**Introduction**

Since the publication of the *Convicts & Cthulhu* core game in 2016 there have been close to 20 supplemental publications for the game, most of them including investigative scenarios. While these can be used perfectly well as standalone individual adventures, they can also be joined together to create longer and more elaborate campaigns.

Included in this PDF is an example outline describing one such aggregated campaign. It starts with the introductory scenario from the *C&C* core book, and ties in scenarios and seeds from the core book, *Tickets of Leave* #1, #3, #6, #9, #11, and #15. You will need to have all these supplements to run the campaign (each is available as a “pay-what-you-want” download).

This outline describes a complete campaign, although GMs will still need to do some work in pulling the...
different adventures together (following the guidelines we've described to modify the previously published material). One of the chapters will also need some fleshing out by the GM from a detailed seed.

It goes without saying that if you are planning to play in this campaign you shouldn't read any further — the details that follow are intended for the GM only and would spoil your enjoyment of the game.

**Core Secrets**

An order known as the Heralds of the Silver Dawn has existed for some centuries. The Heralds are not necessarily an "evil group" (though the GM can decide for sure) but they are definitely a society which has risky ideas about how to build power from knowledge of the Cthulhu Mythos. Effectively they are more than happy to experiment with the limited knowledge they have, attempting magical rituals whose effect they have only half decoded ... BUT ... they are not so foolish to perform such experiments in their own backyard. Rather, the Heralds seek to perform dangerous Mythos rituals in colonial locations far from Britain. If those are destroyed by terrifying alien forces, this (to them) is acceptable collateral damage along the road to wisdom.

Sir Joseph Banks is somehow associated with this society (see nearby box). When he came to Australia 30 years ago on the *Endeavour*, he was largely ignorant of its objectives, but when the Heralds sought places to run their Mythos "detonation tests" he quickly suggested New South Wales.

The group has been working to establish itself in NSW for a decade. It already has a small foothold but wants to expand it rapidly. Most day-to-day activities are run by an NSW Corps Sgt called Rowsthorn, but he in turn reports to a shadowy secretive figure — Sgt Charles Sedgwick (usually referred to in cult correspondence only by the initials "C.S."), who himself takes instructions from the top-tier Heralds back in England. There are also numerous convicts who are converts to the cause, and one or two "lone wolves" the Heralds have encouraged to undertake their own experiments.

The latter group includes an insane fake doctor called James Macdead, and a peculiar family of inbred occultists called the Smaleses. The Heralds support both of these by sending them resources to allow them to tinker with forces better left untouched. [scenario 3 relates to the Smales 'experiments', while scenario 6 relates to Macdead's disgusting medical work.]

Aside from these free agents, the Heralds have three main plots/schemes, each somewhat independent of the others. They want to:

- Establish a mystically protected stronghold in a warehouse in Sydney (Rowsthorn is responsible) [scenarios 1 & 2 relate to this]
- Help a being named "Solander" — a close friend of Joseph Banks — to find his way back to his home city of Carcosa [scenario 5 relates to this]

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**Joseph Banks, A Cultist?**

One of the perennial dilemmas with running games set amongst real history is deciding whether to include actual historical figures as adversary NPCs involved in nefarious plots. On the one hand having well-rounded and established people taking on the roles of villains or cultists can certainly add a lot of depth to a story. But, balanced against that is the fact that "borrowing" history in this way has the potential to trivialize the real-world achievements of the people in question.

In the case of Joseph Banks, real-world history paints him as a rather enlightened sort of individual who really did enable an amazing amount of scientific learning (see the C&C core book). Roping him into this campaign as a leader in the shadowy Heralds of the Silver Dawn might arguably undermine this — whether or not this matters to you and your group is really personal preference.

We've tried to keep things open enough for you to either take the position that he is in fact a member of the group, or alternatively figure him to be a (somewhat) innocent party who the Heralds exploit for his power thanks to some influence they hold over him. In essence this is a minor point of backstory for the campaign, since the Investigators will likely never learn enough to know one way or the other. But as a GM it is always nice to know what motivates the key NPCs and adversary groups.

So — feel free to choose whichever option works for you and your group.
Summon an obscure Great Old One known as Zu-chequon by an elaborate ritual involving three great bells and human sacrifices. This is the culmination of the 'grand Antipodean experiment' and if it succeeds the Heralds of the Silver Dawn will rejoice in having gained vast experience of the unseen world. [scenario 8 relates to this.]

Format

This campaign is formatted somewhat like a "serial" — a bit like a season of a TV Series. There is an overarching plot (the “campaign arc”) but not every story needs to be part of it. Two individual chapters are standalone mysteries. You can easily add others if you want a longer campaign, or you can delete these two optional chapters if you want something shorter.

Chapters which are parts of the "story arc" are marked "(Arc)" in the chapter headings which follow.

The campaign is loosely arranged into 3 “acts”:

- **Act I (Chapters 1,2,3): The Proving** — The investigators arrive in NSW, get recruited into the Night Watch which patrols Sydney after dark, and get asked to run a 'sting' operation.

- **Act II (Chapters 4,5): The Governor’s Agents** — The success of the ‘sting’ operations convinces the Governor of the Investigators’ worth; he elevates them and asks them to perform a couple of special missions.

- **Act III (Chapters 6,7,8): The Fall; and the Coming Doom** — Weird and unsettling stories cause the Governor to distance himself from the Investigators, demoting them back to simple Night Watch members. However, at the same time the Heralds are ramping up their activity and the colony needs the Investigators like never before.

Linking Elements

While each of the chapters of the campaign are self-contained adventures, there are several running threads that bind them all together into a unified story.

- **“Friendly” NPCs: Two key friendly NPCs appear throughout the campaign —
  - Edward Prosser (an assistant to the colonial Governor’s secretary, who serves as a liaison between the Investigators and the Governor), and
  - Lt. John Styles (head of the Sydney Night Watch, whose ranks several of the Investigators will join).

- **The Night Watch: Through almost the entire campaign, the Investigators will have an association with the Sydney Night Watch. The GM is strongly encouraged to flesh out several of the NPC members of this group (pick some from *Ticket of Leave #1*). In the final chapter of the campaign, three Night Watch members will be senselessly murdered by a madman — if these characters have been fleshed out through the whole campaign, this loss will be much more personal for the players.

- **Adversary NPCs: In the first few chapters, the Investigators will lock horns with Sgt Rupert Rowsthorn who is the cult’s most active and overt agent in NSW. They should catch him (and maybe see him perish) at the end of Chapter 3. After that they will be on the trail of his superior, a shadowy figure called “C.S.” — Charles Sedgwick. The latter’s identity won’t become known until the very end of the campaign.

