

Mysteria Matris Oblitae

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(With help from Robert Parker)

Turning up at the University of Mexico City in the summer of 1929 is a truly odd photograph received by postal courier from the town of Tula, Mexico. This photograph shows a bizarre creature surrounded by Mexicans and Indians. The beast, a pale misshapen alien thing, obviously succumbed to some sort of gunfire which wracked and punctured its odd crustacean-like body. It is clearly dead, and the locals show no fear in their expressions, only awe towards the beast which is approximately the same size as a medium-sized dog.

The letter which accompanied the photograph was from a Dutch priest, Father Kornelis Korstiaansz. Korstiaansz is the local pastor and doctor for the small village of Neuvo Voso near the town Tula. The creature in question, the pastor claims, was shot and killed in a nearby patch of jungle by several local men. They have no idea what it is. The religious locals have left the matter up to the clergy, and Korstiaansz at a loss has forwarded the matter to Mexico City University.

The letter asks for a sincere and immediate investigation into the matter by the proper academic authorities.

Background

In the jungles outside of Tula lies the secret site of Matris Oblitae, the “Forgotten Mother,” a portion of the ancient God Abthoth. Since time immemorial it has dwelled in its shaded grotto within a cave in the depths of the rainforests, untouched. In the late eighteen hundreds this site was stumbled upon by locals who were collecting rubber in season. There, in the shaded cave, they were consumed into the fleshy body of the god, and were reborn.

These men now served the Mother, and at its whim they acted. They collected servants, people of power to preserve the secrecy of the Mother’s location, and to serve its blind will. The Catholic clergy in the local town of Huetamo de Nunez, were its favorite “coverts.” All, in turn, from this small town found their way to the Mother’s embrace. Through them, the surrounding towns were controlled carefully. The Mother was safe for a time. In 1910, with the revolution of Francisco Madero, things began to change. The rapid succession of leaders, governments and bureaucracy led to several policies which endangered the Mother. Also by this time, the Government and the church had taken the roles of adversaries, and many Catholics were openly persecuted.

The Mother, fearing discovery in this new and dangerous time, consolidated its holdings by burning all but one of its villages to the ground one night in 1915. In these towns which dotted the rim of the Huetamo de Nunez valley, the villages set fire to their own homes, the Mother’s mass fled from their bodies, and they sat quietly in their churches waiting for death.

With the change in policy towards both the Church and the ruling class the Mother's plans were placed in jeopardy by the expansion of the common man. Many new farms appeared in the years following the revolution, slash and burn policies cleared much of the surrounding countryside of its native flora, slowly closing the Mother within its small patch of jungle. The Mother could not keep up with the increase in population in the area, and chose only to convert the towns nearest to it. In the hopes it could head off any further advances, it began to scout the area trying to understand the changes which had occurred. Afterwards it would start again, spreading slowly outward once more.

One of its inhuman young, the creature depicted in the photograph, was shot and killed by several local farmers as it scouted the outer limits of the territory controlled by the Mother's influence.

The Mother now waits in its grotto, its alien mind contemplating the many possibilities open before it. In time, it will choose a course of action.

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About the University of Mexico City

Sixty years before the settlers landed in Massachusetts, Mexico already had a university, the University of Mexico City. Renowned for its anthropology and archaeology departments, it has remained a beacon of learning throughout the turbulent history of its country.

Under government subsidy in 1929, the university enjoys a large amount of grants and scholarships encouraging an increase in the relatively small learned class in Mexican society. Also as a propaganda tool, all discoveries linked to the university are in the turn the discovery of the government which funded such inquires. Important breakthroughs and revelations will no doubt be exploited by the politicians who made them possible, possibly at the expense of the university and the scientists involved.

Departments exist in almost every conceivable subject. Help sought at the university on any number of subjects can yield an immense amount of useful information.

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Mexico and the Mexican Revolution

The entirety of Mexico was reshaped by the 1910 Mexican Revolution headed by Francisco Madero. In this conversion from the Imperial age of Maximilian to that of the Republic, many people died and many ideals changed. With the rise of Madero, Mexico's former leader Diaz fled to Paris when he realized how powerful the revolution had become. Madero was elected president in a landslide victory of 1911. Immediately there were problems for the revolts continued in distant locales which were difficult to put down. The

government's new stance on religion was contrary to the public's opinion. The Catholic Church, a powerful organization in the Mexican state was seen as a potential enemy. Many priests and Catholics were tortured and killed. Madero's government was doomed due to its overambitious scope, and soon after his resignation in 1913, he was shot and killed.

The acting general of the Mexican military, General Victoriano Huerta, filled the void as Mexico's leader. Numerous revolts and organizations, which the acting government was still incapable of putting down, continued to fight for political acceptance and power.

The Huerta faction made a foolish mistake in 1914, when several American Marines were arrested by its forces in Tampico. The result was the invasion of the port of Veracruz by the Marines. Huerta resigned that same year.

Carranza had been leading a small and stable government for some time before Huerta's resignation, and was finally recognized by the United States in July of 1914 as being the legitimate government.

A smaller Mexican faction led by Pancho Villa invaded and raided Columbus, New Mexico, in October 1915. The U.S. government did not hesitate and set up over 107,000 soldiers to guard the Mexican frontier. Villa's force was soon eradicated.

Carranza was finally elected in March 1917, the first truly elected president since the assassination of Francisco Madero. A new constitution was drafted. In the following years many of the articles dealing with land ownership were interpreted and changed, leading to an incident involving oil properties in Tampico. The government claimed that all the oil properties of the area actually belonged to the government and not to the foreign owners who had purchased them under previous regimes. Although England and America protested, nothing changed. The foreign powers that owned these properties just shifted their investments to other cities and settlements.

