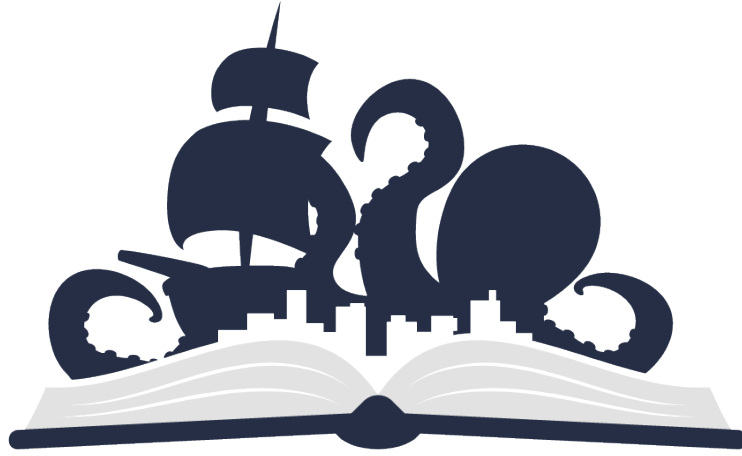




Murder Inc: Rise of Shadows  
FOR USE WITH THE DYSTOPIA RISING LARP NETWORK



# MOSTIMPROBABLE

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## MURDER INC: RISE OF SHADOWS

*“There are times when an individual must die for the betterment of society as a whole. Sometimes a person has an idea that is too revolutionary, or too unbalancing, for the delicate settlements that we collect in. Since time immemorial there have been those who have put the interests of a single faith, an unwavering structural code, or economic greed above the greater interests of society as a whole. We do what many would consider immoral for the betterment of the rebirth of humanity.” -- Diaries of the Rum Coast*



There was once the city of the drowned and the dead, ruled by Full Dead and Saltwise. It was the haven of Murder Incorporated, an organization that took out deadly threats within the wastelands -- threats to the betterment of society.

That all changed when the war against the Ironworks broke out. There was another war being fought as the Irons broke their chains and rose up. There was another battle hidden from view, where knives and poison ruled the day. When the Rat King declared against the Irons, the people of the Sunken Saints spoke out against him. The Full Dead that ruled cities and empires began to choose sides, and soon a shadow war began amongst them. They sent their underlings to assassinate those in power.

This war destroyed the leadership not just of the Rat King's empire, but also the Sunken Saints and Murder Inc. Eventually, it came to an end, but not before rattling the sunken city. It looked as if things had finally settled down, but then a massive storm hit the Sunken Saints. It was all but destroyed in the aftermath.

It took years to rebuild the city, and even longer to rebuild the leadership. During that time, the Red Ledger broke off to form their own organization elsewhere in the wastes, preferring bounties. Now, though, the city is ready to open its doors to the outside world once more.

The Sunken Saints has a redone flotilla on its surface that has been built to last. While the

underwater city still exists, the flotilla is where most of the action takes place -- out of respect for those that can't breathe beneath the surface.

There, three factions have formed. Each of them specializes in a certain area of knowledge -- and murder. With the loss of the Full Dead, other Strains have risen and taken leadership roles, recognizing that the rigid structure of Murder Inc wouldn't survive in this new age. Now, they seek members across the wastelands to help further their goals.

## THE HISTORY OF MURDER INCORPORATED

Many, many years ago, Merican families came together to celebrate Hallowed Ween near the beach of the Rum Coast. They lit hundreds of bottled lanterns along the gnarled and twisted trees and partied all night long with bottles of hooch and traditional masks. As their revelry took them toward the beach, however, they were shocked to find hundreds of seaweed-entwined bodies on the shore. The bodies slowly stood and one of them spoke, "I'm sorry, did you not get our RSVP?"

The Full Dead had officially woken, and had made their home in the drowned Sunken Saints. As these Full Dead learned more about the world -- how it had crumbled and decayed -- they decided that something had to be done. They formed an organization bent on taking out the world's threats, and recruited other members to their cause. Cursed and blessed with seeming immortality, the Full Dead decided to guide the world through the gentle hand of murder.

This Inner Circle recruited the Rat King, as well as other Full Dead in power. It's even rumored that the partially-insane Currie Arrand was once part of the organization. Their influence quickly spread across the wasteland.

However, the Full Dead soon became bored with their project. They began to fight with one another in subtle ways -- undermining each other and seeing how others would respond. Then, the War of the Ironworks began, a war that would change everything. Normally, Murder Incorporated members avoided declaring a side, preferring instead to influence society for the better one way or another. This war, however, was an exception. The Sunken Saints saw that the enslavement of people was something that should be stamped out -- sooner rather than later.

The Full Dead of the Sunken Saints officially supported the Irons in their rebellion. In contrast, the Rat King publicly declared he would support the Ironworks and quash the rebellion. Soon, Shadows and assassins across the wastes began choosing sides. A shadow war broke out as agents influenced settlements to act in one way or another.

This shadow war came to a head when the people of Gatorland lured the Rat King to their settlement and finally took him out, once and for all. Unfortunately, the Sunken Saints wasn't without casualties.



As the dust settled, a hurricane began to form in the gulf. It swept across the Sunken Saints and destroyed much of what the Full Dead and their associates had built. It looked as if this would be the final fall of Murder Inc.

However, enough survived to rebuild...and rise again.

## HOW TO USE THIS

This kit is designed to allow you to roll out Murder Inc into your own game by introducing various families. You don't need to roll out every single one of these families, or even any of them. Instead, they're a tool that you can use in order to add flavor to your criminal modules, or even give a bit more story for your players who enjoy espionage and murder.

Keep in mind that while we're making this information available to everyone for full transparency, the details of Murder Inc, the factions, and the families are held secret by members. This means that while you may know all about Murder Inc, your character won't know unless they join.

Murder Inc. is now divided into three sects. Under each sect are several prominent families that are part of each sect. When introducing these into your game, choose one or several of the families (or design your own with their own local flavor). If you decide to design your own families, make sure that they fall under one of the three major organizations and have their own distinct visual identity and mode of killing that they prefer. A person within Murder Inc can only join one of the three sects, and must choose one to become part of Murder Inc.

While heads of the families may be referenced here, they are not individuals that will actively and directly engage your local game. In a world without mass communication, and the very real threat of violent death, most of the family leads instead have seconds who act on behalf of the family. Each second then in turn has four or five local cells that each function independently while being encouraged through indirect means. In order for your family and sects to have true meaning (and real threat of being killed by your players), you should create local leaders and family heads that your players can interact with and affect. Again, this is largely because Murder Inc isn't a huge, interconnected network. Instead, it's better to be thought of as a series of cells with governing structures in each local area. With that said, they still all follow the same code: the greater good.

At your discretion, players can absolutely join local cells of these local families and become part of the larger family of Murder Inc. In order to make it something memorable, we recommend putting their characters through a series of trials, or tests, that follow a story arc. This can give them something to work toward, and you can roll out modules that help entertain players that like to delve into the criminal aspect of your game.

When using these families, remember that they all have their own internal and cross family politics. While the families will never outright go against each other at the expense of a mission, they will take advantage of opportunities. As an example, a family may need help completing a job and go to another family for assistance. The family providing assistance may say “Sure, but you owe us,” making the first family in their debt. Similarly, families that truly dislike each other may sabotage each others’ trade or even woo a client away from them.

With that said, it’s also important to establish whether a group will be CvC focused or CvE focused (or both). You can easily introduce these families to be CvE-focused only and not dive into family politics. Alternatively, you could focus more heavily on inter-family politics.

With that in mind, you should place descriptions of the families you introduce on your website, along with the type of flavor players can expect by joining them. If you want to keep some of the mystery behind these families, then just include the family or group name, and include a content list so that players are informed whether or not they’ll be engaging in CvC by joining a family.



## CREATING A LOCAL FAMILY

It's up to each game to determine what families to introduce to their players and whether or not to use the families listed here, or create their own. Players can even create their own families, as long as the game allows. With that in mind, there are a few things to remember when creating a local family.