- **Recurring Cult Insignia: Every member of the Heralds of the Silver Dawn who the Investigators uncover, owns a distinctive membership ring.

- **Ongoing Mysteries:**
  - **Significance of the Bells:** In Rowsthorn’s papers (end of Chapter 3) the Investigators find weird drawings of bells; these relate to paraphernalia to be used in the ritual which forms the climax of the campaign in Chapter 8.
Edward Prosser, assistant to the Governor’s Secretary

Prosser is an ambitious man with a foot in each camp in the Colony, Government House and NSW Corps alike. He came to NSW as a junior officer with John Hunter on the Sirius and was appointed to a role in the Commissariat and as Secretary to the Naval Officer. He currently serves under Governor King and later Governor Bligh as Assistant Secretary but maintains connections with the NSW Corps by proving useful in encouraging the smooth flow of trading goods on behalf of select officials. Prosser has had an interest in the occult his whole adult life and was part of a minor occult society in Portsmouth in England from whence he hailed.

If game statistics are required for Prosser, use the “Typical Government Officer” block included at the back of the Convicts & Cthulhu core book.

Mentions of a “Great Summoning”: This is also mentioned in Rowsthorn’s papers, and by the strange being called Solander (in Chapter 5). It relates to the same summoning mentioned above.

Identity of “C.S.”: Letters written to Charles Sedgwick (by Rowsthorn, Joseph Banks, and Macdead, Chapters 3, 5 and 6 respectively) always name him by his initials only. This will frustrate Investigator efforts to track down the senior-most Herald in the colony. Only at the very end of the campaign will this be resolved.

“The Good Doctor M.”: Solander may also mention another member of the Heralds already in place in NSW, a doctor with the initial M. This refers to Macdead, who the Investigators will soon after cross paths with, in Chapter 6.

The Role of Sir Joseph Banks: Banks’ name turns up numerous times, most notably when talking with Solander. There is also mention of a powerful Herald superior back in England that even Sedgwick takes his instruction from.

In Interlude 7, just as the Investigators have the cult on the run, a powerful individual in England tries to order them off the scent. All of these factors hint that Joseph Banks is somehow involved with the Heralds and willing to exert his sizeable power to help them. There isn’t much direct evidence to conclusively prove this, however, and Investigators will likely never completely prove — or even understand — Banks’ connection to the group.

Campaign Resources

The majority of the information needed to run this campaign can be found in either the Convicts & Cthulhu core book, or in the individual Ticket of Leave (“ToL”) supplements previously published for the game. Two additional resources are provided at the end of this PDF to help GMs pull these scenarios into a cohesive campaign framework:

- **Campaign Handouts**: Letters and papers relating to the structure and plans of the Heralds of the Silver Dawn in NSW can be found starting on page 16. As the Investigators track down some of the principal Heralds, these can be discovered in their belongings. The campaign notes which follow describe where each handout would best be provided to players.

- **Pre-Generated Investigators**: A set of six pre-generated characters (a mix of convict and free characters) can be found at the end of this PDF. The campaign doesn’t require involvement by any these Investigators, but if the GM and players wants a “pick-up-and-run” game, these characters provide a representative spread of abilities and backgrounds. Similarly, if an Investigator dies during the campaign, any of these characters can serve as a quick replacement.

Chapter 1: Un-Fresh Off The Boat (Arc)

**Source:** C&C Core Book, Intro Scenario

1 session; entirely in Sydney. Takes place in early 1803.
**Chapter Summary:**

The Investigators begin as passengers (and convicts) on a pair of ships which has just arrived in Sydney Harbour from England. A mysterious illness has broken out onboard meaning the ship is refused permission to dock until after it has served a period of quarantine. One person on board simply can't wait and makes a break overboard, breaking quarantine. The Investigators — as the only uninfected people on board — are asked to give chase. When they track down the missing man, they find that disgusting Mythos creatures were being smuggled into the colony inside his eye sockets. These were intended to be supernatural servants to do the bidding of the Heralds, though the Investigators will likely destroy them.

**Changes to Published Material:**

- Push all dates forward by 3 years.
- Replace “Colonial Secretary Edmund Griffin” with a new NPC, Edward Prosser (see nearby box). He will be an ongoing part of the campaign throughout (so he either needs to remain alive, or if killed he needs to be replaced with another NPC who can perform liaison between the Investigators and the Governor).

**Campaign Arc Significance:**

- Introduces the Heralds of the Silver Dawn as a shadowy organization who are likely to have been behind the attempt to smuggle two disgusting Mythos creatures into the colony.
- During the course of the scenario Investigators find their first example(s) of the Heralds’ distinctive cult ring (which has a strange 'H' symbol in iridescent bubbles). Scenario also introduces the local agent of the Heralds as Sgt Rupert Randolph Rowsthorn.

**Outcome & Loose Ends:**

- Rowsthorn escapes at the end of the scenario and will return as a thorn in the Investigators’ sides in the next chapter.
Interlude 1

The Investigators’ ships wait out the quarantine in Sydney Harbor; eventually they are granted permission to land. The Investigators settle into their normal lives in the colony.

Some weeks later they each individually receive a visit from Edward Prosser. After further inquiries, and upon reflection, he has concluded that they saved the colony from a messy affair with the Watcher Spawn.

- For male convicts & free men — invitation to join the Night Watch
- For others — Prosser reserves the right to call on them to look into other odd affairs and will give some compensation for services rendered.

Chapter 2: Night Terrors (Arc)

Source: Ticket of Leave #1

1–2 sessions; entirely in Sydney. Takes place in the first half of 1803.

Chapter Summary:

This simple adventure covers three nights during which the Investigators, as newly enrolled members of the Night Watch, patrol the streets enforcing the curfew and having a range of (random) colourful encounters. Many of these are mundane but help to paint a vivid picture of what life on the streets of Sydney is like. On each of the nights the encounters will include one relating to an unbound Dimensional Shambler — following up on these will draw the Investigators towards eliminating the menace it poses to the colony.

Joining the Night Watch:

- When the Investigators are recruited into the Night Watch they are each issued with a hand bell that is to be used to chime out the curfew time and also use to summon aid in the event of an attack.
- Their superior is Lt John Styles, an NSW Corps soldier who runs the Night Watch [See ToL #15 for details which will assist in portraying him]. During this scenario (and other later adventures) Styles should become a regular NPC — and should survive until Chapter 8.

