**Back Alley**

LOCATION  
West. Dark

龍

TREACHERY

1

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

**Flea Market**

LOCATION  
North. East. Dark

龍

TREACHERY

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.

**Flea Market**

LOCATION  
North. East. Dark

龍

TREACHERY

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

**Gateway to the East**

LOCATION  
South. East

龍

TREACHERY

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

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# A Gateway to the East

LOCATION

2

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.

# E Mingzhu Laundry

LOCATION

1

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.

# E Mingzhu Laundry

LOCATION

2

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.

# B The Phoenix's Nest

LOCATION

1

South.

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

# B The Phoenix's Nest

LOCATION

2

South.

➔ Spend 1 resource: Heal 1 damage.

The food at the Nest offered a glorious rebirth, even after the roughest of nights.

# F Daiyu's Tea Garden

LOCATION

1

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.

# F Daiyu's Tea Garden

LOCATION

3

North, West.

You must have at least 1 resource to investigate this location.  
If you succeed at an investigate test 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.

# D Golden Temple of the Heavens

LOCATION

2

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.

A C D

C G

C G

B C E

Victory 1



# Golden Temple of the Heavens

3 LOCATION 龍

➔ 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

2\* LOCATION 龍

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-*Elite Long Tong* enemies at this location get +1 fight.

# The Dragon's Den

3 LOCATION 龍

1\* LOCATION 龍

Victory 1

# Zhihao's House of Fighting Arts

3 LOCATION 龍

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.

# Zhihao's House of Fighting Arts

3 LOCATION 龍

2\* LOCATION 龍

This location is investigated with 2 instead of 3.  
"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  
A Forgotten Figure



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  
Dealer in Curiosities



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  
The Gambler



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 2 token, exile Edwin Bruce instead. (Limit once per turn).

龍

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.