



STYGIAN FOX

EYES LIKE RED BALLS OF FLAME



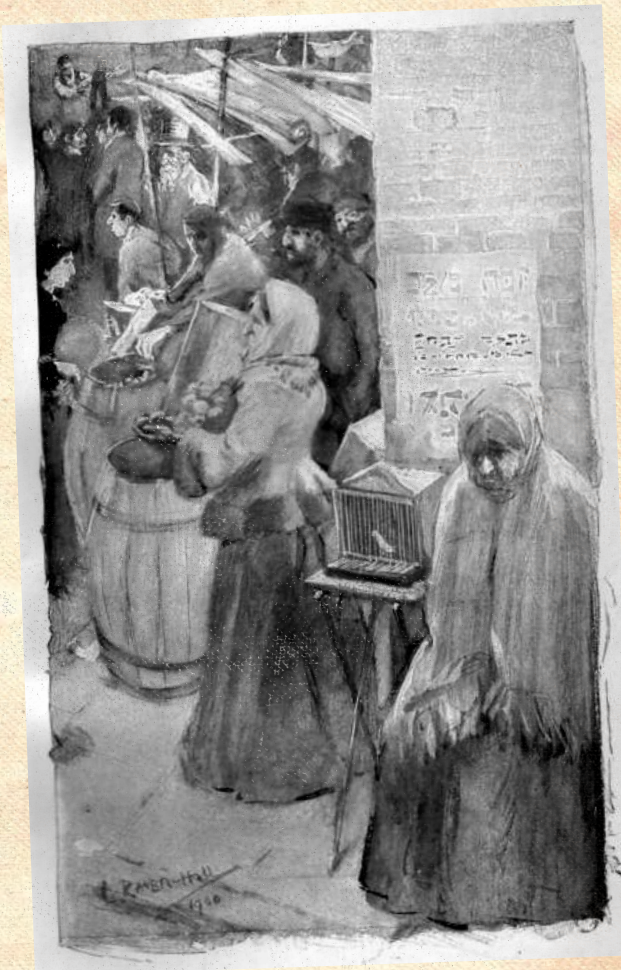
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GLYNN OWEN-BARRASS
& FRIENDS

for 7th Edition

CALL of CTHULHU
GASLIGHT ERA





HUDSON & BRAND: EYES LIKE RED BALLS OF FLAME

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Feel free to contact us through our Facebook page at facebook.com/StygianFoxPublishing/
Published by Stygian Fox, Chester, UK. stygianfox.com Printed on Earth

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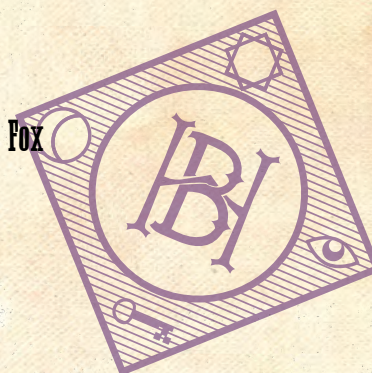
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EYES LIKE RED BALLS OF FLAME

INTRODUCTION

The investigators are contacted by a secret society calling themselves The Phantom Club. The gentlemen of the club have spent years studying, cataloguing, and attempting to hunt down supernatural entities. Only now, one of the entities has gotten the upper hand. The investigators are asked to assist the last few members of the club in stopping the terror known as Spring-Heeled Jack from causing more mayhem.

SCENARIO BACKGROUND

The Phantom Club was founded early in 1835, by Jacob Freely Manwaring, the grandfather of the current club president. The club of bored gentlemen took it upon themselves to study supernatural beings both in London, and the rest of the United Kingdom. They interview witnesses, study the scenes of incidents, and have investigated ghosts, poltergeists, vampires, and even werewolves in the years the club has existed. The first recorded incident of Spring-Heeled Jack occurred in October 1837, and the club has attempted to gain knowledge about him ever since.

After a recent encounter which cost two of their number's lives, the surviving members have decided they have taken on more than they can handle and have contacted Hudson & Brand for assistance in stopping the entity from killing anyone else.

Unbeknownst to everyone except his grandson Donald Manwaring and his manservant, Raghbir, Spring-Heeled Jack is in actual fact Jacob Freely Manwaring, whose early dealings with the supernatural corrupted his mind and transformed his body. Donald Manwaring discovered this when he came face-to-face with Spring-Heeled Jack when the entity killed its own great-grandchildren in a coach crash. Since then, Donald has been biding his time, hoping for Jack's reappearance.