Changes to Published Material:

Replace the (unnamed) cultist mentioned in the ToL with Sgt Rowsthorn (and his convict lackeys).

- Sgt Rowsthorn is reeling after his mission for the Heralds was thwarted by the Investigators in Chapter 1. He, along with two other members of the cult (both convicts) have retreated to a bolt hole to plot their revenge upon both the Investigators and assistant secretary Prosser (who has been asking difficult questions even before the Investigators arrived).
- Having lost their much-wanted Watcher Spawn as a supernatural protection tool, they have attempted (and botched) a summoning spell to give them another supernatural beast to do their bidding. This has left the Shambler roaming the streets of Sydney.

Campaign Arc Significance:

- Establishes Rowsthorn’s role as an inept Mythos sorcerer, or at least someone who is desperate to attempt rituals to test Mythos magic.
- Confirms that there are at least a handful of other members of the Heralds of the Silver Dawn present in Sydney.
- Deeper interrogation of Rowsthorn’s accomplices will eventually (see Interlude below) show that the Heralds have at least one other task on their short-term horizon — engaging a criminal gang to smuggle some distilling equipment to a weird family living in a remote part of the colony [See Chapter 3].

Outcome & Loose Ends:

- Rowsthorn (somehow) gets away in the confusion of the final raid on the warehouse, but at least one of his convict assistants should be apprehended alive.
Initial questioning of the convict(s) gives some basic information about the Heralds, but both are illiterate and do not understand much of the cult's plans or purpose. Edward Prosser offers to have them interrogated more thoroughly to see if that might 'loosen their tongues.'

Interlude 2

Prosser visits again to tell Investigators that interrogation of Rowsthorn's convict associate(s) eventually yielded fruit, shortly after the men were introduced to the "flogging parson".

Facts divulged include:

- The name of the group ("Heralds of the Silver Dawn"), and
- The fact that Rowsthorn reports to someone else here in NSW, who in turn gets orders from "some Lord back in England".

The convicts don't know much about the purpose of the Heralds but think it's something about spreading dissent and chaos through the colony by a bunch of "crazy old black magic" (or something). They like anything that strikes fear into the dark hearts of the "rich nobs", so were happy to help out. They don't really care about the rest.

Regarding Rowsthorn and other cult plans:

- The convicts have no idea where Rowsthorn might have fled to. He travelled to several different parts of the colony and had friends in far places; conceivably he could have taken refuge with any of those.
- They have heard Rowsthorn talk about some plan already started out in Paramatta, but don't know any details.
- One plan they do know about is a smuggling operation that Rowsthorn has paid for. One of the convicts was even part of the criminal gang — the so-called "Jenks Gang" — who has been hired to do the job.

From the informants' details, Edward Prosser and the NSW Corps are able to arrest Jenks and most of his gang. They still have questions about which ship the gang was supposed to be meeting and who was supposed to be receiving the smuggled goods. So, naturally, they want to set up a 'sting' operation.

Chapter 3: Shyneth as the Gold (Arc)

Source: Ticket of Leave #3 (Criminal Enterprise)

1–2 sessions; voyage to complete a smuggling-related 'sting' in Banks' Town beyond Botany Bay. Takes place in late 1803.

Chapter Summary:

The Investigators, pretending to be criminals meet with an American ship off the NSW coast, taking possession of illegal distilling equipment. These items are to be delivered to a remote location near Banks' Town. In order to find out who receives the smuggled items the Investigators must make the rendezvous. When they do, they find a weird family of Mythos degenerates known as the Smales Family, who are happily using distilled essences to create zombies. The missing Sgt Rowsthorn is hiding out with them, so Investigators will finally catch up with him as well.

Changes to Published Material:

- The existing ToL scenario is written as though the players are taking on the roles of the criminals. Now they are taking on the roles of trusted Night Watch members who are pretending to be criminals. Their goal is to carry out the original crime in order to figure out: the identity of the American ship from which the distillation equipment is to be collected, and the identity of the recipients of the smuggled equipment (the weird Smales Family).

Campaign Arc Significance:

- The Smales Farm is the location where Rowsthorn has decided to hide out following the humiliating defeat in Chapter 2.
- If the Investigators carry out their mission and (as instructed) closely inspect the Smales property they will easily find him hiding there. This is intended as a big final encounter where they can try to eliminate or capture the man who has evaded them for almost a year.
Rowsthorn will, if cornered, cast a spell on himself which will turn his body inside out as a messy kind of occult suicide. If the investigators manage to stop him from this, they can question him; otherwise his belongings yield similar clues.

**Outcome & Loose Ends:**

- Rowsthorn's body (or his travelling gear left at the Smales Farm) bears a number of papers, including two unusual items:
  
  ✜ [Campaign Handout #1]: A single page with an elaborate picture of a curiously engraved bell.

  ✜ [Campaign Handout #2]: A half-written letter addressed to "C.S." apparently at the Sydney barracks. The language suggests he is writing to his superior in the cult. In the letter he admits to the several errors that have foiled recent Herald business. He hopes that the preparations for the "great summoning" have finally begun, "as those back in England were most adamant there be no delays, on peril of execrable damnation".

**Interlude 3**

The Investigators' successes have started to earn Edward Prosser's approval (or at least chip away at his initial bad impression). He decides to introduce them to Governor King as a way of defending himself against concerns raised by the latter that the Colony is "beset by devils".

One immediate consequence of this is that all convict Investigators are offered a Ticket of Leave, granting them more freedom of movement (but also cutting them off from free rations; see the C&C core book for the privileges such a ticket affords).

Kings says that he will be calling on the Investigators each time he hears even a whisper of "things uncanny." In fact, he only just heard tell of some rum tales being told about dead bodies being found on the streets ...

**Chapter 4: Night of the Convict Dead**

**Source:** Ticket of Leave #6

1–2 sessions; entirely in Sydney. Takes place at Christmas 1803.
**Chapter Summary:**

An unusual spate of deaths has been reported on the streets of Sydney Town. In each case a pair of corpses is located adjacent to one another — one looking fresh, the other oddly decayed. Investigating these strange discoveries puts the Investigators on the trail of a dark-hearted man with ambitions to become a necromancer. His designs for the dead in Sydney’s burial grounds needs to be stopped, lest he accidentally trigger a mass zombie resurrection that he has no chance of controlling.

**Changes to Published Material:**

As this is unrelated to the main campaign arc, this can be run exactly as published in *ToL #6* using any of the options.

**Campaign Arc Significance:**

No connection to the campaign arc.

**Outcome & Loose Ends:**

None.

