

**Tickets-of-Leave** are small self-contained additions to the [Convicts & Cthulhu](#) setting for Lovecraftian roleplaying in the early penal colonies of Australia. Each includes a selection of game elements which can either be used collectively as a thumbnail sketch of a mini-scenario, or can be used in isolation to provide pieces that enhance a scenario of your own invention.

# Convicts & CTHULHU

## TICKET of LEAVE #3

### Criminal Enterprise

**CREDITS**  
Ticket-of-Leave #3 is written by Geoff Gillan & Dean Engelhardt and is copyright © 2016. It is published by Cthulhu Reborn Publishing.  
([WWW.CTHULHUREBORN.COM](http://WWW.CTHULHUREBORN.COM))  
The [Convicts & Cthulhu](#) setting is published by Cthulhu Reborn Publishing and is available via RPGNow and DrivethruRPG as a "Pay-What-You-Want" title.  
*Call of Cthulhu* is a registered trademark of Chaosium Inc., and is used here with permission.  
([WWW.CHAOSIUM.COM](http://WWW.CHAOSIUM.COM))



## Introduction

Given the circumstances under which the penal colonies of Australia were founded, it should come as no surprise that the majority of people in the [Convicts & Cthulhu](#) setting have more than a passing acquaintance with crime of some sort.

About half of those Europeans living in New South Wales at this time were originally sent there in chains: convicts transported, usually for relatively minor property-related crimes.

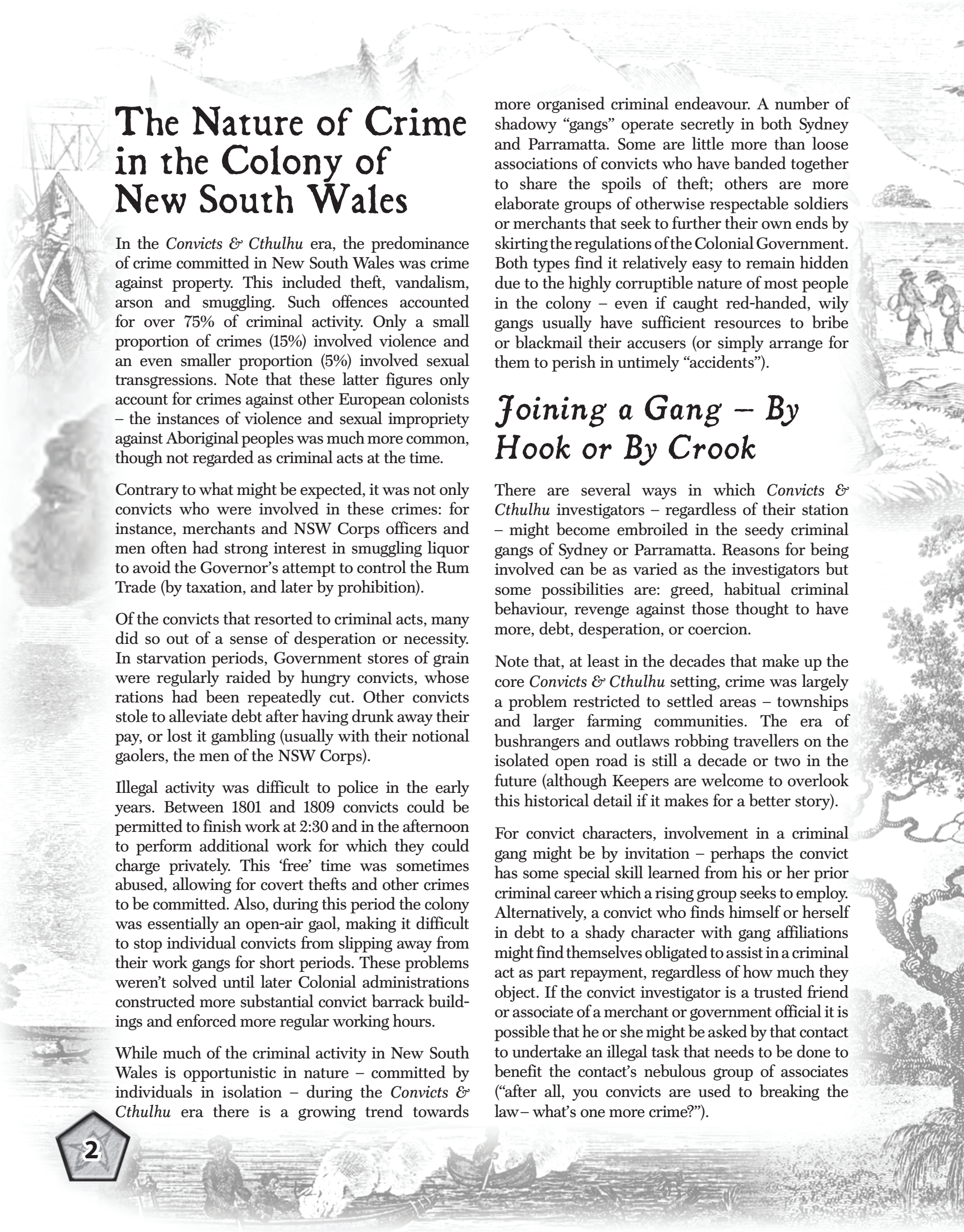
Many of the remainder – military gaolers and other officials – also often had links to dubious and illegal activities, sometimes having been obliged to