Public unrest began to rise in the early 1920's due to various infrastructure problems, and Carranza was seen as its source. Forced from the capitol, Carranza died in battle near Puebla in May 1922. Obregon was elected later that year.

In 1924 Calles was elected president, the first strong Mexican leader since Diaz, his iron grip reunited the factionalized Mexican Federal government through his formation of the Part of the National Revolution. During the Calles administration, the problems with the Catholic Church began anew. Many devout Catholics and clergy suffered from random acts of terror perpetrated by the very forces who were supposed to protect them.

In 1928 Obregon was once again elected president but was assassinated before he could assume the office. Emilio Portes Gil assumed the presidency in 1928 and will remain in office until 1932.

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Getting Started

This scenario works best if the players design investigators affiliated with the University of Mexico City, either from the Zoology or Botany department, who are sent to check up on the odd specimen recovered at Nuevo Voso. Other options exist of course, the investigators

may be associates of Father Korstiaansz and many have received a copy of his photograph along with his odd letter in the post. Or perhaps the investigators are Government agents investigating the same strange report, or the lack of information on Huetamo de Nunez. Any number of possibilities exist to bring the investigators (and indeed replacement investigators) into the mystery.

What works best however is the hook of scientific discovery. The investigator as scientist is a beautiful way to motivate the actions of the playing group through a subtle and clandestine means. Seemingly innocent facts and occurrences pile up until the true picture is gleaned, and if it is not already too late, the Players may act to resolve the situation.

Previous knowledge of the Cthulhu Mythos by investigators is not only *not* recommended, it is strongly advised against. Instead the investigators should look at the odd occurrences around Nuevo Voso and Huetamo de Nunez as *natural* events. Of course there is a scientific explanation! It's the twentieth century for Gods sake! When no good explanation can be discovered, and the danger has grown, let them discover the Cthulhu Mythos and wish that they had never tried to understand what was going on at all.

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Player Aid #1 – Father Korstiaansz's Letter (in Spanish)

12 July 1929

Nuevo Voso, Mexico

To whom it may concern at your wonderful University:

On this day I was brought a most unusual specimen of animal by two local men who are known to me to be trustworthy and honest. The photograph enclosed gives a good idea to what I speak of, but does not do the creature justice. The beast was shot on a ridge near the town of Nuevo Voso (my parish) on the edge of the jungle while it was attempting to make off with some livestock.

I have been unable to identify this creature in any of my books, and hope that I am not making a fool of myself when I ask you gentlemen:

Would you come and identify the creature and make sure its so odd remains are cared for properly before they rot beyond recognition?

I am far from sure of myself, but it seems to me to be a remarkable discovery. Who knows what other secrets the jungle holds!

Your friend in science,
Father Kornelis Korstiaansz

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Father Kornelis Korstiaansz

Father Korstiaansz is a Dutch priest from Amsterdam. He was moved to the Catholic mission in Mexico City in 1903 from Europe, and has led the Nuevo Voso Parish since 1909. Over the years he has slowly become an accepted member of the largely Catholic town of Nuevo Voso, the locals now respect and trust him.

Korstiaansz is a quiet older man who speaks English and Spanish with a slight accent. He is large, and is quite strong, which suggests his physical nature. As a youth he worked as a longshoreman on the many channels of the Dutch countryside. Today, he still is seen working alongside his parishioners, constructing homes, working on barns, enjoying the clarity that physical labor grants him.

Korstiaansz is a great believer in the sciences and is an amateur radio enthusiast. He knows a little about a great man subjects and holds those of the scientific bend in great esteem.

The creature brought to him on July 12, 1929, was like nothing he had ever seen; indeed, everyone in the valley was at a loss. To Korstiaansz, the creature appeared fundamentally crustacean, with many bits seemingly from other types of animals. However, when he made preliminary forays into the subject, it fit neither the arachnid nor crustacean family. The creature possessed an amazing number of limbs, twenty-two to be exact.

Korstiaansz wrote the University in Mexico City simply because he has no idea what else to do, and with the Government in the state that it is in 1929, he does not want to draw unwanted attention to the area.

Korstiaansz knows all in his parish (359 souls), but does not wander far from town. In all of his years here he has but once been down the road to Huetamo de Nunez, which he found quite pleasant. He visited the local priest, Felix Fernandez, and spent a fine afternoon talking with the man. The following week, he recalls, several townsfolk from Huetamo de Nunez stopped by Nuevo Voso for mass. They appeared ill and left rapidly. Since that mass he has heard nothing from the town.

Korstiaansz has noted Huetamo de Nunez's insular nature but thinks little of it, since the revolution many towns have become introverted. Korstiaansz has not considered the fact that although Nuevo Voso area has celebrated one hundred and forty two weddings in the past twenty years and four hundred funerals, he has not heard of either a wedding or a funeral from Huetamo de Nunez; this in spite of the fact that news of the kind spreads in the small communities rapidly. Also in this rural area of Mexico, it is quite common for families to be spread across several towns, marrying and moving away, but no one in the area he knows has family in Huetamo de Nunez.

If his attention is brought to all these facts, and he has time to consider them along with any further evidence the investigators recover, Father Korstiaansz may become their greatest ally.

Nuevo Voso

Nuevo Voso is a small farming town on the edge of the jungle. Most of the area

surrounding the town has been cleared away using slash and burn techniques, and much of that farming area has been cleared only since President Emilio Portes Gil has taken office. Growing mostly corn and cotton, the locals often travel into Mexico City or Tula to trade. Some even supplement their income by tapping rubber trees in the jungle when it is in season.

The town itself is little more than a conglomeration of rag-tag wood buildings and the church, the Iglesia del Risco. The main town is surrounded by more than thirty farms and mills, each isolated on their own lot of land. The people are friendly but wary of outsiders, especially those from the government, fearing a continuation of the dark days of the early revolution where Catholics lived in fear of the army.