Each family is under the umbrella of one of the three major groups, which are further under the umbrella of Murder Incorporated as a whole. When someone joins the family, their society membership should be updated to have "Murder Inc" followed by the faction that the family is under (we've included templates below). The family is then a separate society membership. Individuals can only join one of the three factions and one family, and cannot just join Murder Inc without also joining a faction. This is largely because there are plans for creating faction items that will tie further into the larger narrative. In addition, joining a faction allows local games to create story tensions between the factions.

### TEMPLATES:

Society Membership: Murder Inc: Adherents of Betrayal

*or*

Society Membership: Murder Inc: The Silenced Knell

*or*

Society Membership: Murder Inc: Watch of the Bone Chapel

*plus*

Society Membership: <Name of Family>

Local families do not hold power over the Sunken Saints or Murder Incorporated as a whole. Instead, think of local families like local cells that have jurisdiction over their particular area. Whenever a member of Murder Inc visits, they should check in with that local cell if they have "business" in that area. After all, it's only polite.

If you have a game with a heavy focus on criminal organizations and Murder Inc, you can allow players to design their own local families by using the same or a similar template provided below. In that case, we recommend that they have at least 5 members before submitting their family (though the exact number is up to each game's discretion since it depends on how many players attend the game).

Local families should be placed on each game's website to inform players whether joining a particular family will flag them for CvC or not. A game can also choose to say that joining any family will automatically flag a player for CvC, if the game is a CvC-focused experience.



## Template for a Local Family

- What major group does the family fall under?
- What is the family's name?
- What is the family's hierarchy, if any? AKA: Who is in charge and how do they govern themselves?
- What is the family's preferred method of murder/what do they specialize in doing?
- What are the family's visuals? AKA: How do they dress, what colors are they wearing, do they have any symbols, etc.
- Why is the family in this region and what are their goals?
- How does the family induct new members? What do they look for in new members? What rituals do they have?
- Is the family CvC or CvE focused? Will joining this family mean that a player is automatically flagged for CvC?





## MODULES FOR MURDER INCORPORATED

Murder Incorporated is largely based on taking out threats to society as a whole, with each of the groups focusing on a specific arena. With that in mind, you can base Murder Inc. on largely CvE rather than CvC.

While you can run each family and group in the way you see fit, we've provided some suggestions below that you can use (or not!) for your own game. Keep in mind that these are one-line story prompts, and should be fleshed out into full modules and story arcs fit for your game. You can also change aspects of each of these (example: changing what the Graverobber makes in "Gravedigger") to fit your game.

The important thing to keep in mind is that these aren't the entire plot for the weekend. They are instead side plots that can be added onto a larger story to entertain the rest of your player base.

**WARLORD'S SCIENTIST** - A local warlord is demanding supplies from the town and is sending in their troops to enforce their jurisdiction. However, the warlord also has a scientist on their payroll who is creating a massive explosive device that could be a huge threat in the area. While the war is taking place in the town, Murder Inc characters need to sneak into a secret base and take out the scientist while making it look like an accident. If they manage to pin it on a rival group, then the Warlord may event split their troops. Other players can instead focus on taking out the warlord and their troops.

**GRAVEDIGGER** - A Graverobber has gone too far and is patching dead bodies together to create giant monstrosities that only they can control. Not only that, but these new monstrous undead can also lure other undead into an area. Murder Inc characters need to find the Graverobber by locating them via the Grave Mind, and then take them out in the physical world. At the same time, the town needs to find a way to take out the undead monstrosities and figure out a special solution to remove the scent it leaves to attract the undead.

**LOST LOVE** - A serial killer has been stringing up victims that look like their dead lover, and has now gone too far by taking out a local leader. It's up to Murder Inc characters to find the serial killer and end them. At the same time, other players have to smooth relations between various factions who believe that each is responsible for the kill. This culminates in political tensions and doing various "jobs" for each faction to smooth things over.

**JUST DESSERTS** - A trade mogul has been able to monopolize a certain type of good, causing the surrounding areas to become reliant on them for that item. Unfortunately, prices for it keep going up. Players discover that the trade mogul is also sabotaging crafters who don't work for them. It's up to the game as a whole to help themselves and the surrounding areas, but it's up to Murder Inc representatives to sabotage the trade mogul's trade lines, steal items, and make sure that their trade empire falls. When it does, they go on a mission to kill the trade mogul themselves.

## GROUPS AND ORGANIZATIONS

### MURDER INCORPORATED

Not ascribing to any single faith, Murder Incorporated is a league of assassins, spies, murderers, and espionage masters who have been networked across the wasteland with a single goal: the greater good at all costs.

Shortly after the Full Dead reawakened, they looked out to the dead world with despair. The culture that they thought they once knew, the culture that they had loved, had been all but destroyed in what was to them just a blink of an eye. Seeing society as it was, and remembering the downfalls of man from before, an inner circle of Full Dead began to gather. Remembering only pieces of the underworld ties and nefarious organizations that they had overseen before the fall, this circle of Full Dead reached out to other fallen with a single cause: To ensure the mistakes of the past were never repeated.

While Murder Inc still holds to its core tenets, it also has realized the need to grow in order to survive. The organization still has several Full Dead at its helm within the inner circle in the Sunken Saints, once called the Esprit de Corps, but also has been divided into three distinct groups. These groups each specialize in a certain area and are specialists in specific tasks that the overarching organization seeks to carry out.





## THE SILENCED KNELL

*We are silent to the names of our members*

*We are silent to those that we have culled in the name of the greater good.*

*We are silent to the names of those that have fallen to ensure our continued operations*

*We are silent to conflicts from within, keeping our internal conflicts to ourselves.*

*Leave no evidence to your actions, no recording of your activities, and no witnesses to your true identity.*

There are many ways to eliminate a threat. However, The Silenced Knell is called in whenever it needs to look like an accident. This particular group within Murder Inc. is the subtlest branch of the organization, preferring to work in the shadows rather than in the light.

These assassins, spies, and informants normally take out delicate targets -- ones that have amassed too much power and would become martyrs if their deaths were known to not be accidents. The group normally works in small teams that infiltrate a location, becoming staff, members, or even subordinates to be able to get closer to a target. Once they find themselves in an opportune position, they will make sure that the target dies during a tragic accident -- and doesn't find their way out of a morgue.

It often takes this group longer to take out a target, but they are, without a doubt, effective at what they do. Even the other members of Murder Inc. don't always know who is a member of this group, since they are masters of disguise and subterfuge.

The overall leader of this group is only referred to as "Wraith." No one knows exactly who he, she, or they are, but their hand is in almost every operation through their representatives. In fact, it's well known among the organization that Wraith sends out representatives to act as them in the field, keeping their real identity secret.

### VISUALS:

Because The Silenced Knell is focused on not revealing the identity of its members, they don't have a strong visual identity across the board. However, the Wraith does recognize the fact that at times, the family heads need to convene to discuss difficult targets or internal politics. When this happens, each member of The Silenced Knell wears a metal mask with smooth features and no identifying characteristics along with loose, brown clothing that disguises their true shape.

Families



## THE MOSS FAMILY

*“Well hi there, darling! Aren’t you a sight for sore eyes? Now how ‘bout you sit right there while I cook us up some bacon and we discuss your future. Now, now. Don’t try any funny business. I wouldn’t want you to get hurt.”*

The Moss Family can normally be found living a peaceful life in the countryside -- at least on the surface. Made up primarily of Landsmen, they tend to blend in with most farming communities with their brash jokes and ability to protect themselves and their land. In fact, they wouldn’t be anything to remark upon other than the fact that they raise quite a few pigs to help dispose of the bodies that they inevitably make when they leave their farms. The Moss Family tends to welcome those who can keep up the persona of a country farmer with a good sense of humor while honing their skills as an assassin in private. Their favored approaches to getting rid of an enemy are normally sniping or a blade, but never poison. After all, they wouldn’t want to hurt their pigs.

## THE THORNE FAMILY

*“Hey...you. Yeah, you. Spare a cred? Well shit, man. I’m down on my luck here. Nah? ...Well then, let’s step to the side. How about we discuss some other things? My voice? Yes, it’s changed for the occasion. I hope you don’t mind.”*

The Thorne family knows their way around larger post-apocalyptic settlements, normally found in bustling metropolises like Old York, Beacon Hill, Vegasia, and others. The Thorne family is known for their connections, their slick way of talking, and their sheer force of charisma. They prefer knives and poison, and are known for their ability to make a kill in the midst of a party and getting away without anyone seeing them. In fact, their poisons that they make and brew are legendary.

