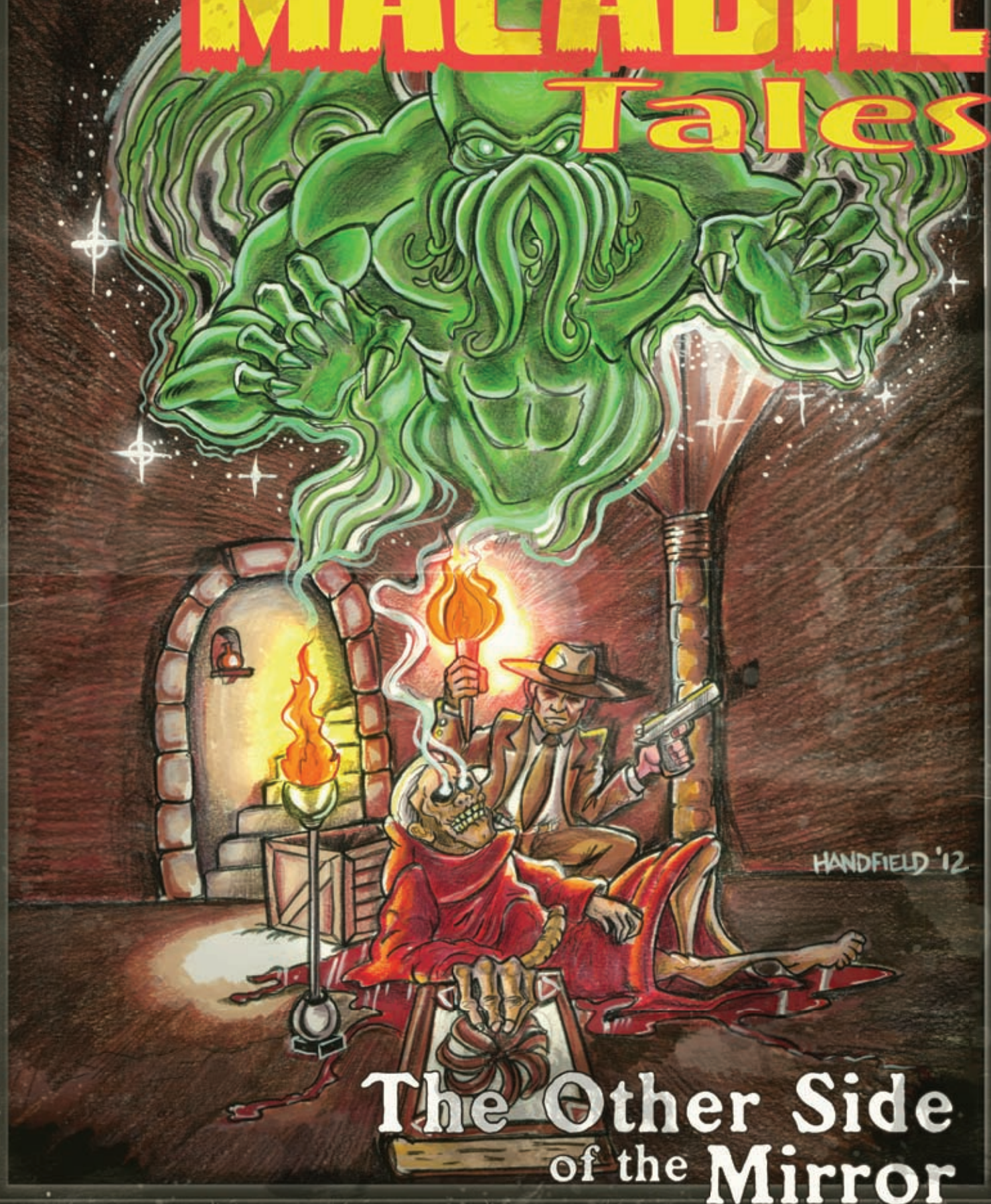


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MACABRE Tales



The Other Side of the Mirror

A TERRIFYING TALE BY MICHAEL LANZINGER

The Lovecraftian Horror Role-Playing Game



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The Other Side of the Mirror

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Introduction

Things to Know Before You Delve Deeper

“If one gazes at a reflective surface, be it a pool of liquid or simply a mirror, one will behold himself and the immediate surroundings, identical to the last detail, while maybe somewhat distorted. Have you ever wondered if this is not a mere reflection but in truth another world, another reality, alike but different. And now imagine if we are but the reflection instead of the beholders.”