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The Burned Towns

Dim in the memory of those in neighboring Nuevo Voso are the two towns which once existed on the lip of the Huetamo de Nunez valley. Coyama and Tenamo were destroyed by the Mother in 1910 at the beginning of the Mexican Revolution after several attacks in the area by Government forces. The villagers of Coyama and Tenamo, puppets of the Mother set fire to their own towns, the flesh of the Mother which was contained in their bodies fled back to its source before the fire could consume it. The empty shells of the villagers died in the all consuming blaze. The Mother thought that destroying those two towns would cause the Government to cease all operations in the area and not come any further into the valley. In this respect it was correct; the village of Huetamo de Nunez was completely overlooked by Federal forces.

All that remains of the two towns are a few charred cinders almost completely overgrown and reclaimed by the jungle. Nothing of any importance can be found in the ruins. Most in the Nuevo Voso area believe that government troops burned and looted both Coyama and Tenamo during the height of the revolution, and few want to draw any attention to themselves by asking further questions.

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Iglesia del Risco

This small church is the sole stone building in Nuevo Voso and is run and maintained by Father Korstiaansz. Dating back to 1834, its name means “the Church of Broken Porcelain,” and comes from the fact that not long after its opening, the porcelain tiles which lined its walls were shattered in a serious earthquake.

The first floor is composed of the church itself and a small office in the rear of the narthex. Beneath the church is a large cellar which has been re-dug and cleared out into additional space for Father Korstiaansz. It is down here he maintains his library (about six hundred volumes on all manner of subjects), and his Sears Home Shortwave Radio which

is wired to the large iron cross upstairs. A simple cot in the corner serves as his bedroom.

It is also here that the creature has been stored for lack of a better location. Beneath the stairs in the dark under a dirty canvas tarpaulin the pale rotting form of the beast has been laid to rest. The smell it gives off is overwhelming in the small alcove which leads into the basements, but Korstiaansz confesses he has gotten used to it. During its stay the Scout Creature will disgorge 1D6-2 Sentries who will crawl to dark corners and watch, transmitting all visual information back to the Mother.

If the investigators require a place to stay, Korstiaansz will offer either cots in the upper offices or his room in the basement, depending on how taken he is with them.

The Creature

The creature, a child of the Mother, is about the size of a large dog. It is pale, near translucent skin shows a startling array of dim organs within, and its underside is a hanging mass of chitinous claw-tipped legs, twenty-two in all. No sense organs can be located. There are no eyes, ears, ear canals, olfactory or heat pits visible to initial investigations. Scattered about its body are gray-green lumps of rough organic material, much like warts or scale. Several large pits can be seen as well which appear to have once contained similar warts, but which have been removed, leaving a pock mark.

The cause of death is an obvious seven inch hole through the creature's profile which was caused by a close range 10 gauge shotgun blast. Inside the hole, a mass of black and bluish tubes form a nightmare of anatomy. No blood can be found, although the creature exudes a clear viscous liquid with the consistency of soup.

This beast was created by the *Matris Oblitae* to scout out the area surrounding Huetamo de Nunez, and to drop "sentries" at various points to warn of impending danger. These sentries are the small warts on the back of the creature, which at various points were dropped off in its journey forming a rough circle around the grotto. They are actually independent creatures themselves, each hangs onto the beast with a half dozen tiny clawed legs concealed beneath the wart like covering.

Although their beast of burden is dead, the little sentries continue to subsist on the rotting remains of their mount. They are capable of no independent action until they are removed from their parent. Once independent of their host they are free to scamper about on their own, but will last only a short period anywhere farther than Nuevo Voso from Huetamo de Nunez, as they are a great distance from the Mother.

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What Is It?

Scientific inquiry into the structure and function of the Scout Creature will reveal some severe oddities. Oddities which place the creature somewhere between the plant and animal kingdoms. This fact alone makes the creature a fantastic find, and the only known creature of its type in 1929.

The cells of the creature show mostly animal characteristics, but have cell walls, not cell membranes. These odd cells also have deposits of photosynthetic materials *and* mitochondria, which makes the animalistic consumption of nutrients possible.

Needless to say a find like this will bring reporters from all over the world (and a huge increase in budget and tenure for the investigators involved!).

A freak of nature or a new type of life form? It's up to your players to decide.

Chances are their theories will not predict the outcome.

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The Farmers

The two farmers, Carlo Fuentes and Arturo Oaxaco, who shot and killed the creature, live nearby on the edge of town. Their farm lots are next to each other, and border the road which leads into the valley of Huetamo de Nunez. They grow corn and beans on farms created recently on slashed and burned land with their families after being relocated by government officials from the city.

Carlos and Arturo were outside on the day of the 12th, poking about for some sort of creature (a dog they thought) which had been at their chickens. They found a dead dog on the edge of the jungle on the ridge of the Huetamo de Nunez valley, which had been ripped up by what seemed to be birds. Something bolted past them at that point, and Fuentes fired, killing the creature in one shot. They brought it to the parish simply because they knew of nothing else to do with it.

If Korstiaansz accompanies the investigators, the men will be most helpful, showing them around the area, even re-walking the path they took looking for the dog. The dog, by that time, is little more than bones. If these bones are examined at length by a Zoologist or Veterinarian it becomes obvious that the dog was killed by the Scout Creature due to a comparison match between the markings on the dog's bones and the pinchers of the creature.

The men are hesitant to go into the jungles and know many stories of men who have gone in and never come back from the Huetamo de Nunez valley. Each of the men are relatively new to the area, however, and know nothing of Huetamo de Nunez the town, other than it is a quiet town which trades little with the outside world.

