

# The Eyes of a Stranger

by Scott David Aniolowski  
from *Sacraments of Evil*

## The Party

A successful Knowledge--psychology roll (DC 15) is necessary to reveal that John Bidwell is in possession of his faculties. Another roll at the same DC reveals that he is hesitant to invite female investigators to his seance. A Knowledge--medicine roll (DC 16) will reveal Bidwell's time in an asylum, while another Knowledge--psychology roll, DC 18, will reveal Bidwell's misogyny.

### JOHN BIDWELL

S 11, D 13, C 9, I 16, W 14, Ch 12, SAN 0

HP 14, Speed 30 ft., AC 11, Fort +2, Ref +2, Will +5, Attack -2, Derringer (1d8, 20/x3).

Cthulhu Mythos +6, Diplomacy +10, Handle Animal +6, Heal +8, Knowledge (archaeology) +9, Knowledge (astronomy) +9, Knowledge (history) +9, Knowledge (law) +3, Knowledge (occult) +12, Knowledge (psychology) +3, Listen +7, Research +9, Search +8, Spot +8; Skill Emphasis (diplomacy), Skill Emphasis (knowledge (occult)), Wealth.

LANGUAGES: Chinese +5, French +6.

### GODFREY WILLIAMSON

S 7, D 13, C 9, I 16, W 14, Ch 12, SAN 50

HP 20, Speed 30 ft., AC 11, Fort -1, Ref +1, Will +2, Attack none.

Cthulhu Mythos +1, Knowledge (anthropology) +6, Knowledge (history) +8, Knowledge (occult) +11, Knowledge (psychology) +8, Psychic Focus +13, Research +10; Remote Viewing, Sensitive, Skill Emphasis (psychic focus).

LANGUAGES: German +5.

## The Seance

A Listen roll (DC 15) is necessary to hear the word "Yekub". A Cthulhu Mythos roll (DC 16) identifies Yekub as a planet.

## The Police Investigation

A Knowledge--law or Diplomacy roll (DC 16) is necessary to gain access to case details.

### INSPECTOR MARTIN CLEVELAND

S 12, D 10, C 10, I 16, W 14, Ch 11, SAN 62

HP 13, Speed 30 ft., AC 10, Fort +3, Ref +1, Will +3, Attack +3, Colt "Lightning" Revolver (1d10, 20/x3).

Bluff +6, Gather Information +6, Heal +8, Hide +6, Knowledge (law) +9, Knowledge (psychology) +9, Listen +7, Move Silently +6, Open Lock +6, Listen +8, Search +11, Sense Motive +2, Spot +8; Quick Draw, Sharp-Eyed, Weapon Proficiency (pistols).

LANGUAGES: French +6.

### DETECTIVE-SERGEANT JOHN CRAIG

S 12, D 15, C 13, I 14, W 13, Ch 15, SAN 66

HP 18, Speed 30 ft., AC 12, Fort +5, Ref +6, Will +3, Attack +4, Webley Mk I Revolver (2d8, 20/x3).

Bluff +8, Gather Information +7, Handle Animal +8, Heal +5, Hide +7, Jump +7, Knowledge (law) +8, Knowledge (psychology) +6, Listen +8, Move Silently +8, Search +8, Spot +8; Alertness, Quick Draw, Weapon Proficiency (pistols).

LANGUAGES: Polish +6.

## Bidwell's House

The investigators must make a Move Silently (DC 17) or Knowledge--law (DC 22) check to bypass the constable at the gate. Note that if they used surreptitious means to gain entry, they also must succeed an Open Lock (DC 15) check to pick the lock to the house.

### *The Butler's Room*

An Intelligence check (DC 16) reveals that the jacket is still on its hook.

## ***The Library***

A Research check (DC 17) is necessary to find Bidwell's journal, an Intelligence check (DC 15) revealing that Bidwell arrived in England shortly before Jack The Ripper. A Listen check (DC 17) reveals footsteps approaching up the stairs, and a Hide check (DC 20) is required to pocket the journal under Mulverhill's eye. A Sense Motive check (DC 18) reveals that Mulverhill is reluctant to haul in the investigators.

### **DETECTIVE-SERGEANT JAMES MULVERHILL**

S 13, D 12, C 13, I 13, W 12, Ch 10, SAN 40

HP 19, Speed 30 ft., AC 11, Fort +4, Ref +2, Will +2, Attack +4, Webley Mk I Revolver (1d10, 20 x3).

Bluff +6, Handle Animal +5, Hide +5, Knowledge (law) +6, Knowledge (psychology) +3, Listen +4, Move Silently +4, Search +5, Spot +5; Point Blank Shot, Quick Draw, Weapon Proficiency (pistols).