- The Necronomicon

The Other Side of the Mirror is an adventure for a single primary character set in 1923. Though more than one character is possible, the structure of the adventure, and also its predominant twists advise the players against it.

Although the scenario starts in Arkham at the Miskatonic University, most of the plot takes place outside of the United States, quite unlike most of Lovecraft’s tales, in the European city of Rome in Italy. While the location of Rome is essential for the adventure, the starting point could be set up virtually anywhere in the world (in general, special locations such as the plateau of Leng, R’lyeh, or the Mountains

of Madness are not advised).

If you are planning to participate in this scenario as a player, STOP READING NOW, or else you won’t be able to make your spoiler-free return from... THE OTHER SIDE OF THE MIRROR!

Before the Mirror

The general theme of the adventure is much like the tale “Shadows Over Innsmouth” by H.P. Lovecraft, while it also features elements of various other stories, like “The Shadow out of Time,” “The Hunter in the Dark,” and others. The single primary character will find himself in surroundings known, yet very alien and even more dangerous to him. He will not be able to trust anyone, but will have to find a way back completely on his own. Even people who act rather trustworthy at first will sooner or later come after the character to pursue their own goals.

The Story Thus Far

Knowledge Pertinent to the Running this Tale

Only a few people know that creatures, very alien to our human nature, walk among us, often disguised as the nice man or woman from next door. Some of these intruders are members of the Great Race, who dwelled on earth long before humankind on the continent now called Australia. They were masters of science, and employed time-travel to learn all there is to know about the universe, from its dark beginnings to the most distant future.

To do this, individuals from the Great Race employ machines to exchange their minds with those of beings from a different time. And so, from time to time, a mind of one from the Great Race will inhabit a human body, while the human mind finds itself trapped in the body of this alien historian in the past, tasked to record everything about his or her time period.

After a while, the alien historian will build a device that allows them to go back into the past, again switching minds with its unwilling human counterpart. The device itself often gets destroyed in the process, leaving the former host unable to repair it, let alone put it to use again. But on very few occasions the machine withstood its use and remained in the possession of a person who had just lost what could be years of his or her life, due to the Great Race.

An on even fewer occasions, the strange device came into the possession of a person who was aware of the machinations of the Great Race and had the knowledge to make use of it. A person of this kind was a Spanish Inquisitor of the Catholic Church. Being a devotee to the history of religion of every kind to better seek and root out unbelievers, Ramirez Aguado also had stumbled upon the various forbidden tomes of the Mythos and

learnt of these beings that defied God's plan by travelling through time like man would travel a simple road, and therefore escaping their rightful judgement in heaven after their death. He set forth to gain more and more knowledge about this alleged "Great Race" and therefore also learnt of the device that

could enable a person to interact with time and space.

The search took him years, but eventually he was able to buy one of the machines from a merchant who had travelled the Far East.

Unfortunately, the device had suffered some damage during its last use, and Ramirez Aguado was only able to get it partially working. So, while the Inquisitor was never able to travel the streams of time itself, he could gaze through the eons, which

eventually led to his madness and death in an asylum of the church.

The device itself was deemed too dangerous to use for any good Christian and was therefore secured within the vaults of the Vatican library, where it still remains, only to be used in extreme crises by the Pope himself.

Now the year is 1923, and the Kingdom of Italy has been under the firm rule of Mussolini since late 1922. The status of Vatican City is in question, nevertheless, the church retains some of its sovereignty under the Fascists.