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**Interlude 4**

Governor King summons the Investigators to Government House to meet a strange man calling himself simply "Solander". The black coated figure comes bearing a letter from Sir Joseph Banks no less, so his wishes must be granted. But King wants the Investigators to speak with this odd man ... and follow him to see what he is really up to.

**Chapter 5: The Lights of Botany Bay (Arc, loosely)**

*Source:* *C&C Core Book, Seed 2*

*Option:* Use Option 1 — "City on the Bay"

1–2 sessions; starts in Sydney but mostly features an expedition to Botany Bay. Takes place in early 1804.

**Chapter Summary:**

A strange man in Black Robes has appeared in Sydney calling himself "Solander". He urgently
wants to reach the unsettled shores of Botany Bay and apparently has (somehow) swayed Governor King to arrange a military expedition at short notice. King has even ordered the Investigators to "volunteer" to help since they already have experience of the Botany Bay region from their earlier smuggling 'sting.'

**Changes to Published Material:**

No changes; the scenario must be run using Option #1 ("City on the Bay"). Because the published material is an extended scenario sketch, the GM will need to develop statistics and fill in any details needed to run the scenario.

**Campaign Arc Significance:**

- The strange man, "Solander" is really a supernatural thing that is somehow linked to a real person, Daniel Solander, who was on the Endeavour with Joseph Banks. He desperately wants to get back to his home ... in Carcosa.

- The NSW Heralds were supposed to assist "Solander" with reaching his destination, but since they are in disarray (and the Carcosan's need is urgent) Banks has pulled his weight and shown his hand by petitioning the Governor for direct aid.

- "Solander" will be very circumspect when talking about the strings Banks has pulled on his behalf, but Investigators who earn his trust may learn more. Speaking with him once the journey is underway, such trusted Investigator can potentially learn a number of interesting things:

  - Banks, he says, has a number of well-placed friends here in NSW, including some who are initiates of "higher learning." However, those worthy men are presently in significant disarray owing to recent disasters striking some among their number.

  - Banks told "Solander" of the existence of certain "Fraternal Brothers" — including a medical man and a soldier with the initials "C.S." — would aid him on his arrival in NSW, but that did not happen.

  - He wonders if Banks' news is out-of-date and that his friends and the "Fraternal Brothers" have now scattered?

- If Investigators rifle through Solander's belongings at any point, they will find two letters of introduction, one to "C.S." and another to "The Good Doctor M" [Campaign Handouts #3 and #4 respectively]. If they open them, the former admonishes rapid progress towards the "great summoning" as many in England wish to hear the results of the grand experiment. The second letter greets the Doctor and hopes that he has made good use of the special item that was sent to him; the assembled host of brothers wants to learn what medical marvels he has wrought.

**Outcome & Loose Ends:**

None, although Lt Paulson, the NSW Corps leader of the expedition to Botany Bay, will return with lavish and bizarre tales which he freely spreads around Sydney. These weird tales of ghostly cities will raise many eyebrows (mostly in disbelief).

**Interlude 5**

If the Investigators report back tales of mystical cities appearing on the shores of Botany Bay, Edward Prosser will be moderately willing to accept the possibility, but Governor King will not. Even if they don't actively pass on the tales, they will eventually reach King's ears anyway, thanks to the stories told far and wide by Paulson.

King is disgusted at such peddling of fantasies and lies. Regardless of how many others back up the Investigators' claims, the Governor drops any formal sponsorship of them. They are no longer his "colonial special investigators" ... they are back to just being the Night Watch.

Furthermore, any convict Investigators who obtained a Ticket of Leave from Governor King previously, may have this cancelled for even the slightest infraction. If this happens, they are sent back to the Sydney Gaol and have little freedom (apart from nightly leave serve as part of the Watch).

This is a fall from grace, but Prosser is sanguine — if they keep their noses clean, maybe one day the Investigators can regain their status.
Other Events during Interlude 5:

- Investigators who try to track down "Doctor M." through inquiries around Sydney will waste much time for little outcome. There are one or two surgeons with surnames beginning with 'M' employed as part of the colony's official medical service at Sydney Hospital, but none of these have any links to the Heralds. The other logical line of inquiry would be looking at ships' doctors, but typically these come and go from Sydney along with their vessels. If Investigators inquire about private medical practitioners, they will learn that numerous exist around NSW (and indeed "Doctor M." — as in Macdead — is one of them). However, the colony keeps no records of them and requires no proof of their qualifications to practice.

- Behind the scenes, the leadership of the Heralds back in England are becoming increasingly exasperated by the lack of apparent progress by Charles Sedgwick in his mission to summon a Mythos god into being in New South Wales. One of the shadowy members of the group — someone known as "Black Richard" writes Charles a sharp note threatening him with horrible consequences.

Chapter 6: The Dispensatory of Doctor Macdead (Arc)

Source: Ticket of Leave #11

Option: Use Option C — "The Elevation of Doctor Macdead"

2–3 Sessions; around Parramatta with trip to Coal River. Takes place in mid-1804.

Chapter Summary:

Strange tales have recently been reaching Sydney about bizarre medical conditions reported at the hospital at Parramatta. Looking into these reports of mutations and such, the Investigators quickly establish a common link — all the patients had been treated by a private (highly unqualified) doctor named Macdead. Finding the good doctor, however, proves more complicated than expected. In recent weeks he has been arrested (for passing a forged promissory note) and was sent as punishment to the remote secondary punishment settlement of Coal River. But even in his absence, someone (or something) seems to have ambitions to continue visiting horrible medical alterations upon innocent settlers and convicts of the Parramatta region.

Changes to Published Material:

- Use Option C described in the ToL and substitute the "Heralds of the Silver Dawn" for the existing cult mentioned in the published version (the "Cult of the Rancid Tome").

- Macdead wears one of the Heralds' strange and distinctive membership rings, even during his imprisonment at Coal River and time living as an escapee.

Campaign Arc Significance:

- As part of the broader plan to conduct a range of Mythos 'experiments' half a world away in Australia, the Heralds arranged years ago for a charlatan doctor known as Macdead to be transported for his numerous crimes. More recently they also arranged for a dangerous Mythos tome to be sent to him in NSW, effectively lighting a fuse by putting dangerous knowledge in the hands of someone reckless enough to dabble with it.

- Unfortunately, Macdead is an unpredictable agent and the plan to use him as a 'controlled Mythos test bed' has run dangerously off the rails. The quack doctor has fallen under the terrible influence of the Book and plots a much more destructive and overt Mythos manifestation than even the Heralds had planned.