When joining the Thornes, each member is taught about the intricacies of poisons and how they interact with each Lineage. It’s rumored that they create brews that amplify the effects of poisons tenfold, causing almost instantaneous death among victims. It’s also said that the Thornes are taught not only to make it in the rougher parts of the city, but also to transform themselves into high society socialites. It’s just as likely that the homeless person on the street is a Thorne as is the well-dressed Vegasian at the party of the season. The prettiest flower can hide the deadliest of thorns.

## THE KILLMAKER FAMILY

*“These are my children: the lost, the forgotten, the unwanted. I take them in and care for them. Teach them. See, I realize their past is their greatest strength. Once they recognize their own weaknesses, they can recognize weaknesses in others.”*

The matriarchal Killmaker Family is known as some of the greatest information gatherers around. It's said that they can infiltrate any organization to provide access to other groups, and also make dossiers that include a target's weakness as well as timetables and elaborate plans. While a third party normally is the group that actually makes the hit, the Killmaker family hands that third party the target on a silver platter.

This family is made up almost entirely of Remnants, recruited as adults, teens, and even children after being abandoned by their families. Run by a woman known only as “Mama,” the Killmakers are trained in the art of infiltrating organizations by going deep undercover. They become employees, trusted servants, and even high-up officials in organizations, often spending years at a post before they're called upon to provide information. Because of their recruitment process, Killmakers are fiercely loyal to their family and also to Mama, who they view as someone who gave them a second chance at life.

## THE LEVELS FAMILY

*“A lot of people give us crap about how we do things. Ya know. Explosives. Demolitions. But here's the thing. If no one knows who you are and there are no witnesses, why's that so bad? Pretty neat way to tie up a big job, don't ya think? Now let's arm this thing and get outta here.”*

The Levels family is infamous for the way they make a kill. Rather than using more subtle means, they go in with explosives and high-powered gunfire. The Levels Family is called in when large areas need to be destroyed -- entire compounds or buildings.

What makes the Levels family more terrifying is the rumor that they can create completely alternate identities and vanish after detonating an explosive in an area. The combination of killing massive amounts of people, destroying property, and then vanishing without a trace makes the Levels family a group to be wary of.

The Levels family is also known for their snipers and gunfire. While known for being blunt, brash, and crass, they also are known for getting the job done at any cost.

## THE MORS FAMILY

*“You need to realize that your pleas mean nothing to me. You’re appealing to something that died a long time ago. Family? Friends? They’re all just means to an end. In this case, yours. The only thing that matters is the cause.”*

To create a member of the Mors family is to completely erase their identity. Members of this family are normally adopted at a young age and undergo extreme training that breaks them not just physically, but also psychologically. The end result is a perfect killing machine with no loyalty to anything other than the cause.

Mors family members are often placed in situations where they “act the part” until they’re needed. They’re known as friends, family members, and lovers until their orders come in. Then, they leave absolute destruction in their wake before leaving without a trace.

There are rumors that Mors family members have learned to kill with anything -- from a broken bottle to a rock to a knife. They are often said to be the deadliest members of Murder Inc, but also the most broken.

OOG Note: Joining this family results in an automatic Fracture that cannot be cured, except by leaving the family.



**The Silenced Knell**



## WATCH OF THE BONE CHAPEL

*“It is the responsibility of all members to ensure that those that would lead the masses act with the interests of the greater society in mind. It is the responsibility of all members to remind wayward leaders of the humility of mortality.”*

Being able to control the path between life and death is something that someone should wield responsibly. There is a certain expectation for those that delve into the grave. Unfortunately, some don't meet that expectation. That's exactly where the Bone Chapel comes in.

This group focuses on eliminating some of the worst threats in the wasteland -- those who have learned all that they could about the Grave Mind and have used their knowledge to the detriment of society. This includes wayward Graverobbers, Grave Attuned, and even Techno Savants who have discovered ways to manipulate the grave that could spell disaster for others.

The Bone Chapel doesn't just take out individual threats, however. They also work to destroy the creations that could swallow entire settlements. To most, the Bone Chapel looks like a group of Graverobbers who “fix” an issue in an area before leaving without a word.

### VISUALS:

Bone Chapel members normally wear clothing colored in browns, and blacks with accents of purple or red. Many of them have incorporated bones or other items useful in Graverobber procedures in their outfits. Still more have masks of some kind. While plague doctor masks are popular, others have been more creative with what they wear. More defining is their grim manner and stoic way of talking.

## FAMILIES

### THE WULFE FAMILY

*“When there is something so terrible and so monstrous that the world itself seems to tremble, they say ‘send in the wolves.’ We hunt as a unit, and we do not stop until the target is destroyed.”*

The Wulfe family specializes in taking out monstrosities created by Graverobbers, or spawned due to the presence of too many Psions in an area. They're normally outfitted with vials and bottles with various brews to help to either attract or repel undead, and usually wear clothing suited to pursuing their quarry. They also always have an insignia of a wolf somewhere on their person to show their alliance with their family. They also often display trophies of kills on their person, or on their rides.

The Wulfe family is a very close-knit unit, and will usually travel as a group across the wastes. They normally recruit members from among hunters and those who know how to survive in the wastelands, and then teach them the finer points of the Grave Mind afterward. Overall, the Wulfe family members are known as master hunters who can take out a massive undead threat before leaving without a trace.

### THE DARKMIND FAMILY

*“It's a common misconception that when you are in the Mortis Amaranthine, you're completely alone. The fact is that there are those who can delve into your half-formed consciousness. They can mold it... shape it...bend it to their will. They can turn you into someone else...or they can destroy you completely.”*

The Darkmind family is notorious within the ranks of the Bone Chapel. Made up of Graverobbers and Grave Attuned who specialize in psychology, the Darkmind Family dives into the Grave Mind after the recently deceased. There, they enter a shared consciousness where they can either remove memories, change personalities, or even destroy a person entirely so that they don't return from the grave. The Darkmind family is often called upon when another group needs to make sure a target dies for the last time...or when a person needs to forget something that they saw.

The Darkmind family is a strange group, since they know the human condition so well. Unlike many Graverobbers and Grave Attuned, they interact with people on an empathetic basis -- not necessarily because they care, but because they know what to say.

There are also a few members of the Darkmind family who have one job, which is to erase the memories of those within Murder Inc who decide to leave the organization. Whenever an individual decides to retire, they are murdered by a member of the Darkmind family in a ritualistic manner, and their memories are then altered so they do not remember their time amongst the ranks of the organization.

## THE WARMAN FAMILY

*“Before the Fall, it’s said that there were weapons that killed thousands...millions...billions of people. They destroyed the world and created a new one. We’re here to make sure that never happens again.”*

The Warman family is a group that specializes in taking out true weapons of mass destruction, whether they be biological or mechanical. Made up of individuals who have ties to the Church of Darwin and even extremist Fallow Hopes, the Warmans are known for scouring an area completely. After the threat is eliminated, they then begin a disinformation campaign to make sure that there isn’t even a whisper of what actually happened.

The Warmans normally wear browns with touches of red cloth. An eclectic group, they always look as if they’re suited to go to war.

OOG Note: The Warmans can be used for doing narrative correction and adjustment for any plots that are truly massively genre-breaking, whether past or present. This is an in-game tool that you can apply if you somehow wind up with giant robots, sentient Grave Mind entities portraying “the true knowledge of creation”, sky lasers, or high tech computers that can give the answer to life. It helps reconcile past plot with current plot if genre-breaking items were introduced, and you can use the Warman Family as a tool to do themes of “government conspiracy cover-up.” The Warmans can appear and make sure that the genre-breaking items are given a more appropriate gene narrative.

## THE GLASS FAMILY

*“We are monsters to this world. We attract the dead. We cause horrific beings to escape into this world. We warp the local grave and leave tragedy in our wake. But we few? We are trained. We have control. And we now hunt the monsters that only we can handle.”*

The Glass family is made up almost entirely of psions, trained to an extreme degree and knowledgeable about the infection and the Grave Mind. They tend to arrive in a location when there is word of Grave Mind anomalies, psionic outbreaks, or large groups of raiders. Using their abilities to attract whatever is causing the issue, the Glass family then destroys the target completely. Members of the Glass family are extremely powerful, which means that they tend to have a stoic and controlled manner about them. They normally keep their emotions in check, and do not use their psionic abilities unless strictly necessary. When they do, it’s because things have become dire.