When the story begins, the primary character is far away from Rome, working as a private investigator and muscle-for-hire, after he has been kicked out of the Arkham police force due to a bribery incident. And while others like him try to get work as participants in the upcoming Starkweather-Moore Expedition, the character has decided to make his fortune alone or die trying.

Currently, his situation is rather dull and he is in need of money. Just before he can revise his decision not to go to Antarctica, he gains knowledge of a professor of the Miskatonic University who has a job to offer and is willing to pay a small fortune for it.

The job also is just perfect for a private eye: Go to Rome in Italy and into Vatican City. Once you are there, use any means necessary to secure a device from the Vatican vaults that, according to legend, allows its user to look into other time periods, be it the past or the future, and was even mentioned in the dreaded Necronomicon. In short, a must-have for this eager professor of history.



The Three Acts

A Breakdown of the Tale's Structure

For convenience, this Tale of Terror has been divided into the three act structure outlined in *Macabre Tales*.

Act One

How the primary character gets to Italy and Rome is up to the narrator. The best option will be going by ship, even this will take a while. The journey itself is without any incidents, apart from the arrival, where Italian soldiers control everybody not native to Italy. But since the character has got enough money to pay all necessary fees and maybe even bribe some of the controllers, he will not face much of a difficulty.

After settling in into a hotel in the Eternal City, the character can start his investigations. At first the fact-finding is quite fruitless for the character. He can search for clues in various churches, libraries, and even newspaper archives, but won't be able to find much, aside from some rumours and anecdotes:

For this, the player chooses two dominos from the pool and adds their numbers together. Every one of the two sums will give the number for the information the character will be able to find:

- **Two blanks:** A student of Leonardo da Vinci claims to have repaired a device he calls Ocularis Temporum.
- **1-2:** Strange aquatic creatures have been seen swimming in the Tiber.
- **3-4:** The Holy Bible in an older edition shares some parts with a tome called Necronomicon.
- **5-6:** During the Inquisition strange artifacts taken from heretics were secured in the secret chambers of the Vatican library.
- **7-8:** A Quote: "A mirror is not always a

simple reflection."

- **9-10:** The statues in the darker corners of the St. Peter's Basilica resemble creatures called Byakees.
- **11:** Only the Pope and his servants, primarily the Camerlengo, have access to the secret chambers of the Vatican library.
- **12:** The Holy Trinity derives its name from something much older.

If the character succeeds a Moderate Mind (Research) check, he will be able to find out more of these rumours, the number depending on the narrator.

As a last resort, the character tries something that has sometimes worked in the past, and decides to try his luck in a trattoria near the Vatican. Over a glass of fine Italian wine, he meets Padre Ernesto, a lowly priest with a weakness for red wine.

After some time and a successful Moderate Soul (Persuasion) check, the padre will be drunk enough to tell the character that he can provide him access to the Vatican library and, for a small sum, also into the secret chambers. Therein some artifacts are to be found. Not just any artifacts, given that those are all items that are anything but willed by God. So, the character and the padre agree upon meeting just outside Vatican City that very night.

Due to the presence of soldiers within the city, the character has to be cautious and act unobtrusively to avoid a run-in and questioning. With a Moderate check on Body (Stealth), he will be able to get to the meeting point without any problems.

After meeting with the padre, the character is led through secret and winding trails into the caverns beneath St. Peter's Basilica.

There the character can, with a Hard check on Mind (Knowledge [History]), discover true treasures of knowledge and history. The church has stored ancient and forbidden tomes like a Necronomicon or the Book of Eibon next to the genuine Lance of Longinus.

Ernesto makes his way through these old chambers composed of wet black stone and wooden shelves, and leads the character to a small iron door at the far end of the labyrinthine corridors.

The padre produces a key, unlocks the heavy door and bids the character to enter. Musty air and darkness greet the character as he enters. While Ernesto lights some candle-stumps and announces this room to be the very inner sanctum of the secret chambers of the Vatican library, the character can get a first glance at its contents.

While the rooms before stored treasures from the past of the Catholic Church and several human cultures, this room features only items that mankind should never have discovered.