Outcome & Loose Ends:

- Macdead's papers include numerous letters between himself and the individual responsible for running Herald activities in NSW. The letters sent to Macdead are all in code, and not readable in any reasonable timeframe (since Macdead burned his codebook when apprehended by the NSW Corps).
• However, Macdead himself was sloppy, writing all his letters first in longhand and then encoding a copy to send. Foolishly he did not destroy the plain versions, so they can be easily read.

 These reveal the letters were addressed to someone called "C.S.". From the context he seems to be an officer in the NSW Corps.

 The content of the letters (Campaign Handouts #5 and #6) is mostly Macdead bragging about his own brilliance. One of them includes some suggestions by Macdead about rewording part of a poem apparently written by “C.S.” — this includes part of the text of what will eventually become the convict song in Chapter 8 (ToL #15).

 Interlude 6

 Reports of the disgusting medical symptoms reported in and around Parramatta are so shocking to Governor King that he can't pretend they did not happen. However, he certainly can't go on record admitting such things are true. He instructs Edward Prosser to excise any mention from official records and the Gazette. This is a significant task — since it involves destroying paperwork in both Sydney and Parramatta — and Prosser insists the Investigators help out.

 If they ask around for information about NSW Corps officers with the initials "C.S." they find there are many; tracking down the cult agent that way would be like finding a needle in a haystack. Any official request placed with a Government office mysteriously disappears.

 Other Events during Interlude 6:

• The letter from London Herald heavyweight "Black Richard" finally reaches Charles Sedgwick in late 1804, spurring a desperate frenzy of activity towards the Heralds’ goal of summoning a Mythos god — this will bear fruit in Chapter 8 (ToL #15).
From here on, the arrangement is that the Investigators are to continue to be overtly Night Watch but ready to undertake secret missions when contacted by Prosser. For starters, they can look into some strange tales of ghostly apparitions at the Female Orphan School ...

Chapter 7: The Orphan School Horror

Source: Ticket of Leave #9

1–2 Sessions; entirely in Sydney. Takes place around Christmas 1804.

Chapter Summary:
The Female Orphan School is one of the few charitable institutions to be created in the harsh colony. Girls at the school have begun to report mysterious and eerie phenomenon in the weeks leading up to Christmas, prompting some to think that the school is haunted.

Changes to Published Material:
As this is unrelated to the main campaign arc, this can be run as published using any of the options.

Campaign Arc Significance:
None. However, if the GM wishes to drop a tiny bit of foreshadowing into this chapter, he or she can arrange for the Investigators to incidentally encounter a convict work gang during the scenario (e.g., demolishing a building in the area adjacent to the Orphan School building). This group sing an odd convict work song as they labour away [the Death Knells work song described in ToL#15, some of whose words they may have found in Macdead’s papers, see Campaign Handout #6].

Outcome & Loose Ends:
None.
Interlude 7

Investigators are summoned to Government House where they are instructed in no uncertain terms that they shall no longer look into strange or unusual phenomena. When they find such matters, they are to report them to Edward Prosser, but take no action.

If they ask why this change has occurred, they are told that the Governor has received a communication from a very high-ranking figure in England that is quite explicit on the matter. This is, of course, Joseph Banks pulling strings from half a world away trying to stop the Investigators from thwarting the very last cult "experiment" still running – the grand summoning of one of the Great Old Ones (see next chapter). Exactly what motivates Banks is for the GM to decide.

Chapter 8: The Death Knells (Arc, Finale)

Source: Ticket of Leave #15

2–3 sessions; mostly in Sydney but with a trip to Botany Bay and George's River for the big final showdown. Takes place in early-1805.

Chapter Summary:

NSW Corps officer Charles Sedgwick is a desperate man. Not only is he the leader of the Heralds in NSW, but he is also being pressured by superiors in the cult to make good on the promise he made when setting out from England — that he would use his knowledge to summon one of the Great Old Ones to Earth. This is the most audacious experiment the Heralds have ever attempted. The ritual required to call forth the (obscure) Mythos god requires three mystically inscribed bells, a ritual chant encoded as a convict work song, and human sacrifice.

Things do no not go entirely to plan. Charles' brother — mild-mannered auctioneer Matthew Sedgwick — also has some knowledge of the obscure Mythos entity, learned through an encounter they both shared in Central America. He can see some signs of what is to come, but this realization has pushed him over the edge into a violent spree targeting the Night Watch. In one bloody night he kills three members of the Watch — long-time associates of the Investigators — and leaves an axe embedded in the Harbour Bell by the wharves. This shocking scene is a personal kind of horror for the Night Watch ... and one which the Investigators cannot help but look into.

Changes to Published Material:

- Charles Sedgwick is a (very secretive) member of the Heralds of the Silver Dawn. He has a cult ring hidden in his house.
- The "coven" he was a part of in England (and the mysterious individual called “Black Richard”) were actually affiliates/offshoots of the Silver Dawn. When Sedgwick had made the decision to come to New South Wales, the group quickly initiated him as a full member of the parent cult and set him the task of being its supreme leader in the Antipodes and leading its most ambitious Mythos 'experiment'.

Campaign Arc Significance:

- This chapter represents the final culmination of the campaign arc.

Outcome & Loose Ends:

See below.

Campaign Denouement

If the Investigators have successfully sidelined both Rowsthorn and Sedgwick, the Heralds of the Silver Dawn are effectively wiped out in NSW. There is an open question regarding whether they can ever track down who in England was sponsoring these perilous Mythos endeavours.

If either of the main leaders (or perhaps Macdead) still lives, then perhaps the cult can live on. If any of the Investigators go permanently insane, perhaps they want to continue its work?

If the summoning of the Great Old One succeeded there will be ongoing work to deal with the terrifying attacks of utter blackness which occur sporadically around the colony.
Quicklinks for Published C&C Material

To run this campaign, you will require access to the Convicts & Cthulhu core book as well as several previously-published scenario releases. All of these can be obtained for free via the links below:

- **Convicts & Cthulhu Core Book** (2016)
- **Ticket of Leave #1: Night Terrors** (2016)
- **Ticket of Leave #3: Criminal Enterprise** (2016)
- **Ticket of Leave #6: Night of the Convict Dead** (2017)
- **Ticket of Leave #9: Orphan School Horror** (2017)
- **Ticket of Leave #11: The Dispensatory of Doctor Macdead** (2018)
- **Ticket of Leave #15: The Death Knells** (2019)
Frater C.S. –

I write in deference to your exalted place in our shared enterprise, seeking your pardon for the missteps and misjudgements performed by your humble servant these past weeks. When I last met with you at the barracks, the path towards the new dawn seemed not merely clear, but nay, assured of its successful outcome. My part as a cog in the great machine was also abundantly plain.