There are times, though, when a Glass family member loses control. When that happens, the other members quickly treat them as a threat and eliminate them before they can cause the destruction of entire settlements.



## THE MURK FAMILY

*“Understanding the Mortis Amaranthine is a life-long commitment. There are always more facets -- more levels to explore. We know, though, that there are some places that you don’t go. Unfortunately, not everyone believes the same as we do...which is why we exist in the first place.”*

The Murk family is largely made up of Graverobbers and scholars, knowledgeable in the Mortis Amaranthine and how it functions. They often go into a settlement ahead of time to assess a situation and provide advice and knowledge to other families. They easily pass as wandering Graverobbers, so normally aren’t questioned overly much when they enter a town.

While the Murk family mostly focuses on gathering information and creating plans on how to deal with a situation within the Mortis Amaranthine, they take a more direct approach when it comes to dealing with what lies beyond death. They recognize that the Beyond is something that has the potential to destroy the world entirely. When encountering breaches or creatures within the Mortis, the Murk family sends for the rest of their members. They form a sort of triage to deal with the situation, sealing rifts, destroying creatures that may be infecting the world, and wiping any stain of the Beyond from the area.



**Watch of the Bone Chapel**

## ADHERENTS OF BETRAYAL

*It is the responsibility of all members to be the most efficient tool of the trade possible. Hone your equipment as sharp as your skills.*

*It is the responsibility of all members to complete the work that they begin. A contract accepted or a job undertaken is one completed.*

While most groups under Murder Inc. are made up of people who are recruited and then trained, there is another subset where the recruitment happens only after the person acquires a certain set of skills and abilities. The Adherents of Betrayal is made up of members that are involved in shipping and trade routes, transportation, and the large-scale management of goods. The reason behind this is because there are some targets that are too difficult to tackle with a knife or poison. Instead, their defenses have to be worn down another way.

The Adherents of Betrayal members have already learned how to re-route ships and vehicles, making sure that certain goods wind up in another place than the one they were initially intended to go to. After they're recruited, they're taught other skills -- how to sabotage and kill.

This group focuses on targets who have made profit at the detriment of society as a whole. This could be monopolizing a certain good and raising the prices so high on it that others can't afford it. This could also be using people as objects and not paying them enough to survive. This could even be sabotaging the competition through horrific means, or even being a war profiteer and releasing weaponry that threatens to destroy certain regions.

With their influence and power, Adherents take down these titans of industry -- taking all that they have before killing them in the night.

### VISUALS:

The Adherents of Betrayal tend to have two styles of dress. One is a workman's clothes, sturdy and practical for the job of shipping or trading. The other is for high-society gatherings and negotiations. What every member has, though, is the symbol of the Adherents of Betrayal either as a tattoo, ring, stamped coin, or pendant that they keep on them at all times. Not only does this allow them to recognize other members, but it also gives them access to certain locations they otherwise wouldn't be able to. They keep these symbols largely hidden until they show it to fellow members.

## FAMILIES

### THE STEELE FAMILY

*“When we shattered the Iron Works, we took their trains and their rails. We claimed what we built over generations, and created something new. Now, we’re the ones who control what runs and what doesn’t...and what happens at the stations in between.”*

The Steele family is made up of rail workers, engineers, and even train owners who help operate the remains of the railway system that spans across the wastes. Most of them have some positions of power, though they don’t necessarily “own” the railways on paper, so to speak. Instead, they function as a loose network of family members who nudge things in the right direction as needed. Because of their influence, the Steele family normally works on targets who happen to take a train or who may be making shipments using a train. Horrific weapons being transported, a high-value target taking a leisurely trip, or even shipments of goods are all potential targets.

Their mode of killing, however, is particularly brutal. They will tie targets to the bottom of a train and allow them to drag behind until there is nothing left other than a smear of blood.

### THE TIDEMAKER FAMILY

*“You. Yeah, you. Look at me. I’m the captain. Now, shut up. Sit down. And let me captain my ship.”*

The Tidemaker family is known for their influence over shipping routes and dockyards, able to track where certain goods may be going and if they should or shouldn’t arrive at their destination. They’re best known for their ability to captain ships, however. It’s rumored that the Tidemakers are able to take a ship and slaughter a crew at a moment’s notice, leaving a floating husk full of the dead and no evidence to link them to the tragedy.

The Tidemakers tend to give “special treatment” to targets who need to be taught a lesson. They often strap them to their ships and drag them across the barnacles beneath, drowning them slowly and painfully beneath the surface. For Saltwise who have betrayed the cause, they have a particularly brutal tradition of tearing out their gills before dumping them into the waters.



## THE GALEWORKS FAMILY

*“When the world learned how to take to the skies, we followed. The wings of our influence have spread, and we become the storm that so many airships fear.”*

The Galeworks family is known for their mastery of the air -- and for shooting down those who don't respect that. They have a series of high-artillery guns and canons that they use to shoot down airships owned by those who abuse their use. The Galeworks often make sure these attacks from the ground look like the work of raiders -- accidents that could have been avoided.

In addition, the Galeworks family has their own gliders and airships that they use to gain access to airships that are out of the reach of ground artillery.

The Galeworks family will often board other airships and kill everyone inside by dropping them from the ship to the ground below. They then either destroy the ship, or commandeer it for their own use for future missions.

## THE DEFORCE FAMILY

*“Shhh...you hear that? That's the sound of your machines stopping. The sound of your workers leaving. The sound of your empire crumbling. It's the sound of silence...something you'll become very familiar with soon.”*

The DeForce family is known for infiltrating worker lines and companies, tearing apart a target's business from the inside out. Most of them are powerful speakers, railing against mistreatment of workers and creating revolts by inciting others. They also have a unique code to communicate with one another. In order to remain hidden from others, they use certain stitches on clothing to communicate targets, mission directives, and more.

The other side of the DeForce family, though, is the one of the social elite. Members are high-ranking individuals involved in trade who “nudge” certain situations one way or another to cause havoc further down the line. They're known for their elaborate fashion styles that can hide the stitching within them.

The DeForce family works on destabilization rather than doing the actual hit, and normally relies on others to do bloodier work. However, when members do get their hands dirty it's normally with “happenstance” instances -- such as an angry mob tearing someone apart during a riot.

## THE CICO F FAMILY

*“See this here? This is Wilma. She’s a monster of a rig...got all the right chrome in all the right places. Now, Wilma’s gotta special talent. She can haul a man behind her by a chain for more than 70 miles before needing a refuel. She’s a bit shy...but you seem so eager that she’s more than happy to give you a show.”*

The Cicof family is a wide-spanning group made up of truckers, traders, and shippers. Known for being able to haul cargo and people to various locations without being seen, the Cicof family are experts at transportation.

The Cicof family also gets their hands dirty when needed, interrupting trade lines or taking over certain routes when needed in order to accomplish their goals. Their killing, though, is normally to make a point -- you don’t mess with a family that’s made up largely of Diesel Jocks and Rovers. Normally, the Cicof family is used by the rest of Murder Inc to transport weapons and assassins to various locations across the wastes. However, the family is quick to get rid of “problems” that appear on their routes



**Adherents of Betrayal**

## THE TRADITIONS OF DEATH

Since Murder Incorporated has divided into three distinct sects, their traditions have become varied by groups and families. However, there are still some traditions that all of Murder Inc holds to, even in this modern age. These traditions help breach the gap between families and groups, and are ones that help give culture to Murder Inc as a whole.

## THE HONOR HUNT

Back in the heyday of Murder Incorporated, the Honor Hunt was viewed almost as a sacred rite. It was saved for the most heinous of traitors or the most dangerous of targets. When an honor hunt was called by a Shadow, all local members of Murder Inc were expected to go after the target.