It is up to the narrator which artifacts the primary character will find in the room, but most of the items are either inoperable or cannot be understood by humans. The most understandable items are statuettes of Great Old Ones, like one of Cthulhu, or small replicas of Elder Things (Sanity check [4]).

While the character looks around, Ernesto tells him that he will allow him to stay in the room on his own for a while for an additional sum. He says it will be best for him not to know what the character is about, but after one hour he will pick him up and lead him out of the library. After that, the two will have never met.

With a Hard check on Mind (Perception), the character can deduce there is more about the padre's suggestion than he is willing to

reveal. In fact the padre doesn't really seem to be afraid of the possible consequences of detection, but seems to be more fearful of the devices in the room itself.

The character may decide to abort his quest here and now, and get away with only the knowledge that there is more between heaven and earth than humans know, quite unlike the church. But in this case, his failure and eventual return to Arkham mean no money for him.

If he decides to stay, Ernesto leaves and locks the door behind him.

After a short search and an Easy check against Mind (Research), the character finds what he came for. Under a piece of filthy fabric, he finds a device much like a small mirror with several transistors and cables attached to it. A Very Hard check on Mind (Knowledge [Technology]) will unveil to the character a similarity to the apparatus of the late Professor Nathaniel Wingate Peaslee, and therefore give him some hints to activate it. If he fails the check, the character simply will have to try anyway.

Once activated, the reflective surface of the artifact will show ripples, as the character stares into it, while a feeling of dizziness will come over him.

Act Two

The world around the character fades into darkness as he loses consciousness. The clarity of his mind is replaced with the presence of an outside force tearing and clawing at his very self and dragging him into what feels like an abyss of endless depth.

Then suddenly, the character regains some measure of his clarity of thought, if only for a moment. But this moment will cost the character much (Sanity check [7]). He does not really seem to open his eyes, at least not in a human sense. But as his eyesight

returns, the character feels as if his body were not his own, not even that of a human. Instead he looks at alien appendages and views a landscape most strange, inhabited by creatures even stranger. The narrator will know these things to be members of the Great Race of Yith, which try to establish communication with the character, who has just interchanged his mind with a member of this civilization.

But before the character gets an opportunity to try and understand or even answer the strange noises of these beings, the dizziness returns and the world gets dark again.

Narrator's Note

The character will not be able to comprehend what is going on, but what has happened is this:

The strange artefact kept in secret by the church is really a device to switch minds, as mentioned before. The character has unintentionally activated it and transported his mind into a member of the Great Race. But something went wrong during the transfer, possibly due to the damaged state the machine was in. So, the character does not remain in the alien body but changes bodies again.

Again the character feels something pulling at his mind, and after what seems an eternity, he regains consciousness once more. He finds himself lying on the cold stone floor of the room in Vatican City, with the mirror-like device lying shattered next to him. While having suffered some minor bruises, the primary character is still de facto unharmed.

With a Moderate check on Mind (Perception),

he will notice that the contents of the room seem to have changed in subtle ways. Where before there were artifacts of the Mythos, there now seem to be only relics of Christianity and other human religions. Gone are the statues of Cthulhu and other inhuman deities.

If the character fails the check, he is still fighting a light vertigo and does not recognise the changes, also due to most of the candles now being burnt down.

A look at his watch will tell the character that the agreed upon hour has long passed and Ernesto still has not returned. The character can wait for some more time, but will sooner or later have to admit that the padre - for whatever reasons - will not come back.

Since the character has worked as a P.I., he has got some means of unlocking the door. This can be accomplished by a Moderate Mind (Ingenuity) check or by damaging the doorframe, which is made of wood, with a Hard check on Body (Strength). The player may also come up with other ways to open the iron door, and it should be allowed for the character to use some devices from the room in creative ways.

So, after some more time, the character will be able to get free of the room. Being of clear mind finally, he can now at last recognise that his surroundings have changed, because the other rooms also store different items than they did before, also mainly human art and treasures from human history.

Finding his way back through the many corridors of the Vatican will prove quite difficult for the character (Tension scene [9]).

