

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 #1

Night Terrors

CREDITS

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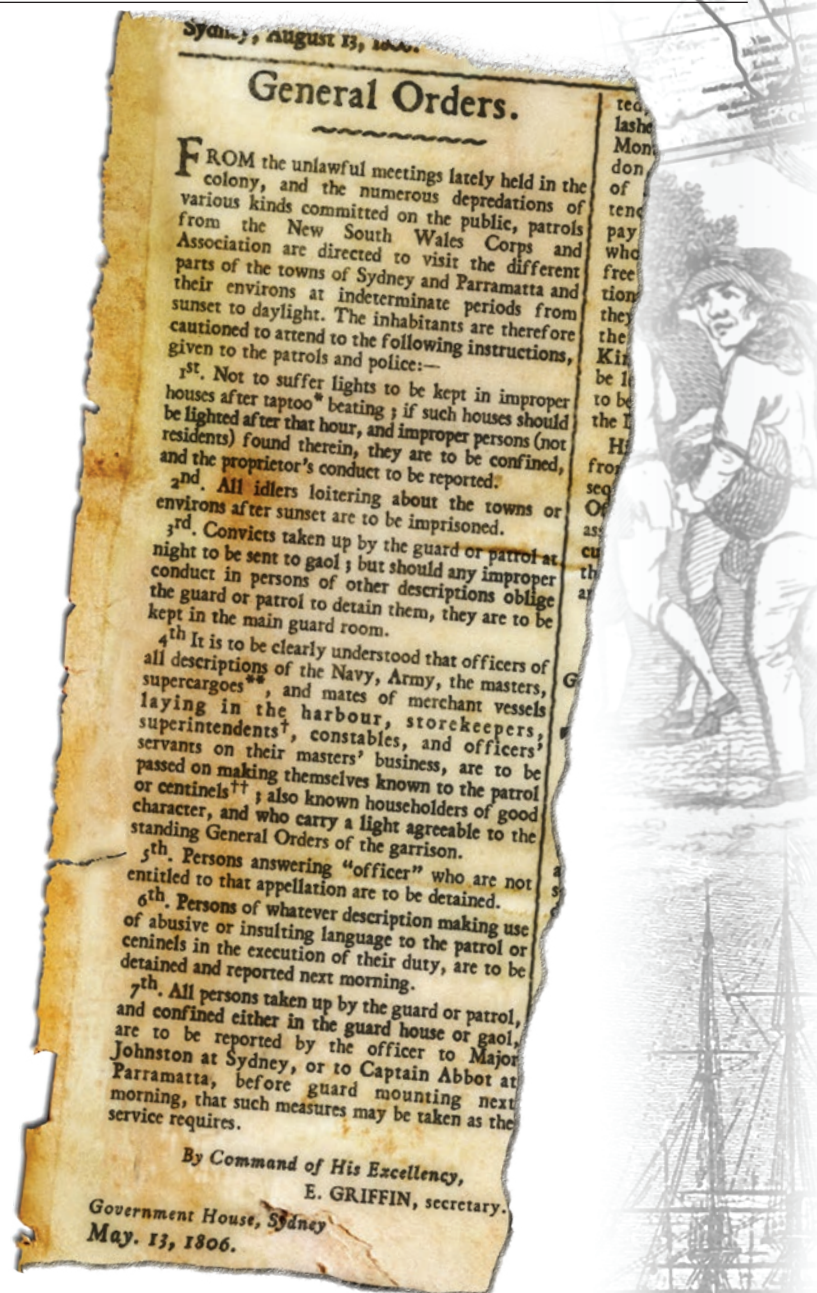


Introduction

Nocturnal investigations are a staple of Lovecraftian fiction as well as roleplaying scenarios, however in the penal colonies of early Australia sneaking around in search of clues after dark sometimes proves both difficult and dangerous. For convicts, the restrictions on night-time movement outside the confines of the gaol have always been extremely strict. But in the era of growing lawlessness and licentiousness covered by the [Convicts & Cthulhu](#) setting, the after-dark movements of even free settlers and soldiers are not as free as they once were. The Governor's proclamation reproduced below gives some idea of the harsh rules that exist around the nightly curfew. These tightly-enforced rules can provide the Keeper with opportunities for complicating the lives of investigators, forcing them to lurk in the shadows to avoid punishment for illegally being on the streets of Sydney or Parramatta. Alternatively, the eerily deserted streets of the townships offer an evocative backdrop for a scene or two ... or, as shown below, can even serve as the foundation for an entire scenario.

