

A monster in the womb. A frantic 911 call. A dead body. But that's just the start. What begins as a call from a damsel in distress leads to violence, horror and perhaps a monstrous conspiracy about to bear gruesome fruit.

COLLECTION

OF

HORRORS

MOTHER TO MONSTERS

**A Storytelling Adventure System
anthology for Hunter: The Vigil**

WHITE WOLF PUBLISHING, INC.
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Special thanks to our voice actors for giving up a Saturday to help us out:
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Mother to Monsters

MENTAL •

PHYSICAL ...

SOCIAL ..

Overview

The scene's events are sparked by a frantic call to 911, which is answered by a dispatcher who is a hunter contact. The dispatcher's affiliation is up to you – the scene assumes she is a solo contact who passes on information to hunter cells she knows, and that the players' characters belong to one such cell.

The hunters are led to a house where a terrified woman, Cassandra Briers, is about to give birth to something that isn't human. Whether the hunters try to calm her down and get her medical help or react to the incipient threat with violence, the monster in her womb threatens to force its way out and attack. Cassandra knows of the existence of a breeding program that is creating hybrids between humans and a particularly vicious and horrible type of cryptid.

The scene's conclusion is open-ended and depends on the choices the players make. The scene starts off in the townhouse where Briers is holed up, and while it could end there, it could also conclude in a hospital if the hunters have tried to get her medical help, or perhaps in a car or an ambulance on the way to hospital. If the Thing escapes, the combat against it could spill out into the street.

Description

The house is a detached modern building in a tidy suburb. White fences and neatly trimmed lawns speak of money and a desire to be removed from the city's urban sprawl. Although it is night, there are no lights on in the house. The front door hangs open.

The hunters have been called to this house by a 911 dispatcher affiliated with the city's hunter cells. A woman named Cassandra Briers claims to have killed someone who broke into her ex-boyfriend's house, where she has been hiding out from the people she believes are chasing her. They want the Thing growing in her womb, a Thing

that isn't human. She was almost mad with panic when she made the call, already aware that she will give birth very soon. The dispatcher realized that something was terribly, supernaturally wrong with Cassandra Briers and alerted the hunters instead of sending the police or an ambulance.

The house's front door has been forced open, which is obvious from a cursory examination. Inside, the house is well-appointed and tasteful. It has two bathrooms, three bedrooms, a large family room and kitchen and a spacious yard. Cassandra is hiding in the kitchen at the back of the house. In the family room is the body of a Lucifuge member who tracked her down and broke in to bring her back.

The body lies in the middle of the room, the pool of blood around its head ruining the ivory-colored carpet. It is a man wearing a dark suit. He looks to be in his thirties and he's a little pudgy around the jowls. There's no mystery about how he died – a bullet wound in his forehead above his right eye and a corresponding exit wound in the back of his skull. Near his right hand lies a hunting knife. He didn't get the chance to use it.

The dead man has no ID on him. He's actually a low-level agent of the Lucifuge who has only just come into his heritage as a descendant of Satan. That heritage didn't help him when Cassandra Briers blew his brains out with a lucky shot from her ex-boyfriend's revolver. At your discretion, an audiotape or MP3 of Dr. Glass' report on C-93 and its hybrids can be found in the pocket of the dead man's jacket (see the report and audio file on p. 5).

Huddled in a corner of the kitchen is a woman. She is in her late twenties, and she is clearly terrified. Sweaty strands of blonde hair cling to her face. She is wearing a pair of ill-fitting sweatpants and an old football shirt that cannot hide her swollen belly. She is heavily pregnant, and by the looks of it she's going to give birth very soon. She holds a revolver in one hand and the receiver from a cordless phone in the other. She looks up as someone enters the kitchen, her eyes wide with fear, and she aims the gun, ready to kill again.

Cassandra Briers is terrified, both of the people who are following her and of the Thing in her belly that has started kicking harder and harder. She shot the man who tracked her to this house and kicked the door in, and she'll shoot the hunters, too, if they threaten her.

The Thing in Cassandra's belly is referred to by the Lucifuge as C-93/H (as it is a hybrid between "Cryptid 93" and a human). It is vaguely aware of events around it. It forces its way out of Cassandra's stomach if she feels particularly threatened, or if the hunters use violence against her. This represents the biggest threat to the hunters in this scene, since the Thing will not only kill Cassandra with the gory explosion of its birth, but it is a horrible and dangerous monster in its own right. Should the Thing decide to emerge, Cassandra's eyes roll back in her head, she starts convulsing and her swollen belly splits open in a shower of gore. The Thing slithers out, accompanied by a wave of the most appalling sewer-stench imaginable, and sets about tearing its way through anyone present.

If the Thing does not emerge during the scene or is not removed, it is born in about three days' time, killing Cassandra and possibly anyone near her.