Now the entity has resurfaced, Donald Manwaring wishes to use the club's resources, and the investigators, to murder Spring-Heeled Jack.

Aware of Hudson & Brand's reputation, Donald Manwaring has sent a letter requesting help.

THE MEETING AT THE PHANTOM CLUB

Donald Manwaring's home is located in Harrow on the Hill, a four-story structure on the corner of High Street and Waldron Road.

After the doorbell has been rung, Manwaring's Sikh Butler, Raghbir, answers the door. A tall swarthy looking, bearded man, he greets the investigators in a deep, unfriendly tone. He requests their hats and coats, and after hanging these on a stand beside the door, leads the investigators through a vestibule to a door that leads to a drawing room.

The room is large, lavish and there is a hearty fire in the marble fireplace. Three quietly talking men are seated at a table. They stop talking and turn when Raghbir announces the guests.

One man stands and introduces himself as Donald Manwaring. He has red hair, greying at the temples, and mutton chops. He thanks the investigators for coming, and then introduces his companions. A short, stocky, ruddy-cheeked man with curly black hair is introduced as Doctor Charles Godfrey. The third is introduced as William Hodges. Hodges looks younger than his companions, and is tall, brown-haired, with a thick full beard.

Above the fireplace hangs a gilt-framed painting bearing an image of a young, golden-haired woman flanked by two red-headed boys. If an investigator asks whom the painting depicts, have them make a **Charm**, **Fast Talk**, or **Persuade** roll at Hard Difficulty. Manwaring will inform them these are his wife and children, the latter both killed in a tragedy. Beyond this, he will remain taciturn and silent on the matter. A successful **Psychology** role reveals Manwaring has more to say but refuses to.

The butler offers the investigators seats around the table and leaves.

Manwaring clears his throat and welcomes the investigators to the 612th meeting of The Phantom Club. He adds that Godfrey will transcribe the minutes. The door opens again and the butler steps into the room with a silver tray bearing a pen, ink, and a red book. He deposits these before Godfrey before leaving. Manwaring says that two of their number,

Dear Sirs,

Please, may I introduce myself as Donald Manwaring, president of a small society of men calling ourselves The Phantom Club.

For many years we have studied ghoulies and ghosties, long-leggedy beasties and things that go bump in the night. It is, in fact, a surprise we have never encountered Hudson & Brand in our delvings in the supernatural, though we have surely heard of you.

You may be aware from recent newspaper headlines that two men were murdered near Hampstead Heath by unknown villainy. It was in actual fact two members of our club, killed in pursuit of a singular supernatural entity of the name of Spring-Heeled Jack.

We ask your assistance in attempting to capture this horrid beast before more lives are lost. If you are congenial, please call at my residence, 23 High Street, Harrow on the Hill, at your earliest convenience, preferably tomorrow night at seven sharp.

Kindest regards,

Donald Manwaring

EYES LIKE RED BALLS OF FLAME

Finnegan and Gargery, are absent, currently investigating the High Green Ghost legend in the North East. He then explains that The Phantom Club was founded in 1835, by his grandfather, to study and disseminate knowledge of supernatural creatures, their habits, and origins. He goes on to say that two weeks earlier the club almost caught Spring-Heeled Jack near Hampstead Heath; the fiend brutally murdered two of the members, Bernard Waters and Hunter Dunn. The club is quite confident Jack is lurking somewhere near or in Hampstead Heath. Would the investigators add their expertise in trying to apprehend the entity, before the death toll rises? Spring-Heeled Jack has the upper hand on them, and the investigators will be handsomely rewarded should they assist.

If asked if the club can share information on Spring-Heeled Jack, Manwaring will nod at Godfrey, and the man will remove an envelope from his pocket sealed with wax. Investigators may open it now or later.

Manwaring explains that since Jack's reappearance, he has been spotted mostly in the area around Hampstead Heath. He would like to begin the hunt the next night, a Friday, if the investigators are amenable. Otherwise, whatever night they are available. He requests they meet at 11 pm on Willoughby Road near where his friends were murdered.

RESEARCH

If investigators research newspapers for information, they will not find anything regarding The Phantom Club directly, but there is information about its members.