If he fails, he will end up without any light in total darkness, and will stumble into a hole in the ground where there was none before. On the bottom of it he will meet his end by being absorbed by a foul smelling creature which also pipes in a strange way.



The narrator knows this to be a Shoggoth.

If the character resolves the tension scene successfully, he can find the right way and get out of the darkness.

As he steps out of the small entrance in one of the cul-de-sacs in Vatican City, the character looks up to greet the early morning. Only then does he realise that something is very wrong (Sanity check [7]).

Where the sky should feature a pleasant blue colour of the warm Italian summer, it has a sickly reddish glow to it instead, while a cold wind howls through the small streets. Moreover, early birds should now be

heard, but the air is filled with numerous inhuman noises and screams that seem to originate from the throats of hundreds of people simultaneously in a state of extreme agony and orgasmic joy.

Also, there are strange people walking by, without really noticing the character. They range from normal, but obviously mentally scarred humans, to bizarre mutations with numerous eyes and tentacles (Sanity check [6]).

The character now has several options available for what to do next. All options presented can be run without a specific order and many of them will end with the character's untimely demise.

Back to the Vault

The character can simply go back and try to find his way through the winding

corridors of the subterranean world of the Vatican in order to get back where he came from, and attempt to get the device working again, to escape this nightmare.

Only with a Very Hard check on Mind (Ingenuity) he will be able to make it back, while otherwise (again) ending up in a hole and eaten by a Shoggoth. If he can indeed find his way back, a Moderate check on Mind (Knowledge [Technology]) will tell the character that the machine is beyond repair, at least with the materials and tools the room can provide. So he has to get out of the dark, and again avoid being eaten by the things that lurk in the shadows.

Fact-Finding in the Newspaper Archive

Being a P.I., the character will want to know what is going on. He can try to wake up, if he has decided that this can only be a nightmare. But after trying, the character will have to admit he is not sleeping (Sanity check [3]).

The only remaining possibility is to gain more knowledge about the situation, and since the “people” walking around do not seem to be very talkative, but frightening instead, the best way is to use the nearest newspaper archive.

To avoid detection, the character should stay in the shadows of the back-alleys and keep a low profile. While the pedestrians do not seem to take notice, the shadows themselves seem to be strangely alive in this twisted version of reality, and even the architecture itself has a cancerous organic hue to it.

With an Easy check on Body (Stealth), the character can acquire some fabric to disguise himself to better fit in with the crowd. When he looks at the sky once more, he will see winged horrors (i.e. Byakhees) that roam the clouds and sometimes swoop down to catch prey.

A few street corners down, the character arrives at what used to be a newspaper’s editorial offices as far as he remembers. Instead he finds a building nearly reduced to rubble and the windows spiked with boards. Nevertheless, with an Easy check on Body (Strength), the character can make his entrance and search the rotten books for clues as to what happened via a Moderate check on Mind (Research).

If he succeeds, he will find a piece of text on a scrap of paper, saying this:

The Stars Were Right!

... and the Great Old Ones awakened to reign over earth once more. But all the texts that insisted that the earth would burn like cinder over their arrival were wrong. Instead the Old

Ones were content with taking over and rule humanity, with the former Vatican being the very centre of the worship of these alien gods. In fact, the church was very quick to adapt its gospels.

If he fails the check, he will only find short chunks of Mythos texts that will be worthless for his current situation. The narrator may use, for example: “That is not dead which can eternal lie...” and similar texts from the writings of H.P. Lovecraft.

In addition to either the text or the Mythos notes, the narrator may decide that the primary character finds old newspaper articles, telling him the following things:

- Countries at each other’s throats: Virtually over night the whole world goes to war.

- Nations are dissolved one after the other, as the citizens hand themselves over to the Old Ones.

- The church discards the Holy Bible for a new book, written by an enlightened Arab.