Storyteller Goals

To create a tense conflict between the hunters and Cassandra, where life and limb rely on skillful interaction as much as combat. To present a scene of gory body-horror if C-93/H emerges. To introduce Cryptid 93 and its hybrid forms into the chronicle, along with the Lucifuge conspiracy surrounding it.

Character Goals

To save Cassandra Briers and kill the Thing inside her. To find a lead on what the Thing is and who is using it to create hybrids.

Actions

Calming Cassandra

Dice Pool: Presence + Empathy

Action: Instant

Cassandra Briers is in no state to hold a conversation when the hunters first find her. She is terrified, and probably assumes the hunters are people who want to capture her and force her to give birth to the Thing. Hunters who want to talk with her have to calm her down first.

Hindrances: Hunters have used violence already (-2), hunters look like trouble (-1)

Help: At least one hunter is female (+1)

Roll Results

Dramatic Failure: Cassandra believes the hunter is lying and either works for the people who impregnated her or intends to do her harm. If she still has her gun she opens fire. Otherwise she tries to run for it (though in her condition that'll be difficult). A fight or a foot chase probably causes C-93/H to emerge.

Failure: Cassandra is not convinced, but another hunter may try to calm her down instead.

Success: Cassandra believes the hunters are not there to hurt her (although their subsequent actions might still make her believe otherwise). Storytellers who want to introduce the Lucifuge conspiracy can have her tell them what she knows about it, summarized in "Consequences" (p. 3). She is still apprehensive about them and is reluctant to do what the hunters tell her.

Exceptional Success: Cassandra is so grateful at the hunters' arrival that she is compliant and accepting throughout the remainder of the scene.

Removing C-93/H

Dice Pool: Composure + Medicine

Action: Extended. Requires 10 successes, each roll represents 30 minutes of work.

Removing C-93/H is necessary to save Cassandra's life, but it is a difficult and gruesome task involving long and complicated surgery. The operation is a tense affair reliant on mental fortitude as much as medical skill.

Hindrances: Improvised tools (-2), operating in a moving vehicle (-2)

Help: State of the art surgical theater (+2), full surgical team (+2)

Roll Results

Dramatic Failure: C-93/H wakes up and attacks anyone present. Cassandra Briers dies from the associated trauma.

Failure: Cassandra goes into cardiac arrest, requiring a separate Wits + Medicine roll to stabilize her (it's all about fast thinking now, instead of mental fortitude). If she's stabilized, the actor can continue making rolls to remove C-93/H – successes gained in stabilizing her do not go toward the extended roll. If the stabilizing roll fails, however, the result is the same as a dramatic failure, above.

Success: C-93/H is successfully removed and can be killed. Cassandra Briers survives the operation and, with intensive after-surgery care, wakes up and recovers over time.

Exceptional Success: As above, but Cassandra's recovery time is significantly reduced.

Consequences

The fate of C-93/H can come back to haunt the hunters. If the creature escapes, it is driven by a primeval lust to procreate and seeks out creatures to impregnate. It is unlikely to successfully impregnate anything (Cassandra's pregnancy was the result of in-vitro fertilization), but in attempting to do so it kills or maims animals or people. The hunt is on to find and kill it before it harms anyone else or grows to an unmanageable size.

Cassandra Briers' information is critical. She can inform the hunters that she was visiting her doctor, Nadia Glass, when during a check-up she fell unconscious. She believes that Dr. Glass anesthetized her so she could be kidnapped. When she woke up she was strapped to a table in a cell-like room with an IV in her arm. Her belly was swollen and she was heavily pregnant, although she is certain she had not been pregnant when she went to visit Dr. Glass.

Cassandra drifted in and out of consciousness for some time. She heard two people talking – one was Dr. Glass, and she believes that the other was the same man she later shot dead. They mentioned something called the Lucifuge, but Cassandra has no idea what the Lucifuge is. They also spoke of C-93, apparently a test subject kept in the same facility, and experiments being conducted on it to create hybrids. At one point Cassandra awoke on a trolley, apparently while being moved between cells. A fire alarm was blaring and she heard shouting. Someone, she doesn't know who, yelled that C-93 had escaped. Cassandra used the chaos to flee and made her way out of the facility, which from the outside looked like a run-down industrial estate on the bank of the river. She fled to the house where her ex-boyfriend lived – she knew he would be out of town on business and remembered where he hid a spare key in the garden. A day or so later, the man from the facility kicked the door in and shouted for her to come out, and Cassandra shot him dead. The kicking in her belly became so fierce that she called 911 in a panic.

Hunters following up on this scene can visit the facility, concentrate on hunting the C-93 which could still be out there, or look into the activities of the Lucifuge. In any case, the conspiracy surrounding C-93 could be the focus of a new chronicle.