One newspaper article is about the founding member of the club, Jacob Freely Manwaring. Another details the deceased members; there is also an article relating to Donald Manwaring, his wife and children. If investigators research Spring-Heeled Jack, and haven't received the note from the club, give them any information from *Handout 2a* and *2b* in the form of newspaper articles, with skill roll levels as the Keeper sees fit.

light air... two simple country fin to Barnes. When 's-cross, they stepped tended to be walking voice into the coffin. ny was heard to issue r! is it into the canal enough to Burke me, s too!" "What in the as passing. " Is that rolee from the coffin; reils, and though I am u—one down and the ins; cried a poor wo- noise, " here's a dead his two murderers:— he two poor country- d it was not until the they were permitted s the crowd were dis- vas heard to exclaim, gave you, I hope you -Dublin Morning Re-

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Sir, your servant,

A DETESTER OF BARBARISM.

MYSTERIOUS DISAPPEARANCE OF A GENTLEMAN.

AT HATTON GARDEN OFFICE, yesterday, a Mrs. Mary Manwaring attended this office for the purpose of giving information of her husband, Mr. Jacob Freely Manwaring, a man of property.

She reported that Mr. Manwaring, at around five o'clock Tuesday night, quitted home for the purpose of taking a walk, and said he would return in about a quarter of an hour. He was in good health and spirits, and not returning all night his wife became greatly alarmed. Enquiries have been made at various station houses, and of his friends in London, but none of them have seen or heard anything of him. Inspector Penny, of G, and Inspector Jenkins, of E divisions, have consulted with Mrs. Manwaring and promised to use every effort to trace the missing man.

EGYPT.

PRIVATE LETTERS from Alexandria in Egypt state that Mehmet Ali continues to carry on with his accustomed firmness and activity his plans for re-

The newspaper articles below can be found at a Library (**Library Use** skill roll) or Newspaper Office (**Journalism** skill roll). For *Handout 3*, an **Extreme** skill roll will be required due to the age of the article.

The Newspaper Reference at 33 Golden Square (see *Hudson & Brand: Inquiry Agents of the Obscure*, p. 49) may be of use to investigators. With a successful **Luck** roll, the newspaper with *Handout 5* will be present, a successful **Library Use** skill required to find it.

THE HUNT

When investigators arrive at Willoughby Road at 11 pm, they will find five men present, each wearing heavy coats to conceal their weapons. There are the three club members, the butler Raghubir, and a new addition. He is introduced as Peterson, a rugged, unshaven man wearing a bowler hat. If any of the members are taken aside, they explain Peterson is a criminal who has been hired by the club before at times where violence has been required. He also knows the area around the heath extremely well.

Once everyone is together, they are organized into two teams. One will consist of Manwaring, Raghubir and Hodges, the other Godfrey and Peterson. Have investigators join whichever group they wish, split as evenly as possible. Manwaring informs the investigators that there are three decoys wandering the area, hardened women of the lower classes with whistles and knives on their persons. Should Jack appear, they are to blow their whistles and attract the groups' attention. The teams will then head separate ways and start the hunt in earnest.

The streets are quite empty at this time of night, the recent snow covering everything in a blanket of white. Keepers should take note on the map of where everyone is.

For every half hour of walking the streets, have the investigator with the lowest **Luck** on each team make a check. Should they fail, the team encounters a policeman on patrol

(or the Keeper can roll on the "Sinister Portents" table from *The Spirits of London*, p. 12). The policeman will be suspicious of the team (after all, one has a foreigner, another a man who looks like a criminal). A successful **Law**, **Charm**, **Fast Talk**, or **Persuade** roll will be required or he will ask them to accompany him to the station. If the same team encounters him again, a **Hard** roll will be required for the second time, with an **Extreme** roll required after that.

The Keeper may allow an investigator to make a **Hard Idea** roll. If successful, they can inform the policeman that they know Superintendent Ronald Hooker or Sergeant William Parlow (see "Populating London," in *Hudson & Brand: Inquiry Agents of the Obscure* sourcebook, p.79). Then they will receive no more trouble.

Also, Kitchen, &c. a variety of Fruit Tre

Any person wishing at any time previous January 15th, 1838.



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The members of t their subscriptions t



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THE PHANTOM CLUB



THE JACK CASE

For whom it is concerned. Please find here all pertinent information The Phantom Club has gathered regarding Spring-heeled Jack.

The first recorded encounter happened in October 1837. A girl by the name of Mary Stevens was walking to Lavender Hill, near Clapham Junction railway, after visiting her parents in Battersea. As she made her way through Clapham Common, a man leapt at her from an alley and attacked her. According to her police statement, he restrained her in a tight grip and kissed her face passionately against her will. He proceeded to tear off her clothes and molest her with claws, which according to her description were "cold and ~~XXX~~ clammy as those of a corpse."