“volunteer” for service in the colonies due to dark schemes which ended poorly.

While some of the experienced felons in New South Wales have renounced their criminal ways entirely, many have not. Because of this, crime is an ever-present facet of colonial life even despite the extraordinary lengths that authorities employ to dissuade and punish lawlessness.

The notes which follow give *Convicts & Cthulhu* Keepers resources for depicting the criminal underworld of the colonial era, including a fully-detailed crime gang and a scenario sketch which demonstrates that sometimes mundane criminal acts can have unexpected and far-reaching Mythos consequences.





# The Nature of Crime in the Colony of New South Wales

In the *Convicts & Cthulhu* era, the predominance of crime committed in New South Wales was crime against property. This included theft, vandalism, arson and smuggling. Such offences accounted for over 75% of criminal activity. Only a small proportion of crimes (15%) involved violence and an even smaller proportion (5%) involved sexual transgressions. Note that these latter figures only account for crimes against other European colonists – the instances of violence and sexual impropriety against Aboriginal peoples was much more common, though not regarded as criminal acts at the time.

Contrary to what might be expected, it was not only convicts who were involved in these crimes: for instance, merchants and NSW Corps officers and men often had strong interest in smuggling liquor to avoid the Governor's attempt to control the Rum Trade (by taxation, and later by prohibition).

Of the convicts that resorted to criminal acts, many did so out of a sense of desperation or necessity. In starvation periods, Government stores of grain were regularly raided by hungry convicts, whose rations had been repeatedly cut. Other convicts stole to alleviate debt after having drunk away their pay, or lost it gambling (usually with their notional gaolers, the men of the NSW Corps).

Illegal activity was difficult to police in the early years. Between 1801 and 1809 convicts could be permitted to finish work at 2:30 and in the afternoon to perform additional work for which they could charge privately. This 'free' time was sometimes abused, allowing for covert thefts and other crimes to be committed. Also, during this period the colony was essentially an open-air gaol, making it difficult to stop individual convicts from slipping away from their work gangs for short periods. These problems weren't solved until later Colonial administrations constructed more substantial convict barrack buildings and enforced more regular working hours.

While much of the criminal activity in New South Wales is opportunistic in nature – committed by individuals in isolation – during the *Convicts & Cthulhu* era there is a growing trend towards

more organised criminal endeavour. A number of shadowy "gangs" operate secretly in both Sydney and Parramatta. Some are little more than loose associations of convicts who have banded together to share the spoils of theft; others are more elaborate groups of otherwise respectable soldiers or merchants that seek to further their own ends by skirting the regulations of the Colonial Government. Both types find it relatively easy to remain hidden due to the highly corruptible nature of most people in the colony – even if caught red-handed, wily gangs usually have sufficient resources to bribe or blackmail their accusers (or simply arrange for them to perish in untimely "accidents").