Huetamo de Nunez

Seven miles up the road from Nuevo Voso in the midst of the jungle is the small village of Huetamo de Nunez. Inhabited by thirty-four villagers, the town can be said not to be inhabited at all, in the most common sense of the word. The entirety of the town was long since converted to the whim of the Mother.

To get there requires a laborious walk or dangerous drive across the ridge which overlooks Nuevo Voso, and the valley of Huetamo de Nunez. Once over the ridge, a barely

maintained dirt road winds its way down into the bowl-shaped valley. The entire valley is filled with all manner of plants and animals. The jungle here is untouched, and is rarely entered by anyone, save the residents of Huetamo de Nunez, who, with the help of the Mother, have little to fear.

The village itself is nothing more than a dozen run-down buildings and a carefully maintained church. The few people to be seen in town are quiet and kind, offering any help they can to the investigators . . . unless of course the investigators enter the town alone.

Oddities

Initially unremarkable, Huetamo de Nunez has several odd features which can be discovered only by the more observant investigator.

The townsfolk seem well fed and healthy, devoid of the common ailments found throughout provincial Mexico in the 1920's. There are no deformities, skin rashes, or diseases like lupus or polio evident in the population.

Huetamo de Nunez has no agricultural base. There are no lots of arable land, no livestock, no grain mills. The town itself is surrounded by nothing but unmolested jungle. Food is just not seen (in truth, the residents live only off of the Mother). Food served to outsiders is unusual in that it is canned food, rarely seen in such a rustic locale.

No fire of any sort is seen at any time in the town. Electric lamps and lights are common however, another bizarre feature considering even America has not completed rural electrification. No flammable substance or fuel can be found anywhere in Huetamo de Nunez, and all the hearths and stoves throughout the village show a level of disuse associated with abandoned buildings.

If any of these touchy subjects are brought up to the townsfolk, the Mother will immediately become suspicious of the investigators, or if already suspicious, will attack.

The Townsfolk

Simple Mexican folk, their bland smiles and empty stares reveal little to the untrained eye. In truth, each is a vessel for the Mother, and in turn, the Mother sees, hears, and feels everything they do. In addition, the Mother can control any number of them at once, using them as scouts, agents of disinformation, or weapons. If these vessels travel much further away from the Mother than Nuevo Voso, they begin to suffer from withdrawal, and soon after this sickness, death.

Also, since every member of the town is in constant psychic contact with the Mother, all knowledge gained by one member of the town is instantly transferred to all others. Verbal communication is no longer needed by the townsfolk, and when their cover as innocent villagers is compromised they will cease talking all together, each acting in perfect unison with the others, all actions simultaneous and perfect. This complete simpatico between town members is disturbing to watch.

Since their baptism in the Mother the townsfolk are effectively unaging and don't have to eat or excrete anything except the flesh of the Mother.

Internally the townsfolk are odd. If shot or stabbed, instead of blood they leak an odd, milky-white substance which has the consistency of pudding. These wounds will close up nearly instantly unless grievous. The pudding-like fluid will move with a life of its own, attempting to go to ground and hide. Attacks on the townsfolk which would usually send gouts of blood flying (*i.e.* machete, shotgun, *etc.*) will instead spawn a huge creature composed of the white substance. If an autopsy is performed on anyone from Huetamo de Nunez the results are bizarre and frightening. The bodies are mostly composed of an unidentifiable milky white substance contained within a bag of skin. There are no bones, organs, or blood vessels left within the "shell." When the villager is dead and is cut open the body will deflate like a tire.

Fire is deadly to them. The townsfolk are incapable of confronting flame and will retreat to a safe distance from any heat source no matter the circumstance. If the villager is unable to escape (*i.e.* they are tied down, *etc.*) the flesh of the Mother which has joined with their bodies will flee instead. The milky white substance will rush out of every available orifice, instantly killing the villager, and will rush away from the flame as rapidly as possible.

Investigations into Huetamo de Nunez are a dangerous proposition for obvious reasons. If the investigators come in numbers they are in little danger if they do not reveal why they are there. Then again, if they directly handled the sentries the Mother will know what they look like and will be very suspicious of their motives. They will be followed everywhere in town, quietly monitored are judged before they leave. If the risk seems too great the Mother will attack, hopefully subduing them and dragging them to the grotto, if not, their death is an adequate outcome.

If an investigator comes alone he will immediately be assaulted from all sides, gagged, and dragged to the grotto to be reborn inside the body of the Mother.

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What Runs the Generator?

"If there is no flammable material in Huetamo de Nunez then what runs the generator?" the investigators may ask. Like most questions involving Huetamo de Nunez the answer is not a good one.

The ancient rickety generator at the back of the Iglesia del Matris looks like it should have broken down long ago, but it steadily rocks back and forth, not making any noise besides a slight metallic thump with each stroke of the engine. It is obviously running, but no gasoline or kerosene can be smelled. In addition, the silence of the machine is disturbing. Generators of this type are usually so loud that you can't hear anything else nearby, but it quietly rocks back and forth without exhaust or noise or smell.

A portion of the mother flesh spin the turbine in the generator, continuously churning up and down to spin the magnets and produce electricity.

If the investigators become too nosy and decide to look inside the housing of the machine the creature will attack, leaping out and attempting to climb into the first person it can subdue (use the statistics for the Wine creature provided at the end of the scenario).

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Iglesia del Matris

This small church was constructed in the late 18th century, and in that time has seen little change. The tiled plaque over the front entrance reads “Iglesia del Matris” (Church of the Mother) in an odd mix of Spanish and Latin. It is a stone and mortar building with tiled roofs and wooden crossbeams. The interior is odd only that it has no pews, a common feature in such rustic surroundings. Off the narthex a small wooden staircase descends into a roughhewn basement. Father Fernandez makes his residence in a small wooden addition which is entered from the outside.