A year later Spring-heeled Jack gained official recognition. On the 9th of January 1838, the Lord Mayor of London, Sir John Cowan, shared a letter of complaint he had received regarding a recent attack. This was shared with newspapers, and soon after, letters from all around London came to him describing other assaults perpetrated by the entity. For the most part, these attacks were against young women with the same vicious claws mentioned in the first attack.

The most famous case concerns a girl named Jane Alsop. Alsop's assault occurred on the night of 19th of February 1838. She answered the door of her father's house and was greeted by a man wearing a dark cloak. The man claimed to be a police officer and said, "For God's sake bring me a light, ~~XXX~~ for we have caught Spring-heeled Jack here in the lane." Miss Alsop brought him a candle, and after she handed it to him, he threw off his cloak and, "presented a most hideous and frightful appearance," vomiting blue and white flames from his mouth. His eyes were said to resemble, "red balls of flame." She reported that the entity wore a large metal helmet, something like a skullcap, and that his clothing resembled a very tight-fitting white oilskin. She described his claws as being "of some metallic substance."

EYES LIKE RED BALLS OF FLAME

There were ~~xxx~~ multiple attacks after 1838, but in 1860 the reports became less frequent but more widely-spread. These included sightings in Northamptonshire, East Anglia, and Devon. For the most part, they concerned attacks on coaches and young women. One witness described Spring-heeled Jack as, "the very image of the Devil himself, with horns and eyes of flame," and, "disguised in a skin coat, which had the appearance of bullock's hide, skullcap, horns, and mask."

A resurgence occurred in 1877, where at Aldershot Barracks, in Hampshire, Spring-heeled Jack ~~assaulted~~ assaulted a group of soldiers and was shot to no effect before escaping. A similar event happened in Lincolnshire that autumn, and then in Liverpool, a year later.

Spring-heeled Jack returned to London in January 1890, where he was witnessed in the area to the south of Hampstead Heath.



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DREADFUL COACH CRASH

TWO CHILDREN DEAD

MASTERS EDWIN AND ROBERT MANWARING died last Friday in consequence of an awful attack when a maniac leapt in front of their family carriage. The father of the children, Donald Manwaring, was subsequently dreadfully mangled and bruised during a further assault by the madman. His wife Sophia has been placed in Holloway Asylum where it is hoped she will recuperate from her current catatonic state.

A witness to the accident stated he saw a man wearing a long black cape leap towards the coach from the shadows and knock the driver from his seat. No further witnesses have come forward in regards to this dreadful tragedy, and police continue their investigations.

IRISH AFFAIRS-THE LAND LEAGUE CONVENTION

Eyes Like Red Balls of Flame Papers #4

THE TRAP

Keepers should make the scene as atmospheric as possible, the bleak, snow-shrouded streets, the preternatural silence, the way the snow seems to shine, reflected from the night sky. Nothing will occur for some time, apart from possible random encounters or ones with the constabulary. Just after midnight, a shrill scream is heard. This incident will occur near Willow Road. If the investigators are there already, choose a different location. With his fine hearing and knowledge of the area, Peterson's team will reach the location quickly. The other team, unless an investigator knows the area or they are close already, will have to head in the direction of the sound.

When the team reaches the junction of Willow Road and Pilgrim's Lane, they will encounter a black-clad form sprawled on the street. Peterson will identify the form as Maisy, one of the decoys, and question why she didn't whistle for help.

Keeper's Note: If an investigator makes a successful **Extreme Spot Hidden**, they will notice something off about the body, noticing the shape is off slightly, or see a slight glint of metal there.

If Godfrey's team gets there first, he will rush to render aid to Maisy, otherwise, Hodges will. When someone reaches her, the figure leaps up, revealing itself to be Spring-Heeled Jack in his voluminous black cloak. His white, gaunt face leers at the team, and tittering loudly, he attacks. Spring-Heeled Jack will fight until he is injured, then will leap off in the direction of Hampstead Heath, giggling as he goes.

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Investigators will have little time to compose themselves and dress their wounds. As soon as Manwaring arrives (if he isn't there already), he starts to pursue Jack. Only grave injury or death will stop him in his pursuit, he certainly won't hear of taking time to rest, even if one of his comrades has fallen.

