

IMAGO

MORTIS

Sample file



GRAMEL



IMAGO MORTIS RPG

Hardboiled Horror Investigation in an Old World Metropolis

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Imago Mortis is a Savage Setting directly inspired by the works of the Italian horror writer Samuel Marolla.

Although you'll find elements and ideas from his other works, together with some from other horror and hard-boiled books, the main inspiration comes from the novel Imago Mortis itself.

However, this is not the roleplaying game of the Imago Mortis novel, but a game set in the world of Imago Mortis, or in one particular vision of it. Most of the elements in the game are therefore original and created for it. It is not essential to read the novel to play the game, but it is strongly recommended.

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Sample file





"HELL IS EMPTY AND ALL THE DEVILS ARE HERE"
WILLIAM SHAKESPEARE, THE TEMPEST

"THE STREETS WERE DARK WITH SOMETHING MORE THAN NIGHT."
RAYMOND CHANDLER.
THE SIMPLE ART OF MURDER

THE OLD WORLD'S METROPOLES ARE GETTING WICKED, NIGHT AFTER NIGHT. THERE IS MORE CORRUPTION, MORE VIOLENCE, MORE MADNESS THAN EVER, AND THE CRIMINALS ARE BECOMING HETICUS.

IN THE MEANTIME, AROUND DARK CORNERS, PEOPLE ARE STARTING TO SEE DREADFUL THINGS: PARANORMAL ACTIVITY, POSSESSIONS, HAUNTINGS...

AND A FEW PEOPLE THINK THERE IS AN UNDERLYING PATTERN TO ALL THIS.

PROPHECIES AND INVESTIGATIONS POINT IN THE SAME DIRECTION. SIGNS AND CLUES ARE BOTH USED TO SOLVE CASES. PSYCHICS AND PRIVATE EYES ARE STARTING TO CO-OPERATE.

AND THERE IS SOMETHING UNHUMAN RISING FROM THE NETHERWORLD...

PROLOGUE

Imago Mortis is a paranormal hard-boiled Savage Setting, focused on the classic ingredients of hard-boiled crime fiction, mixed with chilling elements from modern ghost stories.

Who the Heroes Are

In *Imago Mortis*, every hero is an “Occult Detective” that knows something is going wrong in the city. Every Detective has a foot in each camp: investigation *and* paranormal. He could be a cop that has seen *too much* in the sprawl, a medium operating as consulting detective, a hacker using the “GhostWeb,” connecting via secret places, a private eye specializing in “very particular cases”, a vengeful victim of a weird menace, a spiritualist with a gun, a scoundrel who has had enough of his creepy, atrocious boss, or a Lombrosian doctor working as a profiler.

What They Do

In *Imago Mortis* Occult Detectives face gangsters, robbers, kidnappers, corrupt officers, terrorists, mobsters, serial killers and ruthless secret service agents. They solve cases in a very hard-boiled style, in the rotten heart of contemporary cities or in their enormous suburban sprawls. But, in all of their cases there is something weird, paranormal and twisted, and a dark plot from the Netherworld is coming out. Entities are real, places and people are being haunted and the Unhuman is preparing the Midnight of the Century.

Every case will be one part investigation, one part action and one part paranormal, and everything is going to get more evil, dark, and chilling as the story goes on...

Where They Are

Imago Mortis is primarily set in darkest Europe or, to be accurate, in its largest, most contaminated and modern cities. Forget desolate moors, deserted mansions and cemeteries corroded by saltness; nowadays Entities emerge from the rotten and polluted heart of the modern metropolis. Where millions of people live

together, where crime, decay and abandonment rule, where modernity shows its dark side... there the Slits to the Netherworld open up.

And there you'll be.

What's Going On

Something is happening. Everywhere. Something obscure and evil. You probably used to think of these Things Man Was Not Meant to Know as a joke or a game of any sort. Well, now the game has changed. Now you've seen *what's going on*.

The majority of people and the media are not yet aware, but something wicked this way comes in the very heart of the modern world: the greatest metropolises of our age.

Something is rising from the Netherworld and the Slits in the Curtains between life and death are expanding and spreading, day by day. Some say the End of Days is coming. Some say the countdown to the Apocalypse has started. Some call it the “Midnight of the Century”. I don't know about that. I just see that Entities are real and they are invading our cities, driving people crazy, planning dark schemes and opening the gates of our Earthly World to their armies. From the inside.

So, it's time for you to take your gun and your flashlight and descend into the darkest pit of our metropolis.

Hunting for Entities.

The Bureau

After the first phenomena occurred in different European cities, a lot of countries started investigating the Entities, opening Special Agencies and Departments in their Secret Services, to clarify the situation. When they understood that something bad was really happening, the local agencies and Home Offices asked for a pan-European program of investigation into what was going on.

Then, two years ago, the EU started the “Vallum Program”, as a special and classified part of its Security and Defence Policy. This program mainly resulted in the creation of the European

Bureau for the Management of “Internal Infiltration”, as they call *what’s going on* in their legalese. The Bureau has now its Headquarters in Amsterdam and branch offices in every EU city with a relevant number of phenomena.

The default assumption of this Setting Book is that every player character Occult Detective is an “EU Inspector”, working for the Vallum Program. However, Inspectors use more colloquial terms: they call themselves “Detectives” and their office “The Bureau”.

In future releases, you will find more possibilities and backgrounds for Detectives.

Milan

Right now, you are Detectives assigned to the Milan office and you will operate in this Italian metropolis until your next deployment. You can be from any country and any background, if it’s congruent with the setting and the Bureau.

Milan is the second city of Italy, a foggy and cold city in the north of the country. It’s the beating heart of Italian business, commerce, finance and fashion... and it is tainted by criminals, traffickers and dangers moving to and from every part of Europe.

Not to mention Entities, of course....

You fell in love with Milan at first sight. Now you hate it deeply. With good reason.







CHAPTER 1 ENTERING A ROUGH, HASTY WORLD

1. WHERE WEIRD THINGS HAPPEN

"The sky hung low over the city, bloated and sodden like a rag wiped over a filthy floor. The appointment was in two hours and I didn't have anything better to do, so I drove around for a while. With the massive housing complexes under construction, the working at a standstill for years due to the infiltration of the 'ndrangheta (mafia) or because the money had run out – it all looked like the ruins of an alien society without a hint of good taste that fled the planet right before the apocalypse. Black water dripped on dead trees planted beyond the fences and barbed wire, brown puddles connected in gurgling trickles, trade union banners on the grey walls of closed-down factories billowed in the bitter breeze; chimney pots belched out black smoke on a coral reef of satellite dishes, the pretty red-tile roofs of the old Milan were ravaged by the infestation of new and unsold attic rooms, the walls resembling asbestos-painted dung."

Samuel Marolla, *Imago Mortis*

