



Classic Twenties

They Sleep By Twilight

By Aaron Varnek



Introduction

It's late July, 1926. The Investigators are asked by Dr. Pendleton, a local obstetrician in the Boston area, to help with a new patient of his. Dr. Pendleton contacts the players because "they know how to handle situations like this." He expects to meet them at his office. Any types of characters except for medical doctors are contacted (although investigators with medical skills are acceptable).



Twenties Boston

Keeper's Info

Dr. Pendleton has "gone round the bend", and believes that one of his patients, a pregnant woman named Meg, is carrying a horrific monster in her womb. She bears a strange tattoo, and worse, her husband is involved in a cult. It is up to the players to discover the truth, and save the baby.

This adventure has two parts: investigating the family, and investigating the cult. The cult is great to frighten and even injure the characters, but overall, the cult is simply a scarecrow to distract the players from the real problem: the Telly family.

Player characters should be familiar with the Mythos; the more the better (especially those with a high Cthulhu Mythos and a low SAN). Avoid medical doctor characters if at all possible.

Keepers should throw this scenario into their usual adventure mix, just to keep players on their toes and remind them that all is not cut and dry in the Cthulhu Mythos, that evil does not always come from realms beyond space and time.

Meeting Dr. Pendleton

Dr. Pendleton works out of Boston. He has helped bring many children into the world, and the local women respect him as befitting his station. He graduated from Johns Hopkins, and has been practicing for the last 15 years. He's in his mid-forties, tall, thin, and frail. He wears thick, round glasses, and has a habit of pushing them back onto his nose.

His office is crowded with books, papers, medical journals, etc. It is dark inside, despite the sunny summer day. The curtains are

drawn, and the air is thick with the acrid smoke of cheap cigarettes. As the investigators are shown in, he and a nurse help clear enough chairs for the players to sit.

If anyone thinks to look around, or mentions that they make a **Spot Hidden** roll (or if the Keeper is generous, secretly roll for each of the players), they notice that a lot of the books



Dr. Pendleton

Pendleton owns are occult in nature (no Mythos tomes, however). If asked about them, the good Doctor states that he finds it necessary to be able to tell the difference between science and superstition. Do the player characters not also read such books? What do their libraries contain?

Once seated, Pendleton asks the nurse to close the door as she leaves, and he peeks through the curtains before sitting. Before he speaks, he quietly sums up the players. Pendleton is suspicious of foreigners, so if any are in the party, he will regard them with distrust, even to the point of being rude and asking them to leave (unless they are obviously a driver, bodyguard, etc.).

Pendleton asks if the investigators were followed as he lights up a smoke, offering one to the investigators.

If someone, for whatever reason, says they were, then Pendleton nods, writes something on a hastily grabbed notepad, and slips it to the players. He then cheerfully escorts them out, thanking them for their time. The note says "Dallia's-7pm".

Dallia's is a local Gentleman's Club (no women or foreigners, of course) where Pendleton will meet the investigators in a private back room. If they meet him here, he will again ask if they were followed. If someone says "yes" again, he will thank them for their time, get up, and walk out. He will hire someone else; adventure over.

If the players say "no" either time they are asked, Pendleton will explain his offer in hoarse, hushed whispers, pausing often to take a drag on his cigarette. He eyeballs each member of the team during his speech to test their reaction (he makes **Psychology** rolls on the players—use this as a scare tactic; the more unstable the players are, the better). If anyone mentions they make their own **Psychology** roll, they will easily note that Pendleton is nervous and distrustful. A critical roll will note that he is paranoid, perhaps even pathologically so.

Pendleton emphasizes the need for confidentiality in this case. Once assured of the expertise of the players and their silence, he begins:

"Six months ago, I admitted a patient into my care. Her name is Margaret Telly, and she's entering the last week of her pregnancy. I thought nothing of her symptoms, until she started to grow both despondent and agitated as her term progressed. Some anxiety is normal for a first child, but, in light of later events, I think there is more than she lets on. Recently, her vital signs are becoming erratic, and she has been losing weight. Also, some of her cravings, are, well... (pause for smoke) ...disturbing. She has confessed to an overpowering desire for meat, preferably rare, and she regularly visits the butcher shop, sometimes just to "smell the store", as she said to me.