HAMPSTEAD HEATH

The two teams, now combined as one, should be heading towards Hampstead Heath now. An investigator making a **Track** roll will find drops of Jack's blood in the snow. As they follow this, every twenty metres they will encounter the deep footprints where he landed.

Once the team reaches the fence surrounding Hampstead Heath, they can either open the lock on one of the gates, with a **Hard Locksmith** roll, or make a **Climb** roll and go over the gate and fence. The team can now continue following the trail through Hampstead Heath.

The heath is a large area, with lots of trees and hills, everything covered in virgin snow. Rather than returning straight to his hiding place (see **The Abandoned Boathouse**, below) Jack intends to kill a few more people. As such, he will attempt to ambush them on the heath.

It is roughly seven hundred and fifty metres from the outskirts of the heath to the lake and the abandoned boathouse. The trail is similar to that on the streets, but Jack is heading in a zigzag pattern across the snow. As before, have investigators make the **Track** roll to find the blood and footprints.

Jack will attempt to ambush the team three times before he returns to his hideaway. Halfway to the lake, the landscape becomes forest. He will attack once before the team reaches the treeline, as he has been lying in wait there since he entered Hampstead Heath. He will attack twice more in the woods.

Keeper's Note: Try to make the attacks as sudden and as unexpected as possible. Jack will burst up out of the snow when they are out in the open, the Keeper placing him wherever he wants, as long as it is close to the investigators as they track him. An **Extreme Spot Hidden** will reveal his whereabouts. In the first ambush in the woods, he will leap down from a tree, and the investigators will have to make an **Extreme Listen** to notice the sounds of his concealment. For the final ambush, they will no doubt be looking at the trees, when in fact Jack will be concealed beneath the snow and undergrowth.

THE ABANDONED BOATHOUSE

The boathouse stands on the shore of a stagnant lake and is built from brick with a slate gable roof. The bricks are old and stained, and tiles are missing from the roof. There are two rowing boats to the west of the boathouse (using the door for south), rotted and half filled with water. One of the boats holds a twenty-metre coil of rope, old but still usable. There is a large hole in the boathouse's roof, but it is not visible from the ground. The door leading into the boathouse from the shore is bricked up.

If the investigators pursued Jack quickly enough, they will witness him land on the roof then disappear. The team will have a choice of either climbing the roof or wading through the lake to try and get in the inlet.

The walls are high and it will be a difficult climb. With another person to bolster them up, an investigator can get onto the roof from the side using a **Hard Climb** roll. A failure resulting in a fall will result in 1D2 damage unless a successful **Jump** roll is made.

If investigators waded into the cold, stagnant water, they find a large wooden gate barring their passage. It is locked from the inside and because of the gate's position in the water and its size, it is quite impenetrable from the outside.

Once an investigator is on the roof, they notice a large hole halfway down the western slope. Anyone attempting to cross the roof must make a **Luck** roll, for the roof is extremely fragile. Failure means they fall through the roof, into the boathouse, receiving 2D6 damage (1D2 if they make a successful **Jump** roll).

There is a two-metre drop into the boathouse from the hole in the roof, and if an investigator hangs down and drops in, a **Jump** roll is required to land safely, or they will suffer 1D2 fall damage.

Should he still be alive and able, Manwaring will insist on being the first inside the boathouse.

The interior of the boathouse is dark, so investigators will have to provide their own illumination. The northern half is filled with water, the south, rotted wood. Spring-Heeled Jack has dug a burrow in the southwest corner, and here he will be found like a grub, a metre deep, tired and ready to hibernate. Small mounds of earth filled with splintered wood surround the hole. Anyone foolish enough to climb down the hole will be attacked and most likely killed in the narrow confines. Jack is a sitting duck, however. Apart from Manwaring, other members of the club will suggest burying Jack where he lies. Manwaring will attempt to kill him and will assault anyone that attempts to thwart his goal. He will have to be restrained physically, and if Raghubir is present, he will come to his master's aid and fight to protect him.

JILY NEWS. MONDAY, 13th JANUARY 1890.

AT MURDER OF TWO PERSONS NEWS

A DOUBLE MURDER occurred in the early morning of Saturday, January 11th on Willoughby Road near Hampstead Heath. The two gentlemen, known as Bernard Waters and Hunter Dunn, appear to have been taking a late-night walk when they were attacked by a person or persons unknown. Both men were armed with pistols, a sad indication of the lawlessness of London at night. It would appear that they were stabbed to death, as each had wounds on their bodies and their throats slit. They were discovered by an acquaintance of theirs, one Donald Manwaring, who contacted the London Constabulary and assisted them in their enquiries.