In the main narthex at the altar is a large leather bound bible (a Spot Hidden or a Halved Idea roll will indicate it is not a common bible). This is the cult’s holy book, *Nova Mysteria Matris Oblitae*, “The New Cult (or Church) of the Forgotten Mother.” If strangers are in town this book is placed beneath the podium.

Beneath the podium is where the ceremonial “wafer” and “wine” are kept, both are portions of the Mother and are independent creatures. The “wine” kept in an ancient cracked green bottle is a viscous pus-like liquid which never quite settles, small bits of detritus and debris can be seen floating in it that never cease moving, no matter how long the canister is observed (SAN loss 0/1). The “wafers” are thick, milky-white portions of what look like wet, uncooked dough. If scrutinized at length they can be seen to be moving in tiny pulsating spasms, as if they were breathing (SAN loss 0/1).

If the Mother has grown suspicious of the investigators and finds them in her Church investigating her holy items she will attack. Although the “wine” and “wafer” are far from deadly the entire town will be closing in on the church as the attack begins.

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New Mythos Tome

Nova Mysteria Matris Oblitae

(“The New Cult (or Church) of the Forgotten Mother”)

“From her the world gains life, from her blood and flesh we can life eternal. Through our eyes she sees the world, and through our hands we make the world in her image.”

(Latin, +3% Cthulhu Mythos, -1/1D4 Sanity, x3 spell modifier, study time: 2 weeks, skill checks: Latin)

Spells: None

A thick handwritten tome, this poorly made book has assorted pages of notes inserted at random intervals throughout the bound sheets of vellum. The thin, tiny writing is in church Latin, and those with a Catholic background will recognize the earmarks of that style. No dates exist to indicate when the book was first conceived and written, but the writing is the same throughout the four hundred and fifty four page book. The inserted pages are covered in notes and broken paragraphs with many words crossed out. These inserts seem to be extensions and notes on the text written in a cramped and rushed style.

Forty fresh pages have been sown into the binding at the points marked by the inserted pages, which presumably will soon be filled with the modifications worked out on the scrap pages.

The book itself contains a warped version of the story of creation, where the people of Huetamo de Nunez are “reborn,” given the gift of immortality, and the protection of the Mother while the world outside ages and dies. Their “rebirth” is linked blasphemously to the Christ myth, as is the Grotto of the Mother to the tomb of Jesus of Nazareth. The two towns of Tenamo and Coyama (see the section entitled “The Burned Towns”) are of course compared to Sodom and Gomorrah. Other links between this book and the Holy Bible are evident in every page, and anyone reading it at length will come to the conclusion that it must have been written by someone with extensive knowledge of the Old Testament and New Testament.

It has little specific information in it at all.

There are no pictures in the book.

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The Church Basement

The basement of the Iglesia del Matris is three rooms dug into the soft earth and shored up by slats of wood. These rooms are filthy and a haze hangs in the air of rot and death. The entire floor is covered in rotting clothing, equipment, and supplies. Most of the debris is covered in a milky white residue like moss. The clothing and equipment is from people who have wandered in Huetamo de Nunez in the past and met their fate there. Their clothing was ransacked for valuables and left in the basement of the church, in case they could possibly be used further.

In the many years that the clothes have been thrown down here the bits of Mother flesh which have congealed on it have gathered and taken on a life of their own. It lives in the basement of the church now, beneath the rotting clothing and junk, waiting for its orders from the Mother.

The Grotto

This cave sits to the northwest of Huetamo de Nunez on the upward slope of the valley. Concealed beneath the jungle canopy a small well worn path leads to the opening from the north end of the village of Huetamo de Nunez. This path is covered in many of the Sentry

creatures, which will allow the Mother to ambush anyone it deems a threat well before they reach its lair. If investigators are observed moving towards her lair the entire town of Huetamo de Nunez will be there to meet them.

The mouth of the cave is quite small and is concealed beneath a large patch of fern plants. It is difficult to discern even when actively searching for it and can only be located with a successful Spot Hidden roll.

The interior of the cave is a low ceilinged downward sloping passage which comes to an abrupt end about fifty feet in. The light from the outside world rapidly decrease as one descends into the interior of the cave. At the deepest point in the cave the Mother rests within her pit. The bulk of its body covers approximately thirty feet in a rough circle and weighs almost 30 tons. Innumerable creatures are continuously expelled from its fleshy, doughy mass. Some are reabsorbed as they try to scuttle away, others live out their entire blind existence in the dark of the cave.

Anyone coming too close to the pit of the Mother (if they get that far at all) is likely to be physically or psychically attacked, see “Tactics of the Mother” for details.

The Ritual

The people of Huetamo de Nunez can go for no more than two days without feeding from the Mother. Without the flesh of the Mother they are soon overcome by sickness, followed rapidly by an agonizingly painful death.

Every night the townsfolk march to the Grotto of the Mother to feed. They file into the Grotto single file, not talking, all standing identically still. Each person enters the cave one at a time, strips, and leaps into the mass of the Mother’s flesh. They remain submerged for more than a minute. When this is done the person dresses and return to town, freshly gorged on Mother flesh.

The Mother

The Mother is what remains of a portion of the Outer God Abhoth which was severed from its parent mass in ancient times. The Mother was a probing pseudopod that was cut away from its source in the ancient pits of N’Kai by an immense earthquake. In the time since it has developed on its own. Cut off from its birthplace and parent it has had to improvise. Since it has discovered humanity on the surface, the Mother has utilized a simple form of trial and error to exploit them as much as possible. The Mother realizes that it is trapped near the surface and that there is no place for it to go (the earthquake closed off all exits to the underworld long ago). It also realizes that it is vulnerable to fire. It understands that the humans have extensive access to fire and fire making technologies.