## Joining a Gang – By Hook or By Crook

There are several ways in which *Convicts & Cthulhu* investigators – regardless of their station – might become embroiled in the seedy criminal gangs of Sydney or Parramatta. Reasons for being involved can be as varied as the investigators but some possibilities are: greed, habitual criminal behaviour, revenge against those thought to have more, debt, desperation, or coercion.

Note that, at least in the decades that make up the core *Convicts & Cthulhu* setting, crime was largely a problem restricted to settled areas – townships and larger farming communities. The era of bushrangers and outlaws robbing travellers on the isolated open road is still a decade or two in the future (although Keepers are welcome to overlook this historical detail if it makes for a better story).

For convict characters, involvement in a criminal gang might be by invitation – perhaps the convict has some special skill learned from his or her prior criminal career which a rising group seeks to employ. Alternatively, a convict who finds himself or herself in debt to a shady character with gang affiliations might find themselves obligated to assist in a criminal act as part repayment, regardless of how much they object. If the convict investigator is a trusted friend or associate of a merchant or government official it is possible that he or she might be asked by that contact to undertake an illegal task that needs to be done to benefit the contact's nebulous group of associates ("after all, you convicts are used to breaking the law – what's one more crime?").

For military gaolers, naval men, free settlers, and other government officials, involvement in a criminal enterprise probably equates to affiliation with some kind of not-entirely-legal business venture or political dealing. An investigator might be drawn into such a conspiracy because its goals benefit him or her personally, or might be coerced into participation by blackmail or debt.

Involving Aboriginal investigators in the criminal endeavours of the colony is not as easy – most of the ill-gotten gains that underpin such crime have little value to indigenous people and groups. However, it might be possible that an Aboriginal character who has spent too long mixing with Europeans might be strong-armed into rendering occasional help to a gang of white criminals.

## The Jenks Gang

The Jenks Gang is provided as a ready-to-use criminal gang, made up from several different strata of colonial life. Six individuals – each with their own reasons for aiding in the gang’s criminal endeavour – are presented, although the Keeper is welcome to pad out the group with any number of additional members as needed.

In particular, if the Keeper wishes to run a game in which some or all of the investigators have a criminal connection it is suggested that they be members of Jenks’s rag-tag bunch. The scenario sketch on page 5 assumes an investigator group which is intimately tied to the nefarious undertakings of Jenks and his cronies.

### Sgt Jonathan Jenks, age 38, Gang Leader

STR 80 CON 70 SIZ 60 DEX 70 INT 60  
APP 20 POW 55 EDU 45 SAN 55 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 11

Brawl 40% (20/8), damage 1D3 + Damage Bonus

Flintlock Pistol 55% (27/11), damage 1D6+1 [range 10 yards; 1 shot per 4 rounds]

Dodge 45% (22/7)

Skills: Appraise 60%, Credit Rating 55%, Insight 55%, Intimidate 45%, Stealth 60%, Spot Hidden 55%.

Jenks is a degenerate’s degenerate. There is no debauchery he is not attracted to; no opportunity for felony or misconduct he can resist. Fortunately for him he is a Sergeant of the NSW Corps, rather than a convict, although rumour has it he enlisted one step ahead of the Traps (police) back in England. He is stationed in Parramatta and uses the quartermaster’s office at the barracks (see *Convicts & Cthulhu*, page 47) as a base from where he conducts his criminal enterprise.

### George Leather, age 49, Smuggler

STR 55 CON 70 SIZ 65 DEX 70 INT 45  
APP 60 POW 50 EDU 40 SAN 50 Hit Points: 13  
Damage Bonus: none Build: 0 Move: 7 Magic Points: 10

Brawl 50% (25/10), damage 1D3 + Damage Bonus

Fowling Piece 40% (20/8), damage 4D6/2D6/1D6  
[2 barrels; range 10/20/50 yards; 3 round to reload each barrel]

Dodge 50% (25/10)

Skills: Accounting 55%, Appraise 80%, Credit Rating 45%, Law 30%, Natural World 40%, Navigate 45%, Pilot (Boat) 50%.