THE DISTRESS occasioned by this lamentable event, and the fear by the local people living near Hampstead Heath, is augmented by the fact that both were family men, with surviving widows and children. Both were much respected in their communities and were churchgoing Christians. The inquest on the bodies is to be held Wednesday.

THIS DAY'S POLICE

SERIOUS CHARGE OF FRAUD.

FREDERICK RICHARD STONE, 28, who was described as having neither occupation nor fixed

Blackfriars years ago to New York mated to be The wags christened Dormant S Mr. Chanr such beauti sky as an A Miss Hope is a mistake the reputati The Legis acres of lan shows the r ourselves. "The less interfere with better it wi M.P., avers. Lord Carl South Wales a feeling of Colonial Pr Colonel In United Stat so much be considered "The labou

Eyes Like Red Balls of Flame Papers #5

If he is restrained, a successful **Persuade** or **Intimidate** roll makes Manwaring admit why he is acting up. He explains that Spring-Heeled Jack was his grandfather before unknown forces transformed him into the creature. He wants to kill him for murdering his children and driving his wife insane.

A search of the boathouse reveals two oil lanterns with a little oil left in each, and piles of books almost rotted to mulch. A successful **Spot Hidden** roll (only possible if a light source is used) will reveal a tarnished silver pocket watch within the rotted books. On the back of the watch, an inscription reads: 'To my darling Jacob, your loving wife, Mary.' Godfrey or Hodges will recognize these as the names of Manwaring's grandparents.

CONCLUSION

The other members of the club didn't know the link between Spring-Heeled Jack and Manwaring, certainly not that the entity was his grandfather. After the events of the night, Manwaring, or any other surviving members, will disband the club. If every member perished that night, the two members currently in the northeast will return and close the club down. Hudson & Brand will be offered the club's files, and these will be delivered to 33 Golden Square a week later, packed in six tea chests.

HAMPSTEAD HEATH & PARLIAMENT HILL



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The Dark Green represents Hampstead Heath as it was.
 The Light Green represents the addition of Parliament Hill.
 The Blue represents the remaining Ken Wood Estate.

EYES LIKE RED BALLS OF FLAME

SANITY REWARDS

For defeating and destroying Spring-Heeled Jack, investigators should receive eight Sanity points. If Jack is only sealed up, they should receive four Sanity points.

SCENARIO SEEDS

The club may be gone, but the surviving members' curiosity for the supernatural isn't. The question as to how Jack came to be will provide many sleepless nights for the survivors, and they may request help in discovering what transformed Jacob Freely Manwaring into the entity. Also, if he survived, Spring-Heeled Jack will be looking for revenge after his hibernation. The Phantom Club's records contain a wealth of information that the Keeper could use to link to future scenarios. Here are some scenario seeds for the investigators to follow:

THE RAVENSCAR TERROR

Just south of Whitby, on the Northeast coast, sits the small town of Ravenscar. The remains of an old Roman Signal Station are located near the town, and Ravenscar's clergyman, Reverend Cannon, was exploring the ruins before he disappeared. Something lurked beneath the old signal station, something old and primal. The Romans buried it, and the dabbling Reverend set it free. A presence has been stalking the moors for over a year now and has the town living in terror. If investigators visit, they will find themselves on a subterranean journey involving encounters with ghosts and ancient horrors.

THE WITCHES OF PENDLE HILL

In 1612, twelve witches were hanged at Lancaster Castle and buried in unhallowed ground on Pendle Hill, overlooking the village of Newchurch. Stories abound concerning ghostly activity and strange encounters on the hill, but now lights have been seen on the hill in increasing frequency. Some believe the spirits of the witches are unsettled for some reason. Others believe their master has finally arrived for them. The real reason for the lights is quite otherworldly and will teach investigators there is more to the universe than their one single inhabited world.

GHOULS OF THE NECROPOLIS

Built in 1832, the Glasgow Necropolis is a huge, sprawling cemetery in Glasgow, Scotland. It is located on a low hill east of Glasgow's St. Mungo's Cathedral. There are thousands of monuments and crypts in the cemetery, and some, as of late, have been found violated by unknown perpetrators. Locals have taken to patrolling the cemetery at night, and an old legend says it is haunted by an entity known as the Gorbals Vampire, a seven-foot-tall, iron toothed vampire that eats children. The truth of the matter is far weirder and involves a group of creatures from another realm, trapped in the cemetery and forced to sate their charnel appetites on what they can find in the crypts.