Fate is a cruel mistress, and none now know this better than I. For not simply did the enterprise with the newly-shipped reverend come to a disastrous culmination, but the individuals from the same vessel appear now to have found some favour with the foul assistant secretary who has dogged our aspirations since their inception.

For my part, I believed that the roadway to redemption was apparent – where the group’s much needed guard animals were slaughtered, I was obliged to seek a way to replace same. Alas but the self-same blaggards from the ship – now appointed to the Night Watch – have cruelly denied me this deliverance. For this I am unashamed in my apologies. Know that as the future dawn shall rise, so too shall I be dogged in my efforts to atone.

I pray that your efforts and preparations towards the great summoning have finally begun, as those back in England were most adamant there be no delays, on peril of execrable damnation. When I am able, I shall ...”
For the personal consideration of C.S. alone,

Sir, the gentleman who bears this letter is a most remarkable individual worthy of your aid and assistance. He is borne upon a most urgent task, working at my bidding under the auspices of those whom you serve. I would request that you rend undo him any service or welfare that he deems necessary. It is most imperative that his attainment of the shores of Botany Bay be not delayed by any among the military or civil administration of the colony, and most solemnly do entreat you to take what actions you may to ensure that this does not come to pass.

Yours in argentis,

Joseph Banks.
For the personal consideration of M. alone,

Sir, though I know but little of your place among the trusted friends at New South Wales, I am reliably informed that you are earnestly working towards the goals we all together share. I wholeheartedly do hope that you have made good use of the special item that was sent, hid among mundane chattels. The assembled host of brothers waits with bated breath to hear what medical marvels you have wrought to the enrichment of both the colony and mankind's body of thought.

It is with a solemnity of purpose that I write to you asking that you render whatever aid you can to the most honourable servant who bears this letter. As a medical man, whose aspirations lie beyond the established bounds of the journals of present learning, I know that you will appreciate the most particular needs that this gentleman has, and why time is of the essence in the matter of his safe delivery to his appointed place upon Botany Bay. I hope that I may trust your discretion even as I already trust your conviction.

Yours in argentis,

Joseph Banks
My Dear C.S.,

As I have reported on several occasions prior, your prying into my preparations are entirely unwelcome. Your part in my elevation ended when our mutual brothers in London made good upon their promise to crate and ship out mine personal library. Said crate landed upon these shores many months ago; whyfor are you still prating at me as though I need report “progress” as though somehow you were my patron or employer? Sir, you are neither, and it would be to the good if you should remember that when next you write me. I have achieved much, far more than anybody could have hoped, but I do not feel so inclined as to crow about it in the way that you and others in this colony are wont to do!

Yrs, MacDead
My Dear C.S.,

Your last letter struck a tone more consistent with my accomplishments in the colony, and for that at least I should be thankful (though t'were a long time in the coming). You ask about how goes my efforts to become elevated to the station of 'saviour' of New South Wales. Though I fear your tone is mocking, you are more correct than you would scarce believe. The changes I have wrought here in Parramatta are nothing short of miraculous; with the help of further readings from the Book I have no doubt that still greater miracles shall shortly be possible.

You ask for comment on the poetical song that you are preparing – it is less execrable than I would have expected from your own hand, but perhaps the middle stanza might be more elegantly wrought:

Now bear me your hands; be steady my boys
Sound out the Knells! O sound the Death Knells!
And raise up the beams and ready the joists
Oh give me three bells to call him from Hell!
Call him now, call him from Hell!

Naturally, should you thus improve your rhyme I will expect full credits when the final "grant event" has been concluded. Our brothers in London must know who has truly led their grand experimentation through to its successful outcome.

Yrs, Macdead.
**Characteristics**

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**Skills**

- Accounting (5%)
- Acting (0%)
- Animal Handling (0%)
- Appraise (0%)
- Art/Craft (60%)
- Blacksmith (50%)
- Climbing (0%)
- Charm/Boothing (0%)
- Climb (0%)
- Credit Rating (0%)
- Cthulhu Mythos (0%)
- Disguise (0%)
- Dodge (half DEX)
- Dream Song (0%)
- Drive Horse/Cart (0%)

**Languages**

- Language (0%)
- English (0%)

**Ride (0%)**

**Science (0%)**

**Sleight of Hand (0%)**

**Spot Hidden (0%)**

**Stealth (0%)**

**Survival (0%)**

**Swim (0%)**

**Throw (0%)**

**Track (0%)**

**Weapons**

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**Combat**

- Damage Bonus: +1d4
- Build: +1
- Dodge: -
Convict uniform, canvas bag, rusted mug, lucky dice. Arthur is illiterate.

Arthur was a mild-mannered but impoverished farmer and town blacksmith in the Scotland before being recruited into a notorious band of highwaymen plying the north of England. Before long he had his own robbing crew and a bounty on his head; betrayed by his former partner-in-crime who betrayed him; he dearly wants to rip that man limb from limb.

Hulking brute with several missing teeth and a nose that has obviously been broken many times.

Rich English landlords earn their wealth off the back off the "little people"; it’s only fair that sometimes it should go the other way.

His former partner-in-crime who betrayed him; he dearly wants to rip that man limb from limb.

The village in the lowlands of Scotland where he spent most of his life.

A lucky pair of dice.

Numerous facial wounds and a back that is covered in cruel welts from being flogged.

Quick-tempered and prone to violence.

His former partner-in-crime who betrayed him; he dearly wants to rip that man limb from limb.

Arthur was a mild-mannered but impoverished farmer and town blacksmith in the Scotland before being recruited into a notorious band of highwaymen plying the north of England. Before long he had his own robbing crew and a bounty on his head; betrayed by his partner he was sentenced to life in the colonies.
**Characteristics**

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**Convicts Era Investigator**

- **Name**: Captain Robert Ross
- **Player**: NSW Corps Officer
- **Occupation**: NSW Corps Officer
- **Age**: 23
- **Sex**: Male
- **Residence**: (soon) Sydney, England
- **Birthplace**: England

**Major Wounds**

- **Out of Luck**: 01, 02, 03, 04, 05, 06, 07
- **Dying**: 08, 09
- **Unconscious**: 10, 11
- **Severed Arm**: 12, 13
- **Disembowel**: 14, 15
- **Leg Amputated**: 16

**Skills**

- ** Accounting (5%)**
- **Akhenera Dream Lore (5%)**
- **Animal Handling (10%)**
- **Appraise (5%)**
- **Art / Craft (5%)**
- **Charm / Boodtick (5%)**
- **Climb (20%)**
- **Credit Rating (5%)**
- **Cthulhu Mythos (0%)**
- **Disguise (30%)**
- **Dodge (half DEX) (60%)**
- **Dream Song (5%)**
- **Drive Horse / Cart (5%)**

**Weapons**

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<td>100 yds</td>
<td>1 / 4</td>
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**Combat**

- **Damage Bonus**: +1d4
- **Build**: +1
- **Dodge**: 60 | 30 | 12
**Backstory**

**Personal Description**: A noble soldier in His Majesty's Army. Though fallen on hard times he is dedicated to serving his monarch faithfully.