Leather is a merchant and boatman on the Parramatta River. He uses his boat as often for smuggling as for legal activities. He has a number of connections in the NSW Corps and in Sydney for whom he smuggles grog.

### Mary Franklin, age 26, Assigned Convict and Thief

STR 55 CON 30 SIZ 60 DEX 75 INT 70  
APP 70 POW 55 EDU 60 SAN 55 Hit Points: 9  
Damage Bonus: none Build: 0 Move: 8 Magic Points: 11

Brawl 60% (30/12), damage 1D3 + Damage Bonus

Dodge 55% (27/11)

Skills: Credit Rating 2%, Listen 80%, Sleight of Hand 70%, Stealth 55%, Spot Hidden 50%.

Mary is an assigned convict and specialises in domestic thievery. She has a drinking problem, and has drunk away all her wages. She owes money to one of the junior officers in the Commissariat.



## Felix Biggs, age 32, Burglar

STR 75 CON 75 SIZ 60 DEX 80 INT 70  
 APP 65 POW 25 EDU 65 SAN 35 Hit Points: 13  
 Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 5

Brawl 40% (20/8), damage 1D3 + Damage Bonus  
 Dodge 70% (35/14)

Skills: Charm/Bootlick 40%, Climb 75%, Credit Rating 5%,  
 Drive Horse/Cart 60%, Fast Talk 35%, Insight 40%,  
 Jump 40%, Locksmith 60%, Throw 35%.

Felix is a thief from northern England. His speciality back home was robbing country and rural cottages and farm houses, and now and again a great estate. Felix would love to burgle Macarthur's estate near Parramatta. Perhaps next time the great man goes off with his sheep to London ...

## Samuel Seeler, age 41, Sailor and Merchant

STR 60 CON 75 SIZ 65 DEX 35 INT 55  
 APP 55 POW 55 EDU 60 SAN 55 Hit Points: 14  
 Damage Bonus: +1D4 Build: 1 Move: 6 Magic Points: 11

Brawl 40% (20/8), damage 1D3 + Damage Bonus  
 Musket 55% (27/11), damage 1D10+4  
 [range 100 yards; 1 shot per 4 rounds]  
 Dodge 20% (10/4)

Skills: Accounting 60%, Appraise 50%, Credit Rating 60%,  
 Law 35%, Language (French) 45%, Navigate 50%, Pilot  
 (Boat) 65%.

A sailor and merchant, Samuel owns a part share in Potts & Seeler, a small merchant concern with one ship and one warehouse in the Sydney docks. Seeler smuggles a good portion of anything brought in, to avoid paying the "greedy colonial lords and masters". His business partner, Graham Potts, turns a blind eye to these activities and pretends to know nothing.

## Robert Morton, age 29, Ticket-of-Leave Man and Gambler

STR 80 CON 35 SIZ 85 DEX 70 INT 55  
 APP 45 POW 70 EDU 70 SAN 70 Hit Points: 12  
 Damage Bonus: +1D6 Build: 2 Move: 7 Magic Points: 14

Knife 70% (35/14), damage 1D6 + Damage Bonus  
 Dodge 60% (30/12)

Skills: Appraise 55%, Charm/Bootlick 35%, Credit  
 Rating 10%, Disguise 50%, First Aid 45%, Insight 70%,  
 Persuade 50%, Sleight of Hand 55%, Spot Hidden 60%.

Morton is a Ticket-of-Leave man and a gambling fool. In England he was a robber and standover man, living a criminal life that led him ultimately to a sentence of Transportation. However, after arriving in New South Wales he has worked hard to "go straight" and to obtain his Ticket of Leave. Now he is risking what little freedom he has earned, because he owes Jenks money from his foolhardy gambling. He acts as muscle for the Jenks Gang when it is needed.

