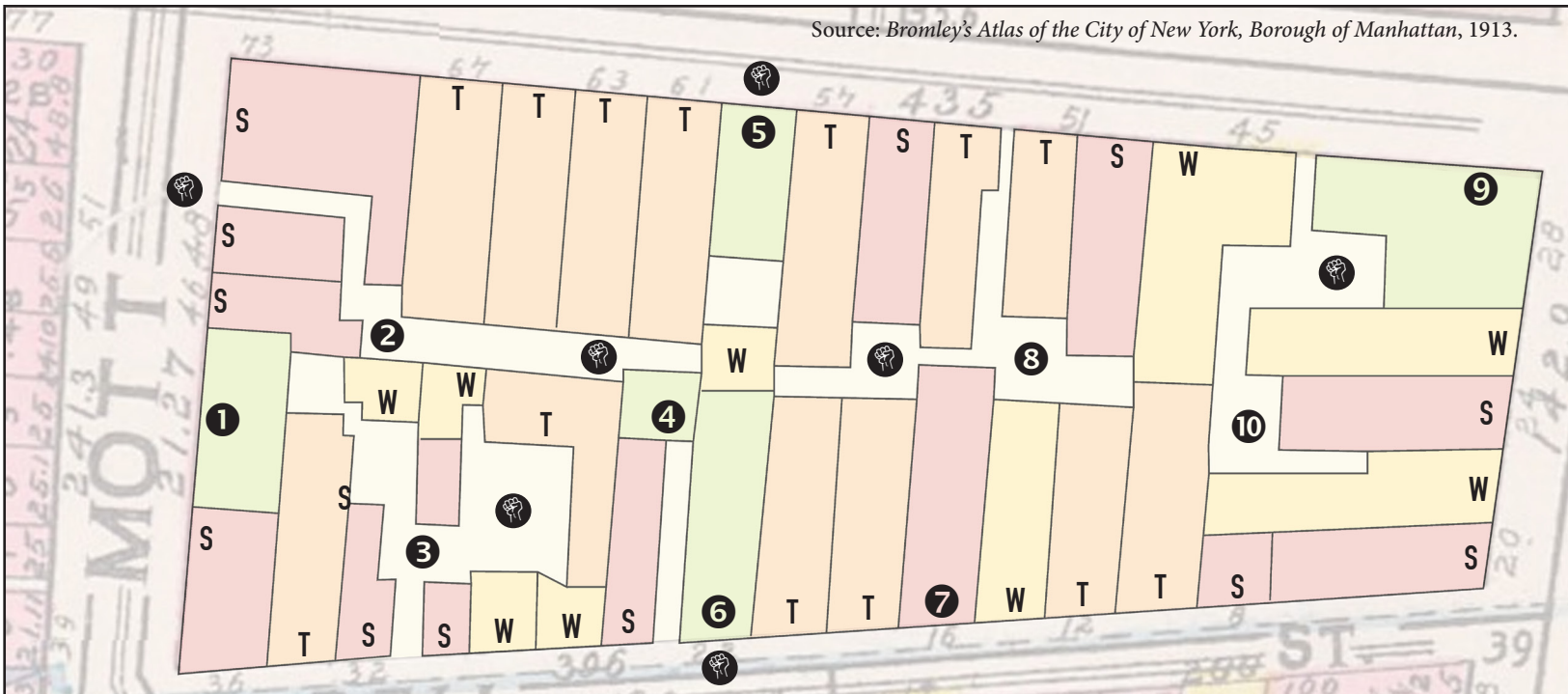


協勝公會 RAID ON CHINATOWN 安良堂

Source: Bromley's Atlas of the City of New York, Borough of Manhattan, 1913.



Map key: Numbers are adventure locations. Fists are roving gangs of highbinders. T: Tenement. W: Warehouse. S: Store.