Most of the dates on the articles mark the events to have happened a few decades ago. With a Hard check on Mind (Knowledge [History]), the character may deduce that this must have taken place some time before the Great War. There are no news items to be found that talk about the specific event(s) that triggered this outcome, and it should be made clear that it has nothing to do with the strange journey the character seems to have undertaken.

It is up to the character what to make of it, but when he decides to leave, he can notice with a Moderate check on Mind (Perception) that somebody else is in the room.

If he succeeds in the check, he will notice there is not only one person in the room, but several of them. If the check is failed, the character will be seized at the door by some men who seem to be a blasphemous

hybridization between a human and a strange aquatic being (see Deep Ones). They wear what looks like a perversion of the uniform of the Swiss Guard and will try to seize the character (Tension scene [9]).

If the character loses, he will not be able to escape these creatures and is taken back to where he came from. Along the way, he can get a first full glance at what has become of the centre of the Catholic Church (Sanity check [9]).

Where there used to be the grand dome of St. Peter’s Basilica, there now rises a building of non-Euclidean geometry, more organic than artificial in its materials. If seen from above, it has the structure of an Elder Sign imprinted on the surface of the planet. Every branch is dedicated to the worship of a different Old One, from the Trinity of Cthulhu, Dagon and Hydra to the Mother of the Thousand Young.

The narrator decides which altar the primary character will be dragged to, to be sacrificed.

Meeting the Other Ernesto

Either during his flight from the Soldiers of the Old Ones, or on his way through this twisted version of Rome, the primary character stumbles upon a drunk lurking in one of the dark back-alleys along the streets.

With an Easy check on Mind (Perception), he can notice that the drunk is a person he knows: It is Padre Ernesto, looking worse than ever.

If the character approaches the padre, Ernesto will try to flee, but due to his drunken state he will not be able to outrun the character.

A few slaps should suffice to sober the padre up a bit. Also, he seems to recognise the character in a way, which can be noticed with a Moderate check on Mind (Perception).

The padre can be questioned, but will not be able to tell the character much. It depends on the character to try to convince Ernesto, with a Hard check on Soul (Persuasion), to tell him everything he knows. How much the padre will uncover depends on the success of this check:

- When the stars were right, the beings known as Great Old Ones came back, both from the vastness of space and the risen city of R’lyeh.

- The Pope decided this to be the Second Coming and surrendered himself and all believers to these new gods.

- A new pope, a kind of messenger of the gods (Nyarlahotep), now sits on the throne and rules the earth in the name of the Old Ones.

- St. Peter was torn down and in its stead a temple was built to worship the Old Ones in every aspect. These services usually come with a lot of blood and death and joy.

- Ernesto relies on alcohol to maintain his sanity to some extent, or so he believes.

- The former Swiss Guard is now composed of strange beings called the Deep Ones, who worship the holy trinity of Cthulhu (the priest), Dagon (the father), and Hydra (the mother).

If the character mentions the device that brought him here, Ernesto recognises it and suddenly seems quite eager to help the character. The padre tells him that he once heard about this apparatus, and it might be his way to escape the horrors of this realm. Therefore he promises the character to repair the device, if the character in turn agrees to take him with him.

The Nun Maria Julia

Another person to be encountered in this unholy city is a former nun named Maria Julia, and the narrator may use her as he sees fit.

The character may meet her in the newspaper archive instead of the Deep Ones, or also somewhere out on the streets.

In the latter case, the character can notice her with a Hard check on Mind (Perception), or is suddenly drawn into an old house by Julia.

She has watched the character wandering around aimlessly and considers him to be different from the other inhabitants. The elderly woman seems to be a lot “saner” than most of the other people the character has seen so far. While her clothes seem ragged like everybody else’s, her eyes give away a certain intelligence and determination.

She tells the character how glad she is to have found someone that has retained his senses like she has, and wants to know if he belongs to some kind of resistance movement fighting the Old Ones. She was the only person of her entire chapter to escape initiation into the service of the new Black Pope, and she now wants to get as far away from Vatican City as possible. Should the character decide to tell her about the device, she has never heard of either this apparatus, or what lies buried within the secret chambers of the former Vatican library.