## Typical Schemes of the Jenks Gang

The Jenks gang is mostly motivated by thievery, but will undertake any kind of criminal act that will result in a tidy profit (particularly if it is also low risk). The following suggestions can be fleshed out by the Keeper as examples of the types of crimes that Jenks members might carry out. These can occur in any order, as the Keeper wishes:

- **Robbing a shop:** the gang attempts a midnight raid on the local store of a wealthy merchant. The owner might be a rival of one of the gang members, someone who refused to pay Jenks the requested protection fee, or simply someone whose doors are not as stout as they should be.

- **Commissariat hit:** the government warehouses are bursting with goods; the gang stages an audacious raid seeking to obtain food which can be peddled at local stores for exorbitant prices, or sold to outlying farms who don't ask too many questions.
- **River robbery:** the Jenks Gang from time to time likes to ply both the Parramatta River and the Georges River looking for stray boatmen who can be "roughed up." The group tricks these lone boatmen into pulling alongside their vessel, perhaps feigning distress, and then savagely beats them and pilfers anything of value.
- **Receiving stolen goods:** Jenks has an informal arrangement with a number of assigned convicts who work in the homes of wealthy colonists in Sydney Town. When valuable objects "go missing" from those homes it is the job of Jenks and his crew to facilitate transporting the stolen goods far away from their owners and fencing them.
- **Silencing loose lips:** From time to time Jenks gets word that details of the gang's operation have become known to an unreliable character who might turn informant. Such potential traitors need to be taught the importance of remaining silent. Or simply beaten and killed.

## Scenario Sketch: *Shyneth As The Gold*

This scenario sketch assumes that the investigators are all members of the Jenks gang. It can be run at any time during the Convicts & Cthulhu era. The scenario revolves around a greedy smuggling operation undertaken on behalf of a curious customer – a family with a farm in the remote and wild lands near Banks' Town. While Jenks treats these farmers as wealthy rubes whom he can easily bilk for their money, in truth they are something far more dangerous ...

### *A Simple Plan*

The scenario begins with a summons by Jenks to a meeting where he describes the next criminal endeavour that he has planned for the gang. By

convoluted means he has recently learned that an apparently-wealthy free settler family near Banks' Town is looking for an accomplished smuggler to transport illegal distillation equipment from a ship soon to arrive in the colony to their farmstead. Jenks has made enquiries and been placed in touch with the family – who go by the name Smales. He has also visited their isolated farm to discuss the specifics of the job. While at the secluded farmhouse the crooked gang leader spotted two things that he found quite appealing – the first was a large golden heirloom brought from England; the second was the Smales' daughter, Sarah.


Jenks has formulated a duplicitous plan: the gang will agree to undertake the smuggling job, making a rendezvous with the Smales' hired merchant clipper in an isolated part of Botany Bay, and transporting the illegal equipment upriver to their farmstead. However, rather than simply delivering the equipment and taking payment, Jenks has designs to secretly pilfer from the Smales family as well. While delivering the illicit item to the Smales farm, the gang will make use of their access to ensure several of the homestead's doors and windows will be left unlocked come nightfall. Then, once the Smales are all peacefully sleeping in their beds the gang will return under darkness to purloin the valuable golden goblet (and whatever other valuables they can find).

To Jenks' well-trained eye the heirloom is clearly worth a fortune. He knows that to try and sell such an item as a unique, recognizable, objet d'art will only bring the authorities down on his neck. Thus he has made arrangements to smelt the gold down and recast it with the connivance of a convict jeweller he knows in Parramatta.

But the golden goblet is not the only prize that Jenks desires – he has (rather unwholesome) designs upon the Smales' only daughter, Sarah, and instructs the gang that they should be on the lookout during the robbery for anything that might be useful towards blackmailing the farming family. If they can locate anything that he can use to "coerce" them into allowing him time with the beautiful daughter, he would be "much obliged."

### *About the Smales*

To the outside world the Smales family seem like just another family of English farmers that have come to the colony to seek out a new opportunity. People



that spend time with them, though, often walk away feeling that they are a “little rum” but overall they seem harmless enough. That impression could not be further from the truth.