The Night Watch

As described in the proclamation quoted nearby, the Governor has ordered the creation of night patrol-groups responsible for enforcing the night-time curfews by periodically undertaking rounds of the streets and outlying districts to arrest those found to be in breach of the rules. This short scenario places the investigators into the role of being part of one such patrol, charged with watching over the streets of either Sydney or Parramatta over a series of rather memorable nights.



Footnotes explaining archaic words from this clipping and language specific to the New South Wales colony, may be found on page 4 of this supplement.

Backstory

Unbeknownst to the investigators (and authorities in the colony) there is a nefarious group of Mythos-aware individuals – possibly a chapter of one of the cults outlined on pages 57–59 of *Convicts & Cthulhu* – active in the area included within their patrol. The cultists have their own goals and reasons for dabbling in the dark arts, but their arcane rituals have had at least one unforeseen outcome – namely, summoning a Dimensional Shambler. The investigators will discover the depredations of this arcane beast as they patrol the streets. Hopefully they will be able to follow the trail of weird phenomena back to their source and rid the colony of this foul influence.

Investigator Roles & Other Patrollers

The investigators for this adventure are assumed to be all members of either the NSW Corps or one of the Volunteer Associations of either Sydney or Parramatta (citizens banding together as a combination militia and police). Keepers can choose Sydney or Parramatta as their patrol area, but not both. The patrol is made up of soldiers or militia-members local to the region chosen for the scenario.

As well as the Investigators there are four other patrollers. Use the statistics for their character type from *Convicts & Cthulhu* (see *C&C*, page 93). Character sketches for seven patrolmen are offered below. Keepers should eliminate those whose role is covered by an Investigator for a total patrol of not more than seven. For a more challenging adventure the overall number may be reduced even further.

Potential Patrol Members:

- **Lt John Styles** – 23. A junior officer of the NSW Corps. Keen and eager to make a name for himself. He is rather pompous.
- **Corporal Victor Goode** – 37. A non-commissioned officer of the NSW Corps. A dubious character involved in as many grubby schemes as he can manage. Victor is a thorough toady to people's faces while he secretly plots to gain advantage over them.
- **Flash Freddy Marriot** – 39. A well-heeled farmer who wears a private uniform and thinks himself a great swell and a hero besides. He likes to bellow and boss people around. Marriot is a senior man in the local Volunteers Association.

- **Benjamin Tully** – 36. Freddy's minder. A freed convict and former assigned man at Freddy's farm where he now works. (If Freddy isn't in the party he has this past relationship with another character). Tully just wants to keep his head down, do his duty and go home to bed.
- **Henry Selkirk** – 47. Assigned convict. Henry is assigned to the patrol leader. He is a drunk and begins every patrol a little inebriated. If left to his own devices he sips from a secret jar he carries. He progress through the stages of drunkenness until he is staggering by the end of the patrol period. If denied alcohol he whines constantly. (See drinking rules in *C&C*).
- **Jenny Mavery** – 30. Assigned convict. Jenny is there in case a convict woman must be searched. Such niceties as this are unusual, but a product of the current Chief Constable's insistence (see *C&C* for more on the CC's role). Jenny is cynical and wise-cracking and a speedy judge of character.

The Patrol's Route & Encounters

Each night the investigators' patrol goes out for three hours, at different hours: 7PM-10PM night one, 10PM-1AM night two and 1AM-4AM night three (and 4AM-dawn if there is a night four). They always follow the same route:

- **SYDNEY:** Follow *C&C* map points in this order: 2, 12, 14, 11, 1, 3, 5, 4, 10, 15, along George Street to the Burial ground, back up Barrack Row to 6, 9, 7, 8 then back to 2. This patrol is done on foot.
- **PARRAMATTA:** Use the Parramatta map as a guide. Start at the gaol and go across the river, along to the hospital, down Main street to the Barracks, the Commissariat then back to the church. The patrol then goes by horse into the countryside surrounding Parramatta passing a number of farms before crossing the river at the Government Wharf and returning to the Gaol.