THE HIGHGATE MYSTERY

Highgate Cemetery is a place of burial located in north London, England. It is notable both for its famous residents, and the grounds, which form a veritable haven of nature mixed in with exotic tombs. It is filled with wildlife, a sanctuary for birds, bats, and foxes. Rumours have long existed of satanic meetings in the cemetery, including covens of witches and occultists. The truth is that a group of Satanists have been visiting Highgate, and have recently summoned something unexpected, a thing with particular, gruesome plans for London and beyond.

THE RIVER WITCH

The River Tees in Northeast England has long been said to be the haunt of a water spirit named Peg Powler. She is known to have long green hair and green skin and has a voracious desire for human life, her favourite meal being children that she lures to the water's edge to drag under. A greenish froth floating on the river, known as "Peg Powler's suds" and "Peg Powler's cream" is said to denote her presence. Another legend states that Peg Powler appears as a beautiful girl with long green hair that lures men and boys into the river by pretending to drown. She has been studied from afar by the Phantom Club, and with a resurgence of sightings, now might be the time for a proper investigation.

THE CROGLIN VAMPIRE

In the county of Cumberland in Northwest England, the land around a country house named Croglin Grange is rumoured to be a haven for a vampire. In the early years the Phantom Club visited the grange, but whatever happened has been mostly stricken from their records. Long abandoned due to incidents in and around the grange, new tenants have suffered molestation from a being described as having flaming eyes and a brown face. It has also been witnessed leaping around the grange at night. The similarities to Spring-Heeled Jack will not be lost on the investigators, nor will the fact that the club's records have been mostly expunged on the matter.

DRAMATIS PERSONAE

DONALD MANWARING - DILETTANTE

A sullen and brooding man, Manwaring had dark hair and muttonchops, his hair going prematurely grey at the temples. He is thin, has thick lips and a Roman nose. Manwaring is haunted by his past tragedies and is only interested in ending the life of his nemesis. He will sacrifice anyone to reach that goal.



STR 45 CON 50 SIZ 70 INT 80 POW 60
DEX 55 APP 50 EDU 70 SAN 60 HP 12
DB: none. Build: 0 Move: 6

ATTACKS

Fighting (Brawl) 25% (12/54), damage 1D3 + db

Dodge 27% (13/5)

Skills: History 42%, Intimidate 46%, Language (Latin) 33%, Library Use 50%, Listen 50%, Occult 30%, Psychology 45%, Spot Hidden 51%, Track 41%.

Age: 45

RAGHUBIR - BUTLER

Raghubir is tall, wears a dark purple turban, and has a thick jet-black beard streaked with white. Hailing from India, he is a Sikh by religion and has dark, almost chocolate colored skin. Raghubir has a strong, slow voice that is deeply accented. He is fiercely loyal to his master and knows of his past association with Spring-Heeled Jack and his goal to destroy him.



STR 70 CON 65 SIZ 90 INT 50 POW 45
DEX 35 APP 35 EDU 54 SAN 45 HP 15
DB: +1D4 Build: 1 Move: 6

ATTACKS

Fighting (Brawl) 75% (37/15), damage 1D3 + db

Kukri 60% (30/12), damage 1D8 + db

Dodge 17% (8/3)

Skills: Art/Craft (Butlering) 65%, First Aid 50%, Intimidate 50%, Listen 55%, Psychology 40%, Sleight of Hand 40%, Track 55%.

Age: 44

CHARLES GODFREY - DOCTOR

Godfrey is short and stocky, a ruddy-cheeked man with curly black hair balding on top. He is very jovial and sees The Phantom Club as a kind of lark, smiling even in the face of the current, terrible situation. He hails from Edinburgh and has a Scottish accent.



STR 50 CON 50 SIZ 55 INT 60 POW 80
DEX 60 APP 30 EDU 73 SAN 80 HP 10
DB: none. Build: 0 Move: 6

ATTACKS

Fighting (Brawl) 25% (12/5), damage 1D3 + db

Firearms (.450 Webley MP Revolver) 60% (30/12), damage 1D10+1

Dodge 30% (15/6)

Skills: Biology 47%, First Aid 70%, History 41%, Library Use 50%, Medicine 43%, Occult 31%, Pharmacy 58%, Spot Hidden 40%.