The Smales Family household consists of Mr and Mrs Smales and their daughter Sarah. Mr and Mrs Smales look like identical twins and have caps of jet black hair and wide-apart brown eyes. Sarah appears nothing like them. She has blonde hair and blue eyes. The Smales came over as free settlers from Kent. Secretly, they are mad cannibals and devotees of The King in Yellow.

Although they told Jenks that their desire to obtain distillation equipment stems from their wish to (illegally) create their own alcohol, that is a lie. In fact they need the still as a replacement for existing equipment they use to create a foul and sorcerous elixir that has the power to transform human beings into horrific and degenerate monstrosities. The Smales' current distillation equipment recently broke down. With the new stringent laws against stills, they can't simply buy a replacement. Instead they have to rely on Jenks gang to illegally get what they need.

Secretly, the insane cult family intend to kill Jenks if it looks likely any of the gang has discovered what they are really doing.

## Smuggling on the Georges River

The gang has an appointment to meet an American ship off Botany Bay. There they are called upon to unload several crates of illegal alcohol as well as the heavy distillation equipment, and move it all onto Jenks' boat. This is a smallish vessel with a single sail (used by the gang in many previous smuggling operations).

Assuming this operation goes to plan, the gang members are then required to sail the boat to the Georges River and along it to the struggling farming region of Banks' Town. This is the most dangerous part of the job, since the area is periodically scoured by Colonial Government troops.

The Keeper can elect to make the journey as uneventful or perilous as needed, by running one or more of encounters with:

## Location: Banks' Town

During the *Convicts & Cthulhu* era, the area around Banks' Town is an outlying region, mostly unexplored. Indeed, apart from one or two cross-country expeditions, there has been no organised exploration of this area, and the only access remains by boat (up the Georges River from Botany Bay).

The area was opened up to farming following explorers Matthew Flinders and George Bass navigating the river in 1795. After sailing to beyond where Liverpool now stands, the pair returned with glowing reports of the area as potential farming land and of the navigational possibilities of the river. This led to land being granted between 1798 and 1805 on the alluvial flats on a bend in the river that is now Moorebank and Chipping Norton.

By the turn of the Century, transportation of local produce by river had led to the development of a settlement – Banks' Town – at the furthest navigable point of the river for coastal trading vessels. As late as 1820 Reverend James Hassall called it "as wild and godless a place as I have ever known, although so near to Sydney."

- **Navy Patrols:** The Navy sends ships to patrol these waters, specifically to check for exactly the kind of activity the investigators are currently indulging in.
- **Banks' Town Volunteers:** The local militia is charged with protecting the farms. A group of five farmers and a NSW Corps soldier constitute the full force, but they may prove dangerous. Thanks to recent attacks by local Aboriginal warriors they have become extremely jumpy and might shoot at anyone in the dark who they don't immediately recognise.
- **Weird Things:** The area around the Georges River remains, at this time, a wild place with dense bush, curving backwaters and sometimes steep banks. If the Keeper wishes, there can be dangerous (perhaps even Mythos-related) creatures lurking here at night – certainly there have been rumours that such exist. Alternatively the Keeper might like to explore the idea that a local Aboriginal warrior has taken to haunting the area dressed as a creature, in an effort to prey on white settlers' fears.

## The Smales Family Farm

For a description of the basic layout of the Smales farm, use the general-purpose “larger farmstead” description on page 49–50 of *Convicts & Cthulhu*.