The Keeper should use the table below to determine the general random encounters during each patrol (roll 1D3 then 1D8). Use the Government Gazette extract to note how to deal with different kinds of miscreants. Most will be detained in the guard house or gaol to be dealt with in the morning.

The Unfolding Adventure

In addition to the randomly-determined encounters, each night the investigators will stumble across some weirdness associated with the Mythos creature that is on the loose.

First Night

The patrol musters at sunset at the local goal. The leader of the Patrol (either Lt. Styles or a PC) reads the above government notice for those who are illiterate so they may know their new orders. Keepers roll for encounters at intervals during the night of about one per hour. If a result is inappropriate (e.g., a hunting party in town) substitute it for one that is.

One fixed encounter: wandering the night streets of the town is a wild-eyed madman whose sanity has been blasted by a thing he saw, half-insect half-

ape as he recalls. The investigators will probably suspect that he is drunk. Investigation proves his name is Charlie Cookman and he is a merchant of usually sober habits. He was supposed to sign off a consignment of (legal) wine to be placed in a warehouse in the town. The warehouse is owned by Simeon Lord but its foreman has gone missing. The workers at the warehouse seem reluctant to talk.

Second Night

Roll for encounters as on night one. Also, at a random place in the night a giant ape insect thing will wink into existence and vanish again after a brief attack on the patrol. (It is the Dimensional Shambler, see the *Call of Cthulhu 7th Edition* rules for statistics). Engaging the beast dislodges one of its prizes – the skin of a human face – which it drops on the ground. This grisly trophy can be identified as previously belonging to the missing warehouseman.

Number Rolled	1	2	3
1	Officers on legitimate duty.	Three drunken merchants seeking female companionship.	5 sailors from a trading ship out on a drunken spree when they should be on board their vessel.
2	Officers on non-legitimate duty. Unlikely to be detained, but clearly shifty.	Four ex-convict thieves with a bundle of goods each from a nearby warehouse.	3 Merchants from the Hawkesbury, and the young son of one of them, here to trade and quite lost.
3	A merchant and two assigned convicts transporting an illegal still.	A merchant seeking a lost dog.	Aboriginal group: Cadigal hunting party (Sydney) or Bidjigal hunting party (Parramatta)
4	A drunken assigned man away from his assigned spot.	Aboriginal individual: Outcast Bidjigal man hiding out for murdering one of his own clan.	Another group from a rival Volunteer association out of their area but claiming to look for a convict escaped from gaol.
5	Aboriginal group: Cadigal hunting party (Sydney) or Bidjigal hunting party (Parramatta)	Two female assigned convicts drunk and away from their post.	A lost dog.
6	Aboriginal group: Bidjigal or Cadigal Clever Man on secret business. Not happy about being disturbed.	A doctor on legitimate business to tend a soldier injured at the local barracks.	A foul-mouthed Irish ticket-of-leave man going to his home.
7	A very large black snake irritated at being disturbed. (Use venomous snake stats).	Aboriginal group: Four urban-based Cadigal people. Two men and two women live and work in Sydney and are on their way home.	A carpenter sleeping off a drunk with a large, hairy, Funnel-web spider resting on his head. (Use venomous spider stats).
8	Ex-convict night-watchman a little drunk and sure he saw something strange.	Aboriginal group: Bidigal group seeking an outcast from their people.	A doctor on illegitimate business to tend an officer injured in an illegal duel. He will offer a handsome bribe.