KIDNAPPED

Someone the players care about has been abducted by the nefarious highbinders of the Hip Sing tong and taken to the steaming, rat-infested heart of New York City's Chinatown. Time to rescue them - *before it is too late!* The map shows the block between Mott & Bowery west to east and Bayard & Pell north to south, in New York City. The letter or number in each building is located at its primary entrance, but each structure has an alley exit and a connection to one adjacent structure. The walls are also flimsy! The victim could be anywhere, and will likely be in the last place they look. Keep the pressure on!

LOCATIONS

1. Law offices of Waugh Gee. Waugh Gee is a Harvard-educated Chinese attorney. He is smooth talking and charming, with an innate ability to play the role his audience expects, from bumbling "foreigner" to accomplished defense lawyer. He is in the pocket of the Hip Sing and frequently counterbalances corrupt jurists in the pay of rival tongs.

2. The Alley of Death. This narrow alley reaches deep into the block's interior. It is the informal headquarters of the Wah Ching gang, the Hip Sing's elite cadre of hatchet-wielding enforcers.

3. Celestial Market. A labyrinth of market stalls that cater strictly to Chinese locals, crowded at all hours. Obscure, curious and illicit goods from China, as well as Chinese vegetables can be obtained here.

4. Hum Mon Tau's Chemistry Shop. Dr. Tau is widely known in the American Chinese community as a criminal deviant. Although aligned with the Hip Sings, he's happy to supply lethal concoctions (principally nitroglycerin-based explosives, but also poisons and other chemical exotica) to the highest bidder.

5. The residence Low Hee. Dragon Head of the Hip Sing tong, Low Hee lives in heavily guarded, ornate luxury. He is a fat man with low tastes who enjoys a sumptuous back garden.

6. The Tong hall of the Hip Sing Mercantile Association. The hall is a meeting place, a business office, a trading floor, and a gambling den all rolled into one. It is the epicenter of Hip Sing territory and uninvited visitors are violently discouraged.

7. A respectable cigar store. The front for an opium den. Access to the miserable pit of soporific lethargy is through the alley. Slaves to the pipe come from all social classes, and anyone might be lounging here.

8. Alley of Chaos. The haunt of Mock Duck, known as "the Clay Pigeon of Chinatown" because of his uncanny ability to survive assassination attempts. Mock Duck wears chain mail shirts and walks everywhere with a bodyguard. He also carries two .45 revolvers and a hatchet, and he is well known for his favorite fighting method, squatting in the middle of the street, shutting his eyes, and firing both of his guns in a full circle around him.

9. The Canton Club. A nightclub and brothel run by Chong Sing, who is the leader of the infamous Red Door gang. Catering to well-heeled New Yorkers, the Canton Club is an elegant and deceptive gateway to gambling, prostitution, and drugs.

10. Alley of Despair. The women (principally opium-addicted Italian and Jewish immigrants) who are slaves to Chong Sing and his minions in the Red Door gang congregate here when they are not working, which is rarely.

TENEMENT ENCOUNTERS

1. Wong Get, Hip Sing Lieutenant
2. A child who thinks you are playing a game
3. A child who intends to steal from you
4. A screaming mother-in-law with a hatchet
5. An accidental kitchen fire
6. Loose chickens
7. A very pregnant girl who needs help
8. A brick wall about to fall down
9. An illegal hospital full of syphilitics
10. Informal Red Door gang brothel

WAREHOUSE ENCOUNTERS

1. Carboys of acid, stacked in pyramids
2. A maze of crates containing porcelain
3. An open safe containing gold relics
4. A loud drunk and a nail-studded board
5. Wah Ching gang security guards
6. A crumbling, abandoned pump house
7. Darkness, rotten boards, a cesspool
8. Opium piled on the ceiling
9. Highbinder dormitory and thug central
10. An illegal slaughterhouse

STORE ENCOUNTERS

1. An Irish "bill collector" and his "helpers"
2. A gambling room choked with old men
3. A false wall with a surprise behind it
4. A shopkeep with a shotgun
5. A Sixth Ward cop visiting for his payoff
6. Slumming socialites
7. Flash powder and throwing knives
8. Two goats and a wagon-load of rotting fish
9. Rev. Charles Parkhurst, reformer
10. Red Door gang pimp and bodyguard