She then tries to convince the character to go with her and leave Rome to try to survive somewhere else. If the primary character agrees, the two will have to escape on foot, without being noticed by the Deep Ones of the Swiss Guard (Tension scene [9]).

If they get caught by the Deep Ones, Maria Julia will swiftly and readily surrender the character and mark him as a traitor—to at least save her own life. This will do neither her nor the character much good, as they are taken to Vatican City to perish under the knives of the cult priests, and have their blood wash over one of their numerous altars.

If they manage to get out of the city, the character will find a devastated landscape where there once was the fertile land of Italy (Sanity check [9]). The world indeed has come to its “end,” and everywhere the two lonely wanderers turn, they will only encounter madness and horrors unimagined by petty humans.

Act Three

The best course of action would be to team up with the Ernesto of this world, as he may prove to be the only way out of this nightmare.

Indeed the padre, even in his not quite sober state, has his ways of travelling the city and also avoiding Deep Ones or Byakhees, who frequently hunt the citizens.

Again the character, this time with the aid of Ernesto, will have to find his way through the tunnels without getting absorbed by a Shoggoth. Ernesto seems to have some knowledge of the underworld of the temples. However, the character too has to remember with a Hard check on Mind (Knowledge) where the room with the device is located.

If he fails the check, the character and the padre will either find their demise in a Shoggoth-infested hole or meet a patrol of Deep Ones roaming these musty depths (Tension scene [11]).

Even when caught by Deep Ones, the character can decide to leave Ernesto behind and run for his life to finally arrive at the room, where the remains of the device still litter the ground. A Very Hard check on Mind (Knowledge [Technology]) might even get the device working again (see Outcome #1).

If the character and the padre are caught by the Soldiers and cannot win the fight, they are again taken to the temples, but this time to the main structure of the dome and before

the Black Pope (see Outcome #2).

With a success on the checks they not only find the right way back to the room, but are also able to avoid detection. The iron door is still open upon their arrival, so the character and Ernesto can enter the room again.

The artifact still lies on the stained floor amidst the Christian artifacts, its mirror shattered. The padre immediately goes to work [check, done by the player] and tries to repair the device.

After a short while, the character hears a high pitched whine, which marks the activation of the apparatus. Even with the reflective surface still shattered, the character and Ernesto stare into the mirror and feel a strange force pulling on their minds (see Outcome #3).

The End

Outcome #1

The character by far lacks the knowledge to get the machine working again properly. Therefore the journey will not bring his mind back again, but leave it in the centre of the universe, where the mindless god Azatoth sits amidst the mad flute players, with the rest of the beings, and the character now being one of them.

Outcome #2

As more and more of the non-Euclidian structures reveal themselves to the character, his sanity will slowly drift away. Therefore he will not be enough of himself anymore when he is finally brought before the Black Pope (being none other than an avatar of Nyarlathotep), who will question and torture him before handing him over to the cult priests to be sacrificed.

Ernesto is offered a choice: Rejoin the priesthood or die at the side of the character. The padre will choose the former and eventually kill the primary character with his own hands.

Outcome #3

Depending on the success of the check done to repair the machine, the character will find himself again lying on the wet floor of the little room. A quick gaze around will assure him of the items in the room being the same as at the beginning of his strange journey. The padre still has not returned, and so the character is left to wait for Ernesto, contemplating over what has happened and not really sure if he really made it. What happened to the other Ernesto remains a mystery.

If the machine was not fully repaired, the character will re-emerge in another world he does not know. All of a sudden he is trapped in an alien body with strange senses and even stranger appendages. At least he now understands that the strange noises of the beings around him are their language and that they are greeting him.

Supporting Characters

Padre Ernesto

Still at a young age, Ernesto Vincenti found his way to Christianity and decided to become a servant of god. He was quick to gain the education necessary, became an ordained priest, and even got a job as one of the main servants in the library of the Vatican. But there he had to find out that some things look far better from the outside. Like all organisations comprised of humans, the church was not above vices like envy or greed, and sometimes the ends seemed to justify any means. Faced with this realisation, Ernesto lost his faith and found it anew in alcohol. Nowadays he is willing to allow people into the Vatican’s inner sancta and makes good money doing so.