**Traits**: Ruthless but supremely principled; strong sense of duty.

**Ideology/Beliefs**: The British Empire is the greatest force for good that the world has yet seen; it is a privilege to help it spread across the globe.

**Significant People**: The officers in his regiment, to whom he is ever loyal.

**Meaningful Locations**: The small house in Sussex where his wife waits patiently for the day he finally retires his commission.

**Treasured Possessions**: A lock of his wife's hair kept in a small tin.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**Gear & Possessions**

- Army uniform, brace of pistols, officer's sword.
- Occasionally carries a musket as well.

---

**Cash & Assets**

- Spending Level
- Cash
- Assets: Capt Ross is semi-literate.

- Coming from a family of career soldiers, Robert fought in the American Wars during which he had a falling out with a superior officer who reported him for insubordination. The effect of this was a choice: transfer to the (much hated) NSW Corps, or be court martialed. He chose the former.

---

**Quick Reference Rules**

- **Skill & Characteristic Rolls**
  - Levels of Success: Fumble 10% 90% Fail 70% Skill 60% Hard 50% Extreme 40% Critical 0%
  - Pushing Rolls: Must justify roll. Cannot Push Combat or Sanity Rolls.
  - First Aid heals 1HP; Medicine heals 1d3 HP.
  - Major Wound = loss of ≥ ½ max HP in one attack
  - Reach 0 HP without Major Wound = Unconscious
  - Reach 0 HP with Major Wound = Dying
  - Dying: First Aid = temp. stabilised; then require Medicine.

- **Natural Heal rate** (non Major Wound): recover 1HP per day
- **Natural Heal rate** (Major Wound): weekly healing roll

---

**Fellow Investigators**

- **Jeremy Vaux**: Convict
- **Molly Rawson**: Female Convict
- **Dr. William Nash**: Surgeon
- **Arthur McVeigh**: Convict
- **Mrs Charlotte Savage**: Free Settler
- **Me**: Player
<table>
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<td>06</td>
<td>07</td>
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<td>06</td>
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<td>11</td>
<td>12</td>
</tr>
</tbody>
</table>
**Personal Description** A plucky and independent woman, with a withering stare (when she chooses to deploy it)

**Ideology/Beliefs** There's no point in waiting around for your lot to improve; there are always opportunities to seize.

**Significant People** Her husband D'Arcy.

**Meaningful Locations** The new plot of land in the town of Parramatta, whose title she carries.

**Treasured Possessions** Land grant signed by the Governor of NSW.

**Traits** Extremely ambitious and driven; single-minded; possessed of outstanding business acumen.

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

---

**Gear & Possessions**

A small sea-chest, practical wardrobe of clothes, woolen blankets, the family cutlery set.

---

**Cash & Assets**

Charlotte is literate.

Charlotte and her husband (Anglo-Irish corporal D'Arcy Savage) have chosen to purchase land in the colony of New South Wales to farm the land and perhaps buy into the recently-established trade of sheep grazing. While a new life is a big gamble, neither are leaving much behind in England.

---

**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble 100/90/80/70/60/50/40/30/20/10/0

**Pushing Rolls:** Must justify roll; Cannot Push Combat or Sankey Rolls

- First Aid heals 1HP
- Medicine heals +1d3 HP

**Major Wound** = loss of ≥ ½ max HP in one attack
- Reach 0 HP without Major Wound = Unconscious
- Reach 0 HP with Major Wound = Dying

**Dying:** First Aid = temp. stabilised; then require Medicine

- Natural Heal rate (non Major Wound): recover 1HP per day
- Natural Heal rate (Major Wound): weekly healing roll

---

**Fellow Investigators**

- Char. Jeremy Vaux: Convict
- Char. Dr. William Nash: Surgeon
- Char. Arthur McVeigh: Convict
- Char. Captain Robert Ross: NSW Corps Officer
- Char. Molly Rowson: Female Convict
Dr William Nash
Naval Doctor
Male
36
(soon) Sydney, England

Major Wound
Dying
00 01 02
Unconscious
03 04 05
06 07 08 09 10
11 12 13 14 15
16 17 18 19 20

Out of Luck
01 02 03 04 05 06 07
08 09 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
29 30 31 32 33 34 35
36 37 38 39 40 41 42
43 44 45 46 47 48 49
50 51 52 53 54 55 56
57 58 59 60 61 62 63
64 65 66 67 68 69 70
71 72 73 74 75 76 77
78 79 80 81 82 83 84
85 86 87 88 89 90 91
92 93 94 95 96 97 98
99

Skills
- Accounting (55%)
- Acting (35%)
- Animal Handling (40%)
- Appraise (50%)
- Art/Craft (50%)
- Charm/Bootleg (25%)
- Climb (60%)
- Credit Rating (35%)
- Cthulhu Mythos (0%)
- Disguise (22%)
- Dodge (Half DEX) (55%)
- Dream Song (15%)
- Drive Horse/Cart (20%)
- Fast Talk (50%)
- Fighting (Brawl) (45%)
- Fighting (Sword) (50%)
- Firearms (Pistol) (45%)
- Firearms (Musket) (50%)
- First Aid (35%)
- History (25%)
- Intimidate (25%)
- Insight (25%)
- Jump (25%)
- Language (Oral) (50%)
- Latin
- Language (Written) (50%)
- English
- Law (50%)
- Literacy Use (45%)
- Listen (35%)
- Locksmith (35%)
- Lore (Aboriginal) (35%)
- Mech. Repair (35%)
- Medicine (35%)
- Natural World (50%)
- Navigate (35%)
- Occult (35%)
- Op. Hw. Machine (35%)
- Persuade (35%)
- Pilot Ship (25%)
- Religion (35%)
- Science (50%)
- Chemistry
- Sleight of Hand (25%)
- Spot Hidden (25%)
- Stealth (35%)
- Survival (30%)
- Swim (25%)
- Throw (25%)
- Track (25%)

Weapons
- Unarmed
- Military Sabre
- Flintlock Pistol

Combat
- Build
- Dodge
- Damage Bonus

Characteristics
- STR: 15
- DEX: 85
- INT: 60
- CON: 70
- APP: 60
- POW: 60
- EDU: 90
- SIZ: 60
- Move Rate: 8

Temp. Increase
- 08
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Insane
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Convicts & Cthulhu
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Impressive sea-chest with brass fixings, a good wardrobe, dress uniform with sabre, flintlock pistol, black powder etc, rare coins.