## ***The Master Bedroom***

A Search check (DC 17) finds the Masonic ring.

## **Albrooke Asylum**

A Bluff check (DC 16) is required to gain access to Bidwell's records. A Spot roll (DC 19) reveals the Masonic spy onboard the train.

## **Li Zhao**

Knowledge--law or Bluff checks (either at DC 18) are required to gain access to Li Zhao. A Sense Motive check (DC 17) reveals that Li Zhao speaks the truth.

## **Dunnigan's Warehouse**

A Wisdom check (DC 16) plus 1d6 hours of wandering is necessary to find Dunnigan's warehouse; alternately, if the police got here first a Wisdom check (DC 15) finds Inspector Cleveland. A Knowledge--medicine check (DC 18) reveals that Bartlet was strangled. Knowledge--physics or Repair rolls (DC 16) reveal plans of a transmitter of some sort, while a Wisdom check plus a Search check (DC 20) find Bidwell's crystal cube. A Cthulhu Mythos roll (DC 19) reveals the Pnakotic Manuscripts among a stack of books.

### **SI-FAN THUGS**

S 15, D 13, C 14, I 9, W 12, Ch 12, SAN 25

HP 16, Speed 30 ft., AC 11, Fort +2, Ref +4, Will +1, Attack +4, Knife (1d4+2, 19-20/x2).

Climb +7, Handle Animal +5, Hide +5, Jump +7, Listen +4, Move Silently +6, Search +2, Spot +4; Improved Initiative, Track (B), Weapon Proficiency (melee).

*LANGUAGES:* Chinese +5 (cannot speak English).

## **The Unfortunate Constable**

A Psychoanalysis check (DC 17) weeds the story from PC Baker.

## Constable Baker's Body

A Knowledge--law check (DC 22) reveals that cobra venom is often used by the Si-Fan.

## The Dream

Spot check (DC 12) to see the Yekubians approaching; two Cthulhu Mythos rolls, both DC 18, identify the Yekubians and Juk-Shabb.

### DREAM-BIDWELL

S 34, D 13, C 9, I 21, W 22, Ch 12, SAN 0

AC 11, Fort +0, Ref +4, Will +9, Attack +13, Fist (1d3 sub./x2).

Other stats as John Bidwell ("The Party").

## The Lair of the Conquering Worm

A Wisdom check (DC 18) and 2d3 hours of searching reveal The House of the Yellow Dragon. The doors to the opium dens can only be opened by a Strength check (DC 30); that is to say, the investigators must cooperate to open them. A Search or Spot roll (DC 20) reveals the mechanism that opens the Buddha. A Knowledge--physics or Repair roll identifies the large machine as a transmitter. A Spot roll reveals numbers scrawled on the margins of plans for a second machine. An Intelligence check (DC 19) identifies these as astronomical coordinates, and a Cthulhu Mythos roll (DC 25) suggests these might be Yekub. A Strength check (DC 16) breaks into the cabinet, but anyone touching it is affected by DC 16 contact poison, as described on p. 84, COCD20.

### LEE HO FOOK

S 9, D 14, C 12, I 14, W 14, Ch 12, SAN 20

HP 20, Speed 30 ft., AC 12, Fort +2, Ref +5, Will +5, Attack +0, Knife (1d4+2, 19-20/x2).

Hide +6, Knowledge (accounting) +4, Listen +8, Move Silently +7, Search +10, Spot +8; Alertness, Improved Initiative, Weapon Proficiency (pistols).

*LANGUAGES*: Chinese +9.

### GUANG LUN

S 18, D 12, C 16, I 12, W 14, Ch 9, SAN 70

HP 30, Speed 30 ft., AC 11, Fort +7, Ref +5, Will +3, Attack +8, Brass Knuckles (1d4+4, 20/x3).

Climb +8, Jump +9, Listen +5, Move Silently +6, Spot +4, Search +5; Martial Arts, Toughness, Weapon Proficiency (melee).

*LANGUAGES*: Chinese +3.

### "RATHE", YEKUBIAN THUG

S 15; D 9; C 14; I 20; W 16; Ch 8

Other stats as Si-Fan Thug ("Dunnigan's Warehouse").

## Story Goals

Completion of the following story goals nets the investigators 300 XP per goal completed.

- Gaining entry to Bidwell's home
- Finding and investigating Dunnigan's Warehouse
- Escaping the ambush at Lynott Wharf
- Saving Williamson from the mad coachman
- Finding and investigating the House of the Yellow Dragon