These days, Honor Hunts are structured a bit differently due to the change in hierarchy. While Honor Hunts are still saved for the worst that humanity has to offer, they can no longer be called by an outside force. Instead, Honor Hunts are called by the local leadership of local families. Each family member is expected to work together to complete the Honor Hunt within three months. If they fail, it's viewed as a slight on the family, and other families in the area may look down on them.

For families that hold to the old traditions of Murder Incorporated, they have a member who is also part of the Blades of Shepherd's Chosen (see below for more information). This Sainthood-only group is responsible for determining whether an Honor Hunt is warranted or not. For these families, an Honor Hunt is proposed by leadership. Then, the Blade researches the individual and determines whether or not the Honor Hunt should be officially called. If the Blade decides that the Honor Hunt isn't warranted, then they can veto the hunt. Having a Blade of Shepherd's Chosen often helps families keep on the right path, and puts a check on leadership that has become too corrupt.

At the meeting of the Sunken Saints, it was also decided that the "one and done" rule for both targets and Honor Hunts should be instituted. Whenever a person is hunted, they are killed once and then are not hunted again – as long as they learn their lesson.

OOG Note: The "one and done" helps when players engage in CvC so that it's not a continuous back-and-forth until someone loses their character. Keep in mind that with casted characters, this matters less – though it is important to be transparent with players if you have future plans for that casted character, or if you know other players want to engage with that casted character.

### Blades of Shepherd's Chosen

The Blades of Shepherd's Chosen have a calling above all else: to act for the greater good. As a subset of the Sainthood of Ashes, they work together to cull those who would destroy society as a whole.



It's not a surprise that the Blades of Shepherd's Chosen have become a part of Murder Inc in their own way. To become a Blade, you first become a Sainthood, and then join one of the families. Often, another Blade within the family will train the new Blade in how to collect information and dossiers on potential Honor Hunt targets. When they are ready, the new Blade often joins a new family in need of a Blade, or stays with the current family to take over the position.

Blades are responsible for determining whether or not an Honor Hunt is or isn't warranted when the head of a family calls for one. They meticulously research the target, and determine whether there is a better way to deal with the person rather than killing them. However, they will not call an Honor Hunt themselves, viewing this as a balance of power.

Often, a Blade is used as a way to prevent corruption from seeping into a family over time. By having a Blade, the family can ensure that Honor Hunts do not become biased. If a family ever overrules a Blade's decision, they leave that family and choose a new one. This often leads to an investigation of the former family's practices, and whether or not they're still following the tenants of Murder Inc. Needless to say, those that go rogue meet with harsh penalties.

OOG Note: Blades of Shepherd's Chosen can absolutely be players, but can also be used as a meta tool by games. Blades can be used to stop an honor hunt when there are bad oog feelings going around. Blades should be responsible not just in game, but also out of game when it comes to determining whether or not CvC should occur. They can also be used as a stalling tactic if players want to take out a named NPC, but you don't have that NPC ready quite yet. The Blade can claim they need to research them first, giving your players an oog hint that you need more time to prepare a module for them. Keep in mind that you should be also transparent with your players about this oog.

### BEING BLOODED

When new members are brought into the fold, there are a series of initiation rites that they have to undergo. While each family normally has their own rites, there is one universal one that everyone must undergo: being blooded.

Becoming blooded involves participating in a kill with the rest of the family. This is an opportunity for the family to teach the new member how a kill is normally done, and also allow them to show the family what they're capable of. Normally, the new member either does the first or final strike on a target.

For families that focus on gathering information or creating dossiers, being blooded can mean something different. Instead of doing the actual kill, a new member instead prepares enough information for others so that a successful strike can be carried out.

## RETIREMENT

Being part of Murder Incorporated is a lifelong commitment for most. Some, however, decide to fully retire. When this happens, they call upon a member of the Darkmind family to perform a special surgery to remove any and all memories of their time as a member of Murder Inc. While they still remember their life outside the organization, they forget the true identities of members, people they've killed, and missions they've been part of.

This surgery itself is a ritualistic killing, followed by an experience within the Mortis Amaranthine that removes specific memories from the individual. Fortunately, the Darkmind family has made it so that a person that leaves the surgery still has their Infection intact, even if their memories aren't.

A member who decides to retire is treated with respect, and there is a general understanding among Murder Inc members that retirees are left to themselves and should not be hunted for any reason.

OOG Note: This is a great plot device for anyone who decides to drop Criminal Influence. It's up to the player whether this surgery happens off screen or if they and their fellow members of Murder Inc (and Guides) decide to run a scene within the Grave Mind.

## THE INNER CIRCLE

There are none more entrenched within criminal society than those who are within the Inner Circle. Those who are part of this prestigious group are viewed highly by their peers, and are respected by those who are within the organization of Murder Inc. With that said, what an Inner Circle is varies from region to region.

Within the halls of the Sunken Saints, being part of the Inner Circle means that you gain access to an Inner Circle-only room, which is heavily guarded from the outside. There, the members of the Inner Circle come together to discuss issues in the region, such as Honor Hunts, possible deadly threats, and also to negotiate between families and solve quarrels before they begin. Normally, there is a large decision on the table to be made. The members discuss the issue amongst themselves. At the end of the discussion period, a Blade comes into the room with a metal tube that has four wax seals along the opening, representing each of the factions and then Murder Inc as a whole. The Inner Circle inspects the seals to make sure that none of them have been broken or tampered with, and then the tube is opened. Inside is a notice that dictates the final decision on the issue discussed. It's rumored that this decision is made by the leaders of the Sunken Saints' Murder Inc, though no one knows exactly who they are. Many theorize that this is to prevent outside forces from coming after them. After all, if no one knows exactly who they are, then there's no way to properly make sure they're dead.

If a decision is made within the room by Inner Circle members and the leadership believes it is the right decision, then the metal tube is not brought forward – showing that the leadership trusts in the decision-making of the members.

In order to join the Inner Circle within the Sunken Saints, a member of Murder Inc must first be part of one of the local families there. Then, they have to be nominated by another Inner Circle member. They are then expected to assist and successfully complete an Honor Hunt. Afterward, the Inner Circle welcomes them with a series of rituals that they undergo to be fully accepted as part of the Inner Circle.

This is an example of a formal Inner Circle, with careful rituals and clear roles laid out for each individual. However, an Inner Circle isn't always so formal, nor does it even necessarily follow the same way of conducting business. More specifically, each chapter should design their Inner Circle in a way that reflects their local players and what they want from it. We've given a few examples below of Inner Circles in relation to Murder Inc, just to get you started. Keep in mind that you can create your own culture depending on your local game. While we provide some examples, you can absolutely combine aspects from various examples to create your own brand of Inner Circle.



FORMAL - A formal Inner Circle can be often structured to have three governing heads, representing each of the factions within the local area. Each head is expected to not represent their local family, but instead to take the information from the local families beneath the faction and represent them all in the Inner Circle. There is also a Blade chosen to be a moderator for more heated arguments. Each session of the Inner Circle involves ritualistic rites. There is first the call to order, which involves each member taking a seat. Then, there is the presentation of the issues. Inner Circle members are invited each to speak about an issue. As each issue is presented, all Inner Circle members are invited to weigh in. Then, there is the call to the decision. The three governing heads confer and decide on an outcome.

Honor Hunts involve presenting the heart of the hunted to the governing heads. The heart is then ritualistically stabbed by a member of the Inner Circle who is deemed to have done the most work during the hunt. In some, more-gruesome Inner Circles, the heart is then divided up and each member of the Inner Circle eats a piece.

Joining the formal Inner Circle normally involves having a sponsor, who teaches the new Inner Circle member the appropriate rites and hierarchy of the Inner Circle. The new member then undergoes a trial to officially become a member.

SEMI-FORMAL - A less formal Inner Circle can have various family heads within it who are more prominent than others, though they do have separate meetings from regular Murder Inc meetings. They normally spend their meetings airing issues and discussing various threats in their area. Honor Hunts are voted upon by the head of each family and the majority rules. Joining the Inner Circle involves a trial of some kind so that the new member can prove their worth.

CASUAL - A casual Inner Circle allows all members to air issues at their meetings whenever they like. The members also discuss issues at normal Murder Inc meetings rather than having a separate meeting, and members of Murder Inc who are not part of the Inner Circle know who the members of the Inner Circle are. To become a member of the Inner Circle, a Murder Inc member simply needs to be part of the group for long enough rather than having to undergo any special trials. Honor Hunts can be called by any head of a Family in the area, and are not dealt with by Inner Circle members.