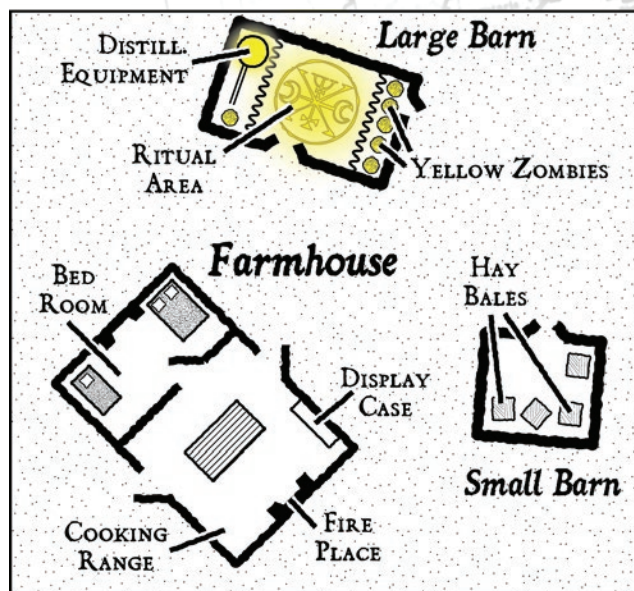
The group will be met by Mr and Mrs Smales who seem to go everywhere together. Their daughter will remain in the farmstead unless the investigators create some reason for her to leave it. The farm’s large barn will remain closed – the investigators may be expecting that the farmers will ask them to haul the heavy equipment up the hill to this barn, but they seem happy for the criminals to simply leave it by the side of the river. If anyone asks what is inside the barn, the farming couple will be polite but evasive. In reality, the barn is the place where they conduct their unclean rituals and also the place where their unwholesome yellow zombie slaves (see below) are kept during daylight hours.

It is clear that the Smales pair is expecting the criminals to simply deposit their illegal cargo, collect payment (in rum) and depart. In order to complete Jenks’ secondary mission, however, the investigators will need to engineer some reason to scout around the farmhouse. The Keeper can decide how easy or difficult that is, depending on the strategy the players adopt. Ultimately it should be possible for the investigators to confirm the location where the golden goblet is stored (at the top of a shelving cabinet that also displays fine glassware and some elaborate French-style masquerade masks). They should also be able to unlatch a door or window to allow later felonious access to the home.

## Returning to Rob the Smales

If the investigators are following Jenks’ plan, they will return to the Smales farmstead after dark to rob them of the golden goblet. Unfortunately, this crime will not go as smoothly as the investigators would like.

With the new distillation equipment delivered, the Mr and Mrs Smales have decided that tonight is the perfect opportunity to resume their regular schedule of weird rituals in adoration of The King in Yellow. Taking the golden goblet, a key artefact in the ritual, they disappear into the curiously



The Smales Farmstead

windowless barn building at sunset. Strange inharmonious sounds – part chanting, part guttural shrieking – can faintly be heard coming from the building.

The Keeper can decide whether the daughter, Sarah, is involved. If the Keeper wishes, she can be an innocent party knowing only that her parents do “something horrid” in the barn but without ever having seen anything weird or disturbing. Alternatively she might secretly be the sorcerous power behind the whole enterprise (perhaps even pulling the strings of her two “parents” who are actually nothing more than fleshy marionettes that she has created to do her bidding).

If the investigators break into the locked barn building they will witness the full weirdness of the Smales’ strange rituals. The weird rites they perform involve painting captured victims – mostly assigned convict workers from nearby farms or Aboriginal people from the nearby clans – with a disgusting yellow paint. The weird and pungent concoction brewed in their home still is a drug which renders its victims insensible, while simultaneously eating their internal organs as they remain alive. Once incapacitated by the elixir, Mr and Mrs Smales then wrap the remains in yellow-stained bandages. The disgusting piles of reeking yellow bones and cloth bubble on the floor of the barn for a day or two. Each pile then rises as a Yellow Zombie – a foul servant of The King in Yellow. The Smales use these corrupt creatures as guards to protect their farm. Sanity Loss to witness the full ritual is 2/2D6.

## Mr and Mrs Smales, Weirdly Similar Weirdos

Use the same statistics for Mr and Mrs Smales – the two are tied to one another by a mystical bond; whenever the Hit Points of either goes up or down, the other party automatically gains/loses half that amount, thanks to this magical association.

---

STR 45    CON 90    SIZ 55    DEX 80    INT 110  
 APP 35    POW 85    EDU 75    SAN 0    Hit Points: 14\*  
 Damage Bonus: none    Build: 0    Move: 10    Magic Points: 17

---

\* By invoking the unclean name of The King in Yellow and expending 3 Magic Points both Mr and Mrs Smales can regenerate half of the Hit Points lost from a single wound/injury, as long as it occurred within the last day.