In the past fifty years the Mother has absorbed and converted three towns including Huetamo de Nunez in the vicinity of the valley. During the time of the Mexican Revolution however, the Mother became nervous about all the strange activity of the government and military, which in addition to threatening its village and villagers even set flame to one of its churches. It became so nervous that it decided to level all but one village in a blaze of fire.

The two towns which once rode the lip of the ridge were called Coyama and Tenamo and their ruins can still be found in the jungle (see the Burned Towns). It did this because no one from the government ever found their way to Huetamo de Nunez, and the Mother believes this point to be suitably distant from the bureaucracy. Now the Mother guards the lip of the ridge with its sentries, and the only path to the grotto with its one village, Huetamo de Nunez.

It has no plans *per se*, and only hopes to survive, keeping the encroaching tendrils of human society from destroying it.

Tactics of the Mother

The Mother is far from stupid. It has a motivation to survive and eventually to expand once it deems it is safe from the outside world of humanity. The entirety of Huetamo de Nunez is the Mother's personal army. They have no lives past a fanatical and complete motivation to protect the Mother from all harm. Women will gleefully fling babies into battle as a distraction to confuse their foes, men will blindly rush gunfire based on the knowledge that a gun can only be fired a finite amount of times before it must be reloaded.

The Mother can perceive through the eyes and ears of all its creations and will maintain an ongoing list of opponents, capabilities, and weaknesses to be exploited at its will. This is why it has seeded the surrounding hills with its sentries. All movement through its territory will be noticed, and it hopes this forewarning will give it an advantage.

Anyone who makes it to the Grotto without being intercepted will be considered a grave threat. The Mother has many defenses, not all of which are physical. The Mother may overwhelm a single target with its mind, piercing the intellect with a terrible barrage of alien imagery. It may do this once per round to anyone in its cave grotto. While the target is stunned mentally the Mother then attempts to engulf them.

Anyone taken into the mass of the Mother will be 'reborn' or 'baptized' as a servant of the Mother in 1D3 rounds. For those unfortunate investigators who find themselves submerged in the Mother, describe the sensation of drowning in pudding, and the feeling of thin tendrils crawling into every available orifice of their bodies. If somehow freed in under 1D3 rounds (with fire, *etc.*), the target will still suffer 0/1D4 SAN from the horrible sensations experienced in the pool.

As a last resort the Mother will bargain, using one of its villagers as a mediator. The town of Huetamo de Nunez has collected many valuables over the years, considering that material wealth means nothing to the villagers any longer. The Mother offers a sizeable sum in gold and silver if the investigators will leave it and its town alone. If they agree, the investigators are brought to the basement room of the Church, where the Mother's largest motile creation resides. Needless to say, the Mother does not intend on keeping her bargain.

Expelling the Mother Flesh

Once the human body is invaded by the alien flesh of the Mother a rapid series of changes lead to the total reconfiguration of the organism. The Mother flesh enters through any

available orifice and from there insinuates itself through the bloodstream throughout the body nearly instantly. It then begins to consume the internal structure and organs of the human, converting them to Mother flesh, which in turn speeds the change. Eventually all but the outer skin and fat layers of the human are consumed and converted by the Mother flesh. Although liquid in the center when the transformation is complete, the Mother flesh congeals to a thicker consistency towards the outer layers under the skin. When the brain begins its conversion the Mother is given access to all memories and skills the person may have. These in turn are re-encoded into the Mother flesh within the human vessel, so that they may continue to act more or less “human” to the outside observer.

Early on the infection may be halted through the application of fire or extreme heat. Any direct application of fire or searing hot materials to a human which contains Mother flesh will result in the alien organism expelling itself out of the body through any available orifice. Extended application of heat (*i.e.* subject held over a fire, placed in scalding water, *etc.*) will also eventually lead to expulsion of the alien material. Once the alien material is expelled from the system the Human is freed from the influence of the Mother. However, if the Mother flesh has already converted most of the body to its whim this procedure will only end up killing the human. The body will empty completely of the Mother flesh, which will then attempt to flee.

[[BEGIN SIDEBAR]]

A Note about Fire

Fire, no doubt, will come into play within this scenario. As a weapon fire is a tricky tool, and can injure the user just as easily as the intended victim. Molotov Cocktails and gasoline or kerosene soaked torches are all viable (and quite dangerous) weapons for use against the Mother.

Molotov Cocktail. This is a bottle filled with some sort of flammable liquid, such as kerosene or gasoline. A dry swatch of cloth stuffed in the mouth of the bottle is used as a wick. The wick is lit and the bottle thrown at the intended target. The base percentage for the attack is the investigators Throw skill. On a fumble the Molotov Cocktail ignites *on the investigator*. The damage is 2D6 HPs initially, plus the target must make a successful Luck roll or suffer an additional 1D6 damage until the fire is extinguished. The fire will burn for 1D8 rounds if the Luck roll is failed. If the Luck roll is fumbled the fire will burn for 1D10 rounds.

Kerosene or Gasoline Soaked Torches. Wood wrapped in cloth coated in gasoline or kerosene will burn for 1D8 minutes and gasoline for 1D4 minutes. To attack with this rather primitive weapon requires a Club attack roll. If a flammable target is hit, and fails a Luck roll, it will burn for 1D8 rounds inflicting 1D6 HPs damage per round. If the Luck roll is fumbled the target will burn for 1D10 rounds. If the Club attack roll is fumbled the attacker has managed to light himself on fire and must make a similar Luck roll with similar circumstances.

[[END SIDEBAR]]

Resolutions

Other options exist to resolve this scenario.