Stats

Body 5: Coordination 3

Mind 6: Ingenuity 1, Knowledge (Religion, History) 3, Languages (Latin, Greek) 3, Research 2

Soul 5: Performance (Preaching) 2, Persuasion 1

The Other Ernesto

While the life of this Ernesto does not differ significantly from that of Padre Ernesto, the reawakening of the Great Old Ones changed him like every human on the planet. He has indeed seen horrors incomprehensible and more than enough to shatter any sane mind. But due to his alcoholism, this Ernesto has been able to keep his mind and personality relatively stable. He is still a lowly coward and opportunist, as will gradually become apparent. He spends his days inebriated and avoiding the Deep Ones.

Stats

Body 6: Coordination 3, Reflexes 3
Mind 5: Ingenuity 2, Knowledge (Religion, History) 1, Languages (Latin, Greek) 2, Research 2
Soul 5: Luck 1, Resolve 2

Sister Maria Julia (the Nun)

God was all Maria wanted to know in her life. When the Great Old Ones came, she saw how easily even the most faithful could be corrupted. And as her sisters gave themselves over to the new Black Pope, Maria was able to escape and hide somewhere on the outskirts of Rome.

She still clings to the idea that one day, the Angels of God will come and rid the world of the demonic hordes that have come from the stars. In the meantime, she searches around in the city, always looking for others like herself, or maybe even a resistance that fights the Old Ones.

Stats

Body 5: Athletics 1, Toughness 2, Reflexes 3
Mind 6: Ingenuity 2, Knowledge (Religion) 2, Languages (Latin) 2, Perception 3
Soul 6: Guile 2, Resolve 2

The Black Pope

The Black Pope is said to be the messenger of the Great Old Ones and the mind of that

which reigns in the centre of the universe surrounded by mindless pipers. This avatar of Nyarlathotep came out of ancient Egypt when the Old Ones returned, and guided humanity on the right way. He also oversaw the building of the greatest temple ever built in the area of the former Vatican City. Now he sits on his throne in the middle of the vast temple, communicating with the Great Old Ones and controlling the priesthood of the cult.

Stats

The Black Pope has no stats, as everybody that looks at him and is not a member of the cult will simply lose their mind in the same instant.

The Deep Ones of the Swiss Guard

The Swiss Guard was dissolved when the Great Old Ones arrived. In its place a new Guard was born, comprised of only the most devoted and mutated members of the cult of the Holy Trinity. Its members are exclusively Deep Ones, who have already achieved eternal life.

Stats

Body 7: Athletics 2, Fighting 1, Stealth 1, Strength 2, Toughness 1
Mind 6: Ingenuity 1, Perception 1
Soul 5: Resolve 1

Special Rules: Aquatic (unlimited), Dark Vision, Innate Attack 2 (claws), Innate Attack 2 (spear, sword), Physical Protection 1 (rubbery, scaly skin), Unspeakable Visage 6

Note that some of these stats vary from the ones in the Core Rules, as these Deep Ones are more battle-hardened.

Byakhees

The winged horrors known as Byakhees are creatures associated with the Great Old Ones, just like the Deep Ones. But they do not serve them directly, but act more as

beasts of the skies that hunt humans for their carnal pleasure.

The narrator can throw a Byakhee in once in a while to make the dark streets of Rome and Vatican City even more dangerous for the character. Normally the character should be able to make his escape from these creatures, as they are easily drawn to other and slower targets.

Stats

Body 9: Athletics 1, Fighting 2, Strength 2, Toughness 1
Mind 6: Perception 2
Soul 6: Resolve 1
Special Rules: Flight, Innate Attack 2 (claws), Innate Attack 2 (bite), Drain (Innate Attack – Bite; Body), Interstellar Travel, Physical Protection 2 (rough skin and fur), Unspeakable Visage 6