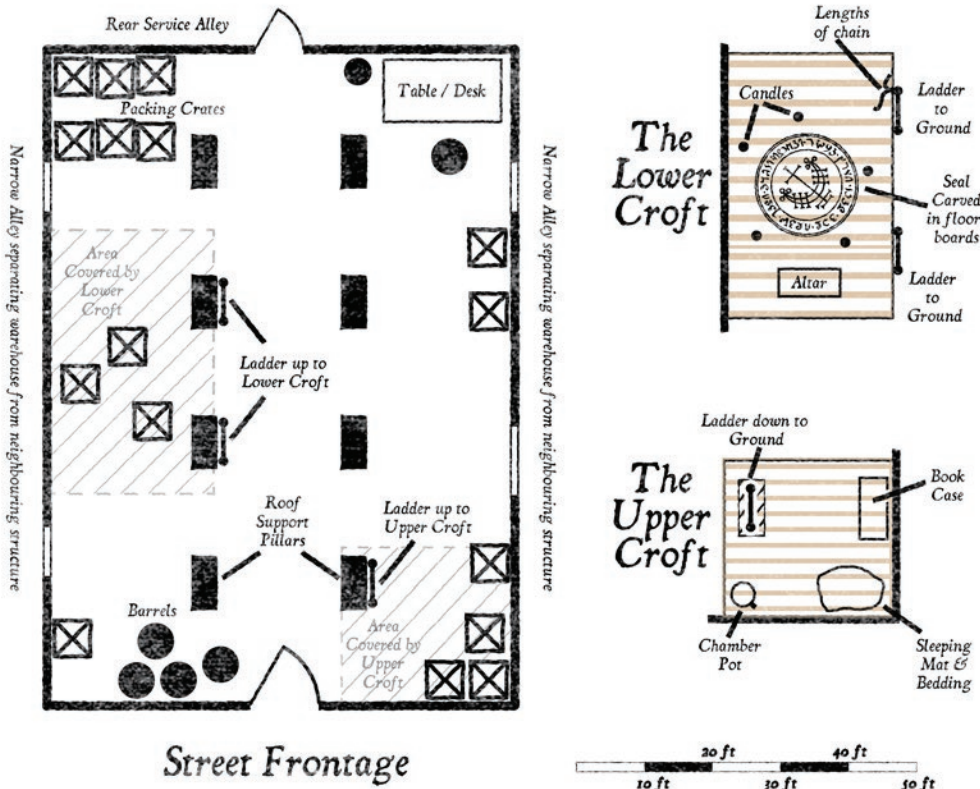
Third Night

Roll for encounters as on night one; alternatively Keepers may elect to skip any random encounters. Staking out the warehouse investigators can hear a strange litany. The warehouse workers hide a cult who have bungled a recent spell and accidentally brought forth a Dimensional Shambler. They are now desperately trying to figure out a ritual that will dismiss the creature. If the patrol does not choose to stake out the warehouse a worker can come to their leader and confess something strange is going on and throw himself at the mercy of the authorities (Keepers should note this usually ends badly in NSW).

Resolution

How the patrol chooses to deal with the cultist in the warehouse is a matter for the investigators to decide. One obvious option is for the patrol to simply pursue and lock up the cult members. If they have not tracked down the Dimensional Shambler it will continue appear randomly and snatch away the unsuspecting. It seems to have a purpose no sane person can fathom. The Patrol may need to recruit one of the cultists to help them with the ritual. Alternately a local Aboriginal clever man might see the dimensional tracks this thing is using and predict its next place of arrival; perhaps there are ancient spirits from the Dreaming that can also be enlisted to frighten the Mythos horror out of town.

The Warehouse



Footnotes

The following explain archaic words found in the *Gazette* clipping on page 1.

*tattoo is an archaic word which is a form of the military term "tattoo". In this context it refers to the practice of sending a drummer to do the rounds of the settlement beating a continuous drumming to signify that all soldiers should return to their barracks; traditionally the tattoo drummer began his rounds at 9:30PM and concluded at 10:00PM.

**a supercargo is a person who has been employed to travel aboard a sailing ship to accompany a valuable cargo to ensure its safety and to sell the cargo in accordance with the wishes of the owner. This is different to the role of a "factor" who looks after goods but only while they are in his port.

† see page 19 of *Convicts & Cthulhu* for a list of superintendent roles in the colony.

†† centinel is an archaic spelling of "sentinel" - i.e., a soldier responsible for keeping watch.

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