Dr Nash is literate.

Dr Nash has been a Ships Surgeon in the Royal Navy for many years and has seen a considerable part of the British Empire in that time. His most recent posting is to the newly-founded colony of New South Wales, a place with a terrifying reputation. He wonders if perhaps he has displeased his superiors.

A refined gentleman who styles himself a “Renaissance Man” despite the limitations of service in His Majesty’s Navy.

Dr Nash is literate.

A minor aristocrat back in England who serves as his patron.

Medical college in London where he first learned his trade.

A pair of antique French coins which his will stipulates should be placed on his eyes before he is buried.

Lacking in tact; tends to swear a lot.

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Cash Assets Dr Nash is literate.

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**Convict Era Investigator**

Name: Jeremy Harry Vaux
Player: (soon) Sydney
Occupation: Convict
Sex: Male
Age: 22
Residence: England
Birthplace: England

**CHARACTERISTICS**

<table>
<thead>
<tr>
<th>Trait</th>
<th>Value</th>
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</thead>
<tbody>
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<tr>
<td>DEX</td>
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<td>POW</td>
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</tr>
<tr>
<td>Move Rate</td>
<td>8</td>
</tr>
</tbody>
</table>

**Skills**

- Accounting (0%)
- Akedingsha (Dread Lore) (0%)
- Animal Handling (0%)
- Appraise (0%)
- Art/Craft (0%)
- Arousal (0%)
- Charm/Bootlick (0%)
- Climb (0%)
- Credit Rating (0%)
- Cthulhu: Mythos (0%)
- Disguise (0%)
- Dodge (Half DEX) (0%)
- Dream Song (0%)
- Drive Horse/Cart (0%)
- Fast Talk (0%)
- Fighting (Brawl) (0%)
- Firearms (Pistol) (0%)
- Firearms (Missile) (0%)
- Firearms (Fowling piece) (0%)
- First Aid (0%)
- History (0%)
- Intimidate (0%)
- Insight (0%)
- Jump (0%)
- Language (Ori) (0%)
- Language (Other) (0%)
- Listen (0%)
- Locksmith (0%)
- Lore (Aboriginal) (0%)
- Medicine (0%)
- Natural World (0%)
- Navigate (0%)
- Occult (0%)
- Op. Hr. Machine (0%)
- Persuade (0%)
- Pilot Ship (0%)
- Religion (0%)
- Science (0%)
- Sleight of Hand (0%)
- Spot Hidden (0%)
- Stealth (0%)
- Survival (0%)
- Swim (0%)
- Throw (0%)
- Track (0%)

**Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammo</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fowling Piece (2B)</td>
<td>80</td>
<td>40</td>
<td>16</td>
<td>4D6/2D6/1D6</td>
<td>10yds</td>
<td>1/3</td>
<td>2</td>
<td>95</td>
</tr>
</tbody>
</table>

**Combat**

Damage Bonus: none
Build: 0
Dodge: 60
Jeremy Vaux is an unusual breed of convict -- a man born into an aristocratic family but who simply couldn't resist the temptation to break law. Whether it was cheating at cards or robbing, it was all sport to Vaux... until he was caught and sentenced. Narrowly escaping the rope he was sent to the colonies for 7 years instead.

Jeremy Vaux is an unusual breed of convict -- a man born into an aristocratic family but who simply couldn't resist the temptation to break law. Whether it was cheating at cards or robbing, it was all sport to Vaux... until he was caught and sentenced. Narrowly escaping the rope he was sent to the colonies for 7 years instead.
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<thead>
<tr>
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<th>Value</th>
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<tr>
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<td>SIZ</td>
<td>65</td>
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<tr>
<td>EDU</td>
<td>55</td>
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</tbody>
</table>

**Convict Era Investigator**

- **Name**: Molly Rowson
- **Player**: 
- **Occupation**: Convict
- **Age**: 21
- **Sex**: Female
- **Residence**: (soon) Sydney, Ireland

**Skills**

- Accounting (55%)
- Acting (100%)
- Animal Handling (50%)
- Appraise (60%)
- Art / Craft (Acting) (70%)
- Charm/Bootlick (55%)
- Climb (55%)
- Credit Rating (50%)
- Cthulhu Mythos (0%)
- Disguise (50%)
- Dodge (half DEX) (40%)
- Dream Song
- Drive Horse/Cart (50%)
- First Aid (100%)
- History (50%)
- Intimidate (50%)
- Insight (60%)
- Jump (30%)
- Language (Oxirx) (60%)
- Irish Gaelic
- Language (Own) (60%)
- English
- Law (50%)
- Library Use (50%)
- Listen (50%)
- Locksmith (50%)
- Lore (Aboriginal) (50%)
- Mech. Repair (50%)
- Medicine (55%)
- Natural World (50%)
- Navigate (50%)
- Occult (50%)
- Op. Hrv. Machine (50%)
- Persuade (50%)
- Pilot Ship (50%)
- Religion (50%)
- Ride (50%)
- Science (50%)
- Sleight of Hand (50%)
- Spot Hidden (50%)
- Stealth (50%)
- Survival (50%)
- Swim (50%)
- Throw (50%)
- Track (50%)

**Weapons**

- **Shiv**
  - **Damage**: 1D4 + db
  - **Damage roll**: 4D4 + db
  - **Ammo**: 1
  - **Malfunction**: none

**Combat**

- **Build**: 0
- **Dodge**: 40
Feisty red-haired Irish girl convicted of prostitution in England and transported to the colonies for 14 years.

Strong Catholic values.

Her mother back in Ireland to whom she writes whenever possible.

A bridge in London where her true-love died after being shot by constables.

A diary where she records all the things she wants to one-day write about in letters to her mother.

Molly is semi-literate.

Molly travelled from Ireland to London in 1795, desperate to find work in a factory. Instead she fell in with a group of low-lives who set her to work on the well-to-do streets around the West End as a prostitute. After four years in this trade she was prosecuted and sentenced to 14 years transportation.