Brawl                    45% (22/9), damage 1D3 + Damage Bonus  
 Fowling Piece        40% (20/8), damage 4D6/2D6/1D6  
                                   [2 barrels; range 10/20/50 yards; 3 round to reload each barrel]  
 Dodge                    60% (30/12)

Skills: Climb 75%, Cthulhu Mythos 11%, Listen 60%, Spot Hidden 90%, Throw 65%.

Spells: Cloud Memory, Ritual of the Yellow Zombie [costs 8 Magic Points and 1D6 Sanity; requires sacred elixir poured from sacred Goblet of the King, causes corpse to rise as Yellow Zombie 1D3 days later], Song of Hastur, Yellow Decay [as per the spell "Green Decay" in the *Call of Cthulhu 7th Edition* rules, page 259, but mold is yellow in appearance and the incantation reveres The King in Yellow].

## Yellow Zombies

Yellow Zombies are foul parodies of the human form created to amuse The King in Yellow. They move in an odd, jerking fashion as though they are puppets being pulled on strings by a maniac. Their physical form is little more than bones wrapped in yellow-soaked bandages and as they move in their disturbing stop-start fashion their bones emit an ominous bass rumble. They are permanently shrouded in a haze of yellow particulate light. Each Yellow Zombie is magically bound to the golden goblet artefact used to pour the elixir during its creation – if that artefact is ever destroyed (or melted down) the Yellow Zombie instantly reverts to a pile of bones and rags.

## YELLOW ZOMBIES

char	averages	rolls	
STR	80	(3D6 ×5)	Average Hit Points: 14
CON	80	(3D6 ×5)	
SIZ	65	(2D6+6 ×5)	Move: 6
DEX	45	(2D6+2 ×5)	Average DB: +1D4
INT	13	(1D4 ×5)	Average Build: 1
POW	80	(3D6 ×5)	Magic Points: 16

### ATTACKS

Attacks per round: 1

Bite                    45% (22/9), damage 1D4 + Damage Bonus + Yellow Taint (see below)

Dodge                Yellow Zombies are not alert enough to dodge danger

Yellow Taint: The touch and bite of a Yellow Zombie may lead to the transfer of the foul and corrosive ichor which sustains its disgusting proto-existence. Victims of an attack must make a Luck roll – those failing have become exposed to the ichor which slowly begins to eat at their skin. Each round thereafter, victim must make an opposed roll comparing their INT with the Yellow Zombie's POW. For each additional "dose" of the ichor that infects an individual beyond the first, his or her rolls incur a penalty die (max 2). Failure in an opposed roll causes a loss of 2D6 points of INT. If this reduces a victims INT to zero, he or she falls into a coma – doomed to rise as a Yellow Zombie themselves in 1D3 days. The ichor is sticky but can be washed off with copious flowing water (or 1D4 rounds of extensive uninterrupted scrubbing).

Armour: Major wounds delivered to the body will result in loss of a limb. Otherwise ignore damage except to the head (one penalty die on rolls to target the head).

Sanity Loss: 1/1D6+1 Sanity points to see a Yellow Zombie.

## Further Reading

Peter N Grabosky, Sydney in Ferment: Crime, dissent and official reaction 1788–1973.

J B Hirst, Convict Society and Its Enemies.

John Braithwaite, Crime in a Convict Republic, paper presented at the History of Crime, Policing and Punishment Conference, 1999.

Also the City of Bankstown has an excellent website on the history of its region: <http://www.bankstown.nsw.gov.au/index.aspx?NID=237>

---

Like what you've read, but don't yet own the core Convicts & Cthulhu sourcebook? [Head over to RPGNow or DrivethruRPG and grab yourself a copy](#), either in PDF or softcover Print-On-Demand. Either can be obtained under a "Pay-What-You-Want" pricing model where you pay only the basic cost of creating the copy (\$0 for PDF, or about USD \$4 for the softcover book) plus whatever extra you'd like to send the way of Cthulhu Reborn as a "thank you" donation.