The Mexican army can be brought in. This will most likely result in the wholesale destruction of Huetamo de Nunez and a new wave of paranoia and fear of the Catholic Church, which may well lead to the death of Father Korstiaansz.

The entire jungle bowl can be put to flame. This is a difficult task, but it is possible. If a fire is set which consumes both the grotto and Huetamo de Nunez the scenario is effectively over. There is nothing left to be found.

If a large team of scientists travels to Huetamo de Nunez the scene may rapidly descend into a bloodbath which will result in the army being brought in. Again, this will led to the complete decimation of Huetamo de Nunez and the possible death of Father Korstiaansz.

SAN Rewards & Penalties

Destroy the Mother +1D20 SAN
Trap the Mother in a cave-in +1D6 SAN
Destroy Huetamo de Nunez +1D4 SAN
Each Huetamo de Nunez Villager slain +1 SAN
Survive an Infestation by the Mother +1D4 SAN
Each investigator lost to the Mother -1D4 SAN
Father Korstiaansz is lost to the Mother - 1D4 SAN

[[BEGIN SIDEBAR]]

Playtest Notes

Several unusual and funny situations arose during the playtesting of this scenario. The group of investigators was composed of a team of scientists from the University of Mexico City, answering the entreaty of Father Korstiaansz. Two were Zoologists, one the department head, the other the goofy son of a party official who had been granted his degree as a political favor. The third member was a botanist, taken along due to the unusual nature of the creature in question.

The investigators were sure they had come across a new species of animal. The fun began with their investigations of the jungle, the discovery of the Sentries. Things got serious quickly as they crossed the ridge.

When they wandered into Huetamo de Nunez and talked with Father Fernandez all hell broke loose. They were attacked from all sides and managed to shoot their way out.

Some memorable moments follow:

Early on back in Mexico City during the autopsy of the Scout creature, the entire room of scientists was thrown into disarray when one of the Sentries disconnected itself from the corpse and attempted to run away.

The investigators took to carrying around fire-extinguishers to immobilize the sentries. One was even used as a make-shift bomb on the townsfolk of Huetamo de Nunez.

When the Mother realized the investigators were scientists it manufactured more Scout creatures and using its townsfolk attempted to convince the investigators that the creatures were indeed a natural occurrence. The Scouts set up “nests,” killed “prey,” and acted socially. In fact, it was all a ruse, perpetrated in the hopes it would satisfy the humans’ curiosity. It didn’t.

At one point the goofy Zoologist stuck his head out of the church to look around and was greeted by an ancient musket pointed in his face. But the villager rolled a 98 and the gun jammed. Needless to say, the zoologist shut the door.

The goofy Zoologist retreated during the fighting to the basement of the church and hid in the room filled with discarded clothing and equipment. He soon discovered the creature which lived amidst the debris. The slime slid up his leg and attempted to penetrate his body through a most unnatural entry point. He was discovered by the other investigators madly pawing at his pants leg, trying to keep the gelatinous mass at bay by keeping the cloth held tight to his thigh.

One of the investigators confided within “earshot” of the Mother’s “Wine”: “I hope they (the villagers) don’t sabotage the car.” They were greeted by the sounds of the enraged townsfolk pounding away at their truck outside.

[[END SIDEBAR]]

NPC Stats

Father Kornelis Korstiaansz Catholic Priest

Age: 50 **Height:** 5’10” **Weight:** 192 lbs.

Race: Caucasian **Build:** Athletic

Description: Father Korstiaansz has sandy blond hair fading to grey at the temples and clear blue eyes. He is in fantastic shape for his age, and has calloused, rough hands reflecting his love for hard labor. Often in full priestly garb, he can sometimes be found wearing only work pants, an undershirt and the roman collar. Father Korstiaansz can speak and write Dutch, Latin, German, French, and a little Italian.

STR 13 DEX 12 INT 13 CON 12 APP 10 POW 11

SIZ 11 EDU 19 SAN 35 HP 11

Skills: Anthropology 11%, Art 31%, Bargain 22%, Biology 9%, Chemistry 12%, Climb 43%, Drive Auto 23%, Electrical Repair 21%, First Aid 35%, Geology 7%, History 38%, Law 10%, Library Use 41%, Listen 29%, Mechanical Repair 31%, Medicine 8%, Natural History 31%, Dutch 95%, Latin 80%, German 65%, French 62%, Italian 12%, Spanish

61%, Physics 12%, Swim 46%.

Attacks: None of any consequence.

The Scouts

STR 12 DEX 11 INT 6 CON 12

POW 10 SIZ 4 Move 9 HP 8

Attacks: 4 Claws 50%, 1D4

Skills: Dodge 45%

SAN Loss: 0/1D6

Notes: This creature, and others like it, were used by the Mother to plant sentries around the perimeter of the Huetamo de Nunez valley. If cornered with no possibility of escape it will attack.

The Sentries

STR 2 DEX 16 INT 3 CON 10

POW 7 SIZ 2 Move 9 HP 5

Attacks: Claws (X2) 50%, 1D4-3

Skills: Dodge 65%

SAN Loss: 0/1D6

Notes: These creatures are designed to observe. In the jungle they look like large greenish rocks and are quite difficult to spot (Spot Hidden rolls -10%). When alive they display some odd behavior if one is placed next to another. One of the two creatures will immediately get up and run a set distance, then hunker down again. Groups of them will promptly split into evenly spaced lines if left to their own devices.

Also, if observed closely, dozens of tiny pin point holes can be seen in their “head,” which open and shut like tiny sphincters, these eye holes track any movement or light in a 360 degree arc around its body. These eyes instantly transmit all visual images to the Mother, no matter the distance.