Age: 56

WILLIAM HODGES - ACCOUNTANT

Hodges is of medium height and build. He has short brown hair and a thick, full beard. Quiet, he is prone to brood but when approached and spoken to, he can be quite friendly. He is still in shock over the deaths of his friends, and his fragile sanity betrays this.



STR 60 CON 45 SIZ 70 INT 50 POW 45
DEX 75 APP 55 EDU 75 SAN 22 HP 13
DB: +1D4 Build: 1 Move: 8

ATTACKS

Fighting (Brawl) 25% (12/5), damage 1D3 + db

Firearms (.380 Webley No.2 Revolver) 70% (35/14), damage 1D8+1

Dodge 37% (18/7)

Skills: Accounting 75%, History 55%, Law 65%, Library Use 60%, Occult 35%, Persuade 60%.

Age: 30

Phobias: Haemaphobia*

*Hodges must make a CON roll at the sight of blood, or faint until revived with a successful First Aid roll. If he faints, he must also make a SAN roll or lose 1 point.

PETERSON - THUG

Peterson is a seasoned criminal and looks the part. His front teeth are missing and he has scars on his shaven scalp. He has a pronounced, lower class cockney accent, and due to a partially bitten off tongue, lisps a little when he talks. Loyal to the club, he is courteous and does what he is told as long as he is getting paid. He has many underworld contacts and can procure illegal items, stolen goods, and more criminals for the club's work.



STR 60 CON 45 SIZ 75 INT 45 POW 55
DEX 40 APP 25 EDU 29 SAN 55 HP 12
DB: +1D4 Build: 1 Move: 6

ATTACKS

Fighting (Brawl) 50% (25/10), damage 1D3 + db

Firearms (.455 Webley WG Revolver) 50% (25/10) damage 1D10+2

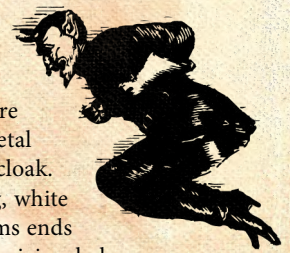
Dodge 20 (10/4)

Skills: Appraise 30%, First Aid 35%, Intimidate 60%, Listen 75%, Persuade 35%, Spot Hidden 50%, Stealth 45%.

Age: 54

SPRING-HEELED JACK - MONSTER

Jack stands at nearly seven feet tall and has pale skin with pointed, devilish features. His eyes are blood red and his teeth are metallic and sharp. He wears a metal skullcap and a dirt-stained black cloak. Beneath his cloak is a tight-fitting, white oilskin outfit. Each of his long arms ends in a steel, gauntlet-like glove with viciously long claws. Jack is barefooted, with long toes, and his legs are extremely muscular. He cackles and titters insanely and exists only for mischief and carnage. How he was transformed from a man to this deranged entity is a secret perhaps known only to himself. If his body is examined after death, it is discovered to be in a strange, patchwork state, as if he is a composite of different body parts. After a lot of exertion or loss of Hit Points, Jack will hibernate to recuperate his health and energy.



STR 150 CON 80 SIZ 100 INT 30 POW 120
DEX 160 HP 23

Damage Bonus: +2D6

Build: 3

Move: 9/Special*

Magic Points: 120

ATTACKS

Attacks per round: 2

Jack has metal claws that he slashes with. He can use them twice in one round.

Fighting 80% (40/16), damage 2D6 + db

*Jump 90% (45/18), damage 3D6

Dodge 80% (40/16)

Armour: 4 points of hardy flesh. Firearms do half damage. Fire and electrical attacks do double damage.

Skills: Spot Hidden 60%, Stealth 80%, Track 60%, Unnerving Giggle 100%.

Sanity Loss: 1D6

Age: 99

*Jack has a preternatural ability to leap long distances. He can jump twenty metres in a single bound (maximum height ten metres), and assuming he makes the skill roll, can land upon his desired target. There is a cost to this, however, and each leap costs him five Magic Points and two CON. He regains five Magic Points and two points of CON every twenty-four hours.





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A dangerous predator stalks the fog shrouded streets of Victorian London and evades capture at every turn.

Can the intrepid Investigators put an end to the reign of terror that is 'Spring-Heeled Jack'?

'Eyes Like Red Balls of Flame' is an adventure for Call of Cthulhu® by Glynn Owen-Barrass set in the Cthulhu by Gaslight and Hudson & Brand settings.

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3



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