## THREATS TO THE WASTELAND – THE RESULTS

These threats are meant to be released in tandem with the above Murder Inc content. They were originally created as part of the Dead Water event by Most Improbable and associated writers, and were altered based on player actions during the event.

These threats may be altered for local play, and may change based on updates to Dystopia Rising Larp.

### EVENT SUMMARY

When Murder Inc put out the call to the wastelands, many answered and journeyed to the Sunken Saints. There, they learned that there was a local settlement by the name of the Shattered City that had risen up. Filled with former members of the Rat King's forces and Iron Works sympathizers, the Shattered City had become a place where a rot began to fester and threaten to spread.

While the Shattered City was growing in strength, though, it was going through some growing pains. There were many major players that believed they should be in charge of the city – and so decided the best way of showing that was to prove a point by destroying the Sunken Saints.

The Currie Arrand and her cult, The Temple of New Dawn, planned to take over the Sunken Saints for themselves and usher in a new era of Murder Inc. The Tainted pirate and warlord, Cirrus, simply wished to scour the local area with raiders – taking what he needed to supply his fleet of ships. The Graverobber Abyss saw Murder Inc as a stain upon the world – something that should be infected with the same rot that they saw in it.

There were others, too. A misguided assassin decided that the Full Dead of the Sunken Saints needed to be destroyed – their memories of a bygone era quashed so that a new era could dawn. The Red Stars of the Cobbshaw Commune were fed false information from Abyss, and so did their best to wage a war against the Sunken Saints.

There were others that made themselves known within the Sunken Saints. There were spies that lurked and took information back to the enemies that made their homes within the Shattered City. However, those that answered the call showed their mettle. They dealt with most of the threats swiftly and subtly. The Inner Circle met in order to foster a new era of trust and communication – and commitment to the cause. Members from each of the factions spoke to those who came to the Sunken Saints to induct them into the ranks of Murder Inc.

Now, those that attended the Sunken Saints will have to spread what they learned to the rest of the wasteland.



## FULL TRANSPARENCY

The following threats can be used at your local game (or not) as you see fit. Each of them have either been altered slightly, majorly, or entirely removed based on the actions of players during the event. We have left some history information for those that were entirely removed, just so that everyone can see the results of the actions that were taken. You are more than welcome to use these threats, even if you decide to not incorporate Murder Inc into your game.

### **ZOMBIE NAME: EMPTY DEAD**

Written and conceptualized by: Rose Jackson

### **RAIDER NAME: FORESWORN**

Written and conceptualized by: Catie Griffin

### **CRITTER NAME: DEATHLING**

Written and conceptualized by: Michael Pucci

### **PLOT MECHANIC KIT: BLOOD FUNGUS**

Written and conceptualized by: Catie Griffin

Plot items that were removed due to being solved at the event:

### **BLOOD SPORE AFFLICTION**

### **PLOT MECHANIC KIT: FESTERING SPHERE**



## ZOMBIE NAME: EMPTY DEAD

These zombies are the result of disturbances or disruptions to the Grave Mind mass. In particular, these dead have difficulties with their psionic link to the Grave Mind and had to be reanimated.

They are particularly common in locations where Creatures Beyond Death are close to entering the Mortis Amaranthine, and serve as a Grave Mind early warning system. They also appear where there are Grave Mind disturbances, including areas that have been affected by the meddling of Grave Robbers and Grave Attuned or areas where there have been a mass number of Murder Dives.

The Rank 1 Empty Dead is designed to be a weaker shambler, showing decay and disconnection from the Grave Mind.

The Rank 2 Empty Dead is a more feral burster, showing the Grave Mind's aggressiveness at reanimating bodies when it has to.

The Rank 3 Empty Dead is a last-ditch effort by the Grave Mind to keep control of its creations. It is a new parasite to inhabit a hollowed-out corpse: a hunter that lives inside a tank for protection and power, tainted by the thing that hollowed the tank.

## ZOMBIE THEME: Dissociation and Disconnection

### ZOMBIE VISUALS

- More desiccated and decayed than their usual zombie counterparts, with the exception of the Little Bigfoot.
- Dried-out or waxy/shiny skin, pooled blood showing as bruised skin, a bloody foam from the nose or mouth: the signs of a corpse lying decomposing for a little while.
- Black, oily blood seeping from mouth (if mouth-safe is available) or wounded areas
- Otherwise, usual Endless Horde rules for costuming apply.

### ZOMBIE BEHAVIOR

- Wander listlessly, their movements sedate when compared with normal zombies. Often glassy-eyed.
- Attacks are not hungry, clawing dead, but almost an afterthought, something done out of habit while half-asleep.
- Growls and grunts and zombie moans are replaced with similar but flat sounds.

### ZOMBIE HISTORY

These were originally a side-effect of the Broken Coast's Tower in Shadow, a faith-based disruption of a large volume of Grave Mind matter that disabled zombies within it. When the disruption field wavered, the Grave Mind filled the gaps, reanimating the zombie corpses.

Currently, these zombies appear in areas with major Grave Mind disruptions and disconnections, and could presage the coming of Creatures from Beyond Death.

### SPECIAL NOTES:

A chapter can spawn as many Empty Walkers and Longclaws as wanted, but can only spawn 2 Little Bigfoots per event total.

When a Little Bigfoot is on the field, Low Threat zombies (particularly Empty Walkers if possible, but enough threats to be a small nuisance) should continuously spawning until the Little Bigfoot is dead.



## RANK 1 ZOMBIE (LOW THREAT)

### Empty Walker

#### VISUAL DISTINCTION

More desiccated and decayed than their normal zombie counterparts, Empty Walkers have dried-out or waxy/shiny skin with pooled blood showing up as bruised skin. Most notable is the black blood seeping from mouth (if mouth-safe is available) or wounded areas

#### BEHAVIOR DISTINCTION

Shuffle towards the nearest food source and bear down on it, but not as a hungry zed. Empty Walkers display the most “sleepwalking” behavior of any Empty Dead.

#### KEY ROLEPLAY POINTS

Seeming half-awake, quiet and dissociated behavior. Moans are flat and dull.

Cannibalizing a target should be relatively quiet with flat affect—not wholly silent but devoid of the active life of a usual hungry shambler.

#### ABILITIES

15 Body

Cannibalism. Immune Fear. Can't speak or be reasoned with. Ranged reduction.

Attacks:

Brawling: base 2, swing 5 once every flurry or 5 seconds (whichever comes first).

Takedown x 1.

KEYWORDS: Undead

## RANK 2 ZOMBIE (MODERATE THREAT)

### Longclaws

#### VISUAL DISTINCTION

These zombies have elongated claws with blackened, bloody tips, and enlarged muscles which sometimes force arteries and veins to show along the skin as purple and blue lines. However, they still have dried-out or waxy/shiny skin with pooled blood showing up as bruised skin

#### BEHAVIOR DISTINCTION

Longclaws seem half-awake, relatively quiet, and show dissociated behavior. However, once these find an open (unshielded and preferably unarmored) target, they don't attack anything else, ignoring everything except fresh food on the ground. Fear may be used on problematic non-target strains. Similar to bursters, but with lower lows (no twitching, jerking, etc) and higher highs (feral snarling and animation closer to feral Semper than hungry burster). Fear may be used on problematic non-target strains.

#### KEY ROLEPLAY POINTS

Stay sedate as normal empty dead until target is very close. Go after target with feral snarling, ignoring all else unless food is on the ground right next to you. Fear used on an attacker at close range that is not your target if they're a problem.

#### ABILITIES

35 Body

Cannibalism. Immune Fear. Can't speak or be reasoned with. Strong Arms. Ranged Immunity. Full Movement.

Attacks:

Base 2, swing 5 once per flurry or 5 seconds (whichever comes first); Basic piercing spike damage augment (5 body swing) x3. Fear x1. Blinding x2.