You also have the option of using demon-blooded rather than the Lucifuge (or even more specifically, L'Enfant Diabolique, detailed in *World of Darkness: Inferno*, pp. 179-185). The demon-blooded would dearly love to develop C-93/H as a weapon against the Lucifuge. If this option is used, the hunters could find themselves caught up in a conflict between the Lucifuge and the cabal of demon-blooded, a fight from which few can be expected to emerge unscathed.

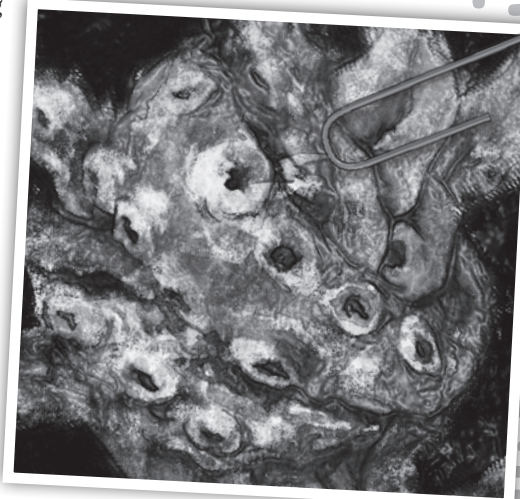
C-93/H (The Thing), Tentacled Horror

Virtue: Fortitude. The Thing will never give up.

Vice: Lust. The Thing is driven to breed, and will do so even at the risk of death.

Background: The original Cryptid 93 was a naturally-occurring creature captured and studied by the Lucifuge, who discovered it could be used as a bloodhound for sniffing out members of Satan's bloodline. The Lucifuge attempted to crossbreed it with other species so it could be more easily controlled. Human/cryptid hybrids proved the most effective, and C-93/H is the fruit of these experiments.

Description: C-93/H is a bundle of slimy tentacles with fanged suckers, surrounding a body of fluid-filled sacs. In the heart of its body is a set of bony mandibles. When newly born, it is the size of a large dog. After an hour or so it expands to its full size, noticeably larger than a human. It exudes a film of foul-smelling brown-green slime that leaves a trail when it moves.



Notes: CH-93/H suffers bashing damage, not lethal damage, from firearm attacks. It can also squeeze through any space large enough for its mandibles – about 2-3 inches.

Audio Prop

Following the preparatory measures alluded to in previous reports, the program began four months ago with the successful capture of a single example of Cryptid-93. The challenges presented when containing C-93 were overcome with the use of a sedative cocktail and a freshwater tank. Tissue samples were taken and the first in-vitro fertilization experiments began immediately, along with blood sample reaction tests.

As theorized, C-93 is extremely adept at detecting particular genetic markers in its prey. The sample creature was exposed to the L. bloodline and in a series of tests was flawless in its capacity to single out the bloodline. This ability suggests enormous potential for confirming and tracking members of the L. bloodline, with far greater accuracy than existing methods such as cranial measurement, graphology or behavioral profiling, and with far less expending of time and resources compared to DNA testing.

Results from IVF were similarly promising. C-93 proved to have extremely mutable DNA that combined with ova from several species. While the majority of the resulting zygotes could not be brought to term, success was achieved with the domestic dog (C-93/C), horse (C-93/E) and homo sapiens (C-93/H). The host animals for the embryos were invariably killed by the birth process, which provided an additional challenge in the case of C-93/H as it required numerous human hosts. These were selected by me by their medical files and acquired through my cover employment as a doctor.

The testing facility was deliberately located close to C-93's natural habitat, so in the case of escape any sightings would lose their significance given the local folklore concerning the creature. Unfortunately this precaution proved necessary when the original sample of C-93 broke free of its restraints and escaped through the facility's waste systems. It is believed that it developed a resistance to the sedatives used to control it. In addition, during the confusion following its escape one of the hosts for C-93/H, named Cassandra Briers, also escaped the facility while being transferred between cells. R. has been dispatched to track her down. Activity at the facility is currently suspended prior to C-93, Cassandra Briers and the unborn C-93/H being re-acquired.

In spite of the problems that have recently beset the program, the initial results have been extremely promising. With more research and the creation of several more exemplars, it is believed that C-93/H in particular will be controllable enough to suit our needs perfectly. Re-acquiring the missing samples is our top priority and once this is achieved work can continue on refining the hybrids of Cryptid-93 to the stage where they can be field-tested.

I urge you not to write off the potential of this project due to a single unfortunate incident. Lessons have been learned and will be implemented fully,

and I am certain that such an incident cannot occur again. The facility itself will need to be upgraded, particularly with regards to security, and while this will cost additional resources the benefits from the development of a useable hybrid will far outweigh any costs. I urge you to allow the project to continue. I do not exaggerate when I say that the success of this project would bring us closer to our goals than any other project of which I am aware.

To listen to the audio prop
of Dr. Glass' report on C-93
double click the poster.
Once you start the recording
you will not be able to stop it
until it reaches the end without
closing the pdf.

