

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated) and the investigators were at Act 1 v.I or Act 2 v.I: This kid's more trouble than you bargained for. Go to **Resolution 1**.

Resolution 1: It's a bust. You've done your best to get whatever leads you can on the location of the garden of earthly delights, but the empire of the East is far less inviting than that of the West, and the path to Shangri-La eludes you as its guards beat you back at the gates. You'll live to see another night, though hopefully fewer are like this one. The familiar sounds of the city timidly greet you as you find yourself closer to your usual stomping grounds. You consider getting a cab for the remainder of the path home, but considering your funding's about to dry up, you decide to hoof it the rest of the way. Your path to dreamland lays clear, and it requires no floral assistance.

--

You sip your coffee as you browse through the newsstand the following morning, the street resonating with the chorus of the city's dawn. "Valentino's Marriage Invalid, Judge Says", "Ruth in Row with Umpire and Fans at Polo Grounds", "Hot Springs Loses \$2,000,000 in Havoc of Flood and Fire", "Man Found Dead Outside Local Tea Garden". It takes a second to register with you, but you soon grasp your fate. You toss the newsman your two cents as you snag the paper off the rack as . Quickly flipping to the inside page, you confirm your fear: the job's reached a dead end. While Edwin won't be causing any more trouble in the future, you figure this grand finale isn't quite what Milton had in mind. Taking your newfound reading material in tow, you head down to the diner to wistfully browse the help-wanted ads.

- ☪ In your Campaign Log, record that Edwin found the undiscovered country.
- ☪ Each investigator gains experience equal to the Victory X value of each card in the victory display.

If no resolution was reached (each investigator resigned or was defeated) and the investigators were at Act 3 v.I: Somehow, you don't think this is quite the way that Milton wanted you to deal with the problem.

Resolution 2: Dodging the last of the Tong's thugs, you run out the gates of Chinatown and take the quickest path you can find back to any possible place of safety. It's going to be hard to explain what happened tonight in any way that leads the remainder of your career in a positive direction, but at the moment you're more concerned with the remainder of your unlucky life.

Just as the familiar sounds of your home turf return to you, you hear the loud pounding on pavement of someone running at full throttle straight towards you. Gathering whatever's left of your energy, you brace for impact and hope to survive the collision. Just as you turn and prepare to throw the last of yourself into your pursuer, you recognize him as Lu, the assistant of your friend Feng Shao, purveyor of oddities and master of the mystical. He almost collapses as he leans over to catch his breath, and you take the opportunity to collect yourself.

The young man speaks between his deep gasps. "Master Feng. He's on his way now. Your office. Dire matters!" Knowing Feng not to be the kind that cries wolf, you look around for any prying eyes, then take Lu on the shortest path back to the office.

- ☪ In your Campaign Log, record that Edwin found the undiscovered country.
- ☪ Each investigator gains experience equal to the Victory X value of each card in the victory display.

If no resolution was reached (each investigator resigned or was defeated) and the investigators were at Act 1 (v.II) or Act 2 (v.II): You pray that Feng sees the light of day. Go to **Resolution 3**.