KEYWORD: Undead

## RANK 3 ZOMBIE (HIGH THREAT)

### Little Bigfoot

This zombie is a puppeteer that inhabits and parasitizes fallen tanks, using them as both a shield and a sword to gather food. They wander around, (sometimes with a horde) in a hollowed-out tank, curled up inside its ribcage. When the tank is defeated, it uses the last of its puppeteer control to force the tank to explode before crawling out of the empty shell to attack.

This zed requires two players to play, and casting by body type may need to be mildly recommended here, at least so sizing makes sense.

### PLAYER 1: LITTLE BIGFOOT TANK

#### Visual Distinction

An Endless Horde Tank, with desiccated skin and weeping black blood from mouth (if mouth-safe if available) or open wounds. An exploded chest prosthetic could be covered by a shirt or other cloth, revealed when the “explosion” happens.

#### Behavior Distinction

More jerky than a standard tank, not fully fitting with the sedate motions of many Empty Dead, as the puppeteer’s control is rough.

#### Key Roleplay Points

This acts much as a normal tank would, looking for food and letting the horde do work for it

#### Abilities

Body: 100

Skills: Cannibalism, Immune (Fear), Can’t speak or be reasoned with, Ranged Reduction (Immunity), Walking Speed, Strong Arms (immune to Mangle on arms), Strong Legs (immune to Mangle on Legs)

#### Attacks:

Base 5 damage, large brawlers (melee standard-sized), Break Armor x 1, Break Shield x 1, Heavy Piercing Spike Damage Augment x 1 (One strike for 30 Body Damage), Knockback x 5,

Single Mutation: Area of Effect: Knockback Ten Paces x 1

Keywords: Undead



## SWITCH MECHANICS/ROLEPLAY:

When the tank is reduced to 0 body, (or a Break is applied to its chest, skipping the need to damage it) the tank player goes to the ground and the tank “explodes”. Tank player call: “Area of Effect, 5 Body, Knockback 10”. This counts as the Killing Blow for the Tank, and it is now dead.

At this point, the out-of-game second player should (safely!) dart in, “spawning in” next to/in front of the tank, as if they are crawling from the tank’s chest. Make the below call and come out swinging once you’re safely spawned in, angry your shelter has been broken and hungry for flesh.

## PLAYER 2: LITTLE BIGFOOT

### Visual Distinction

Perhaps smaller than the tank player after tank costuming is applied, though they need not be tiny. Wrapped and splattered in the red blood and entrails of its host tank. Use fake spiderwebs/ cotton painted red or bloodied wrapped around the arms and torso. Much less desiccated than its host.

### BEHAVIOR DISTINCTION

This zombie is able to control the almost-destroyed host. Because of this, it takes the nutrients of its shell quite effectively, and is much more lively than other Empty Dead. It lashes out when its haven is breached.

### Key Roleplay Points

Use hit and run tactics, and try not get overwhelmed. Use your speed to your advantage. Will escape if surrounded/threatened. After one full use of cannibalize on any Target strain, will escape to find another shell/host (leave the area and despawn).

### Abilities

100 Body.

When the Little Bigfoot spawns, call: “By My Voice: no regaining Body, 15 minutes”  
Instruct any non-Empty-Dead zombies to shake and twitch and howl in pain for 3 seconds when this call happens

Cannibalize, Immune to fear, cannot speak or be reasoned with, Ranged Reduction (Immunity), Full Movement, Strong Arms, Strong Legs, Tenacious

### Attacks:

Brawling damage: base 2 damage, swing 5 once per flurry or 5 seconds (whichever comes first), Defend x3, Alert x1, Moderate piercing spike damage augment x3 (2 uses of 15 Body damage spike), Take Down x 3, B Enhanced Movement x3, P Malicious x4

Keyword: Undead

## LORE NOTES

By spending 10 minutes researching and dissecting the appropriate Empty Dead zombie corpse and using the lores listed below, a player can learn the following:

### LORE: ABERRANT OR LORE MORTIS AMARANTHINE

When examining an Empty Walker, Longclaw and Little Bigfoot Tank, you can see these zombies have either suffered a disconnection from the Grave Mind and then were later reconnected, or were created with a faulty psionic connection that resulted in disconnection/disruption. The corpses have all decayed somewhat as a result.

When examining the Little Bigfoot you can see that when it parasites the tank, it absorbs and is affected by the disconnection and disruption the tank suffered. When it emerges, it leaks out disruption in a burst. This burst is a physical effect, not a psionic one.

### LORE: MEDICAL

When examining an Empty Walker, Longclaw, or Little Bigfoot, you can see that the black, oily blood from the zombie's wounds is concentrated infection, evidence of the disconnection and reaction to it (though the Infection is destabilized/decaying and cannot be used as a necroinfluencer), When examining a Little Bigfoot, you can see that because the parasite lives in the chest cavity, the ribcage of the tank is weaker as there's less behind it to reinforce it. This means it may be broken. You can see that when examining the Little Bigfoot, the strands and strings wrapped around the Little Bigfoot are nerve fibers which are woven into the tank body to control it.

### LORE: UNDEAD

When examining an Empty Walker, you can see that Empty Walkers were shamblers, and are now physically weaker and decayed

When examining a Longclaw, you can see that Longclaws were bursters, but were reconnected and enhanced in a way similar to Semper Morte, thus the elongated claws.

When examining a Little Bigfoot Tank, you can see that Little Bigfoot Tanks, if reanimated in a similar way to the other zombies, would collapse under their own weight, so the parasite is required for the body to function.

Local games can add additional lore modifications based on their local plot and what the disconnection/disruption may be caused by



## RAIDER NAME: FORESWORN

Raider Tribe Theme: Occult Horror

### Raider Visuals:

Tattered, dirtied and bloodied clothing that is in shades of black with burgundy and deep purple accents. These raiders wear smooth metal masks that have rusted over, hiding their features otherwise. They often wear hoods so that only their masks can be seen peaking out. They wear belts that have weapons and rope tied to them. Many times, they also have trophies from previous kills tied to their belts, such as ears, fingers, or even teeth.

### Raider Behavior:

These raiders do not shout or scream. They move quietly together as a unit as they stalk their prey. They will communicate to each other via hand gestures, but nothing more. When portraying these raiders, always aim to walk as quietly and gracefully as possible with your team. You must have at least 5 of these raiders together to work effectively.

When these raiders find a target, they take them down as quickly as possible and then extract the target to a safe location that they've set as their meet-up point. The others will extract themselves and then join their fellow at the site. There, the raiders will form a circle around the tied up victim and will begin to hum. One of the raiders will walk forward and



begin to carve out the victim's heart. Once the heart has been carved out (person now in 30 second bleedout), the raiders will ritualistically eat the heart.

If a victim is seen to display the insignia of Murder Inc (or indicates that they are part of the organization), the raiders will instead form the same circle, hum, and then one of them will walk forward and cut open their own arm. They will then feed the victim their blood to infect them with Stage 3 of Bad Brain. They will then welcome the person as one of their own.

#### Raider History:

Cirrus was a Tainted who had the ability to drive raiders before him to wipe out entire settlements before he swooped in afterwards to gather the supplies. Basing his stronghold within the Shattered City, he soon set his eyes on the Sunken Saints. Any members of Murder Inc whom he captured were either killed or infected with Bad Brain so that they could join his horde. Little did he know, though, that infecting so many members of this secret organization would create a raider type of a new and particularly creepy variety.

With the death of Cirrus, these raiders became far more rare, though do still exist in the world. With their lack of numbers, though, they now seek out prey more specifically. They tend to frequent areas where there is the clear presence of Murder Inc members.

Note: if players are not being subtle about Murder Inc, then these raiders are good to spawn at your game. Otherwise, have them appear much less frequently and as something that only occasionally appear under special circumstances.

Raider Tribe Type: High Threat (Low Respawn and numbers)

Minimum Number: 5 of these type of raiders with 0 respawns (to be effective at dragging off a target). Must have at least one Foresworn Binder.

Maximum Number: 15 (to only go out in a force like this at games with 150 + players)

## RANK 1 RAIDER (LOW THREAT)

SUB-TYPE: FORESWORN HEARTRENDER

### VISUAL DISTINCTION:

Heartrenders normally have a mask that is pewter or dull silver in coloring with plenty of rust on it. They still carry trophies and weapons at their belts, and always wear hoods that obscure the rest of their head.