Internally, the creatures are little more than a musculature for locomotion, nerve tissue for their many eyes, and brain. Proportionally the creatures’ brain is about two fifths its body weight. The smaller sentries display a tiny mouth at their base, where they feed off the Scout’s body, the larger ones have no mouth at all. They display no hunting behavior, no feeding behavior, and no natural flight behavior, unless directly physically attacked. In the wild they feed by photosynthesis.

Sentries brought any further than Nuevo Voso will begin losing 1 CON point per hour, when their CON reaches 1 they enter a state of stasis and begin losing 1 HP every 3 hours. When their HPs reach zero the creature violently expels its internal organs, dying immediately.

Like their Mother the sentries are extremely vulnerable to fire, they take double damage from any flame based attacks. In addition, they are susceptible to cold and can be immobilized or killed by fire extinguishers, ice or cold water.

The Townsfolk

	STR	DEX	INT	CON	APP	POW	SIZ	EDU	HP	DB
#1	9	12	10	13	10	10	12	5	13	-
#2	11	9	12	11	11	9	9	7	10	-
#3	18	12	9	10	10	10	12	7	11	+1D4
#4	10	14	12	12	10	11	11	5	12	-
#5	11	11	13	10	12	10	13	7	12	-
#6	13	11	11	15	16	13	10	8	13	-
#7	17	11	11	10	9	11	15	9	13	+1D4
#8	10	10	9	9	11	11	9	5	9	-
#9	11	15	10	12	8	11	13	7	13	-
#10	9	11	17	15	10	12	11	5	13	-
#11	18	12	11	10	10	9	9	6	10	+1D4
#12	11	9	10	12	11	11	16	5	14	+1D4

Skills in Common: Dodge (DEXx2)+10%, Hide 35%, Spanish 55%, English 12%.

Attacks:

Punch 65%, 1d4+DB damage.

Knife 48%, 1d4+2+DB damage.

#4,9 Musket (DEX x1)+25%, 1D10+4 (.58 Springfield)

Notes: The villagers automatically regenerate 1 HP of kinetic damage every 5 rounds. Fire and Magic damage heal normally.

SAN loss: Every 3 points of damage done to the villager causes a maximum of 1 point of SAN lost if a SAN roll is failed. In other words causing 10 points of damage to a villager would cost 1D3 SAN if a SAN roll failed. Each attack that causes damage to a villager requires a SAN roll. This reflects the inhuman way the villagers are damaged, and the alien nature of their blood.

“Wafer”

STR 2 DEX 16 INT 3 CON 10
POW 7 SIZ 1 Move 9 HP 6

Attacks:

Spines 50%, 1D4-2 + POT 11 Poison (Paralysis)

Skills: Dodge 65%

SAN Loss: 0/1D6

Notes: These small discs of Mother flesh will attack only if picked up. A sharp sting will be felt followed by a rapid paralysis of the limb stung. If more than one is picked up, each will sting, with a cumulative effect.

“Wine”

STR 3 DEX 11 INT 3 CON 9
POW 10 SIZ 1 Move 6 HP 5

Attacks:

Forced Ingestion 30%, see below for damage.

SAN Loss: 1/1D6

Notes: If the bottle containing this creature is opened it will attack, launching itself towards any body opening it can locate (eyes, nose, mouth, anus) and will then insinuate itself into the bloodstream of the victim. This causes incapacitation in the victim for 1D6 rounds, after which the victim must match his Magic Points vs. those of the Mother. If failed, the investigator is now the puppet of the Mother and must do her bidding.

The Basement Creature

STR 34 DEX 11 INT 8 CON 40

POW 12 SIZ 21 Move 8 HP 31

Attacks: Pseudopod pummel 60%, 2D6+3D6.

SAN Loss: 1/1D8

Notes: No weapon using kinetic force can harm the Basement Creature permanently. The Creature regenerates at the rate of 1 point per melee round. Fire or magic cause normal damage.

The Mother

STR 40 DEX 1 INT 13 CON 100

POW 50 SIZ 80 Move 0 HP 90

Attacks:

Appendage 60%, Grab and Absorb in 1D3 rounds.

Psychic Assault 65%, 1D6 SAN loss.

SAN Loss: 1D3/1D20

Armor: No weapon using kinetic force can harm the Mother permanently. The Mother regenerates at the rate of 20 points per melee round. Fire or magic cause normal damage. Unlike the parent mass the Mother cannot retreat if subjected to serious flame or magical attack, and will instead perish if reduced to 0 HPs.

The Mother Flesh

STR 1 DEX 1 INT 1 CON Var

POW 1 SIZ 1 Move 1 HP Var

Attacks:

Convert to Mother Flesh. Roll on the resistance table the Mother Flesh's CON vs. the infected Human's CON once per day. Failure indicates the Mother Flesh gains an additional CON point. When the Mother Flesh's CON is equal or greater to the infected Human's CON the Human is completely converted.

SAN Loss: 1/1D4

Armor: No weapon using kinetic force can harm the Mother permanently. The Mother regenerates at the rate of 20 points per melee round. Fire or magic cause normal damage. Unlike the parent mass the Mother cannot retreat if subjected to serious flame or magical attack, and will instead perish if reduced to 0 HPs.

Notes: When the Mother Flesh flees its vessel, or is split, it will attempt to link up with other portions of Mother Flesh which may be nearby. Keep track of all HPs spilled in battle ~~SAN Loss: 1/1D6~~ ~~per~~ ~~HP~~ ~~of~~ ~~these~~ ~~creatures~~. Multiply the characteristics of

the Mother Flesh by the number of HPs spilt to calculate the statistics of the creature which will emerge (and possibly attack).

Special Thanks

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And thanks to Robert Parker -- who took his valuable time to type this up for all of us. Thanks Robert!

with the townspeople, each HP equals 1 of these creatures. Multiply the characteristics of