### ROLEPLAY DISTINCTION:

Heartrenders walk with the same quiet grace that the rest of the Foresworn do. However, they always follow the command of the Eater, and will do their best to distract anyone while the Binder gets away with the target. Heartrenders are effective and will drop people into bleedout, but will not kill anyone unless they are part of their ritual. Heartrenders are always the ones to remove the heart in the ritual, and offer it to the Eater first. Whenever an Eater is killed, Heartrenders will strip the Eater of their mask. Once they are in relative safety, they will ritualistically choose a Heartrender to ascend to the rank of Eater.

### KEY ROLEPLAY POINTS:

Walk quietly and make sure to keep an eye on your Eater. Protect your Binder to allow them to escape with the target. Your life isn't as important as the lives of these others, so sacrificing yourself in the name of allowing the Binder or Eater to get away with a target is acceptable. Be tactical.

### TACTICS:

Swarm in and surround from all sides once you get close enough. Knock as many people into bleedout as possible and allow the Binder to tie up and take away a target. Once the Binder is away and completely out of site, split up so that you're not followed and meet up with the Binder at the meet-up point.

Body: 50

**SKILLS:** Avoid x 1, Balance x 1, Proficient Florentine, Blinding x 2, Basic Stealth x 2, Master Stealth x 1, Basic Awareness x 1, Choking Blow x 1, Proficient Strike x 2, Major Biological Mutation - Transformation: When the group's Eater dies, a Heartrender has the potential to become an Eater and may take its mask to do so. They attain all Eater stats when doing so and become the new Eater.

**SPECIAL ABILITY:** Heart Carve. When conducting the roleplay mentioned above, they send the target into a 30 second bleedout.

### Equipment:

Good Raider Blade x 2. Nasty Raider Slop x 2.

## RANK 2 RAIDER (MODERATE THREAT)

SUB-TYPE: FORESWORN BINDER

### VISUAL DISTINCTION:

Binders normally have a mask that is pewter or dull silver in coloring with plenty of rust on it. However, they also keep various hooks, needles, and plenty of rope at their belt rather than trophies.

### ROLEPLAY DISTINCTION:

Binders will keep out of sight until they see a target. Then, they will rush in and extract the target to a safe location, quieting them and tying them up. Once they get the target well enough away, they will make sure the target is stabilized before bringing them to the meeting point where they will meet the rest of their tribe. If an Eater points out a particular target, they will always aim for that target.

### KEY ROLEPLAY POINTS:

Walk quietly and make sure to keep an eye on your Eater. Stay to the back and allow your Heartrenders to swarm in and distract people ahead of you. When you get your target, hum quietly to them to keep them calm. Make sure to look for any insignia that marks them as being part of Murder Inc.

### TACTICS:

Stay to the back, get in, get your target, and get out. Make sure to go to the meeting place as quickly as possible while avoiding others that may stop you. Keep your target quiet.

Body: 50

SKILLS: Avoid x 1, Balance x 1, Choking Blow x 3, Basic Medical x 2, Proficient Medical x 1, Basic Malicious x 4, Proficient Malicious x 2, Basic Stealth x 1, Master Melee Small

### Equipment:

Raider Tamohawk, Infectious Raider Slop



## RANK 3 RAIDER (HIGH THREAT)

## SUB-TYPE: FORESWORN EATER

### VISUAL DISTINCTION:

Eaters are the leaders of the Foresworn. Instead of dull silver or pewter, their masks are always bronze or copper-colored with flecks of rust. They hang their trophies at their belt and normally have the most trophies of all of their tribe.

### ROLEPLAY DISTINCTION:

There is only one Eater in every group of 5 Foresworn, which acts as the leader. These individuals make the hand gestures that others follow, pick out targets, and signal to pull back when needed. They also are always the first to eat the heart of the target, or to induct them by feeding them their blood.

### KEY ROLEPLAY POINTS:

Always act as if you are in charge. Walk gracefully and quietly, but also act intimidating via your body language as you approach a target. Work as a group.

### TACTICS:

Stand back unless it's necessary for you to intervene. Make sure your Binder is able to get away, and allow your Heartrenders to take the brunt of the hits. Do not allow yourself to get surrounded and make sure to signal for your Heartrenders to back off and leave if it looks as if things are getting too intense.

Body: 100

SKILLS: Avoid x 3, Balance x 2, Master Florentine x 2, Blinding x 2, Basic Stealth x 2, Master Stealth x 1, Basic Awareness x 1, Choking Blow x 1, Takedown x 2, Master Strike x 2

Major Biological Mutation - One of Us: Infect with Stage 3 Bad Brain after blood ritual. Treat as an ally afterwards as long as the Bad Brain remains.

### EQUIPMENT:

Brutal Raider Blade x 2. Good Raider Blade x 2. Nasty Raider Slop x 2.



## CRITTER NAME: DEATHLING

Critter Theme: Mutated Horror Beasty

### Critter Visuals:

Deathlings are bipedal and clearly amphibious in some nature. They have elongated webbed hands that extend with claws. They also have mouths that are wider than a typical person's mouth that are filled with rows and rows of teeth, like a lamprey. Their lipless mouths and nearly nose-less faces allow them to dive deeply into their victims. Their eyes are large and completely black, though their slimy skin is white to pale green in color, with markings similar to a death's head moth on their backs.

### History:

Deathlings were a horrific experiment by Darwinist extremists which have created a new form of mutated beasty. Taking two generations of Saltwise prisoner for their experiments, the Temple of a New Dawn took their prisoners and performed many horrific sustained subdermal experiments using Festering Crystals to eradicate portions of the Infection within the genetic makeup of the subjects. Once the subjects had been weakened to a low infection state, and their bodies begin to rot from the environmental radiation, the subjects were slaughtered to force a Mortis Amaranthine regrowth.

After hundreds of rotations between starving the bodies of Infection and force imprinting Infection into their bodies, what eventually came back no longer could be defined as a Lineage. What came up was an easily trainable monster that is now known as the Deathlings.

With the destruction of Curie Arrand, Deathlings have now become completely wild. They no longer have handlers to direct them, and are instead threats that largely appear within swampy or wet areas.

#### HOW TO COSTUME THIS (SUGGESTIONS TO GET YOU STARTED):

A customized painted lycra suit with extended musculature along the torso and ribcage, webbed hands from a pool store (painted to match the costuming), makeup to do the visuals of an extended mouth along the sides with teeth, and a forehead / brow latex prosthetic to cover the person's hair. The eyes can be achieved either with contacts, or goggles.

#### Movement roleplay:

Deathling roll their head around looking for threats in all directions. This is since Deathlings function both underwater as well as on land and are accustomed to needing to worry about threats from above and below. This results in a hunched form and a steady shifting and rolling their body and head around to observe where threats (or food) is. Once they have identified a target, much like pack animals, the Deathlings will become hyper focused and fixated on their single target.

Deathlings in the wild move in pod sizes of 3,5, or more than 12. They use swarm tactics and single out targets like bipedal piranha. Deathling pods follow a general 2,3,1 structure where tier 2 are the most common, sometimes accompanied by Tier 1s and Tier 3s. If a Tier 3 is in play, it has -at least- 3 Tier 2 with it.

If used as guard animals, they are commonly kept in packs of three with one Tier 3 and two Tier 2s (the pack treats the owner as the surrogate last pod member).

Deathlings were once often paired with Anomaly skilled handlers (due to the Deathling's ability to Adapt to temporarily learn Anomaly skills). Deathlings that once imprinted with a handler became deathly loyal and protective of that handler and would not travel far from them. Even hunting would only cause Deathlings to temporarily leave for up to a few hours, and within a few thousand yards of their handler. With the death of the Curie, however, Deathlings primarily only appear in their wild format



## Lore Questions Quick Fact List:

Deathlings were once loyal to their owner due to a familiar bond that is built through their birth and repeated death / rebirth experience. They cannot be trained if they have not directly imprinted on the trainer at birth. With the death of the Curie, Deathlings are now primarily wild creatures and are not controlled by a trainer.

Deathling's DO have infection that is linked to the most senior pod members infection. In the wild this is linked to the strongest Tier 3's Infection rate in the pod. Deathlings will continue to grow (hours and days later) as long as the most senior member of a pod has infection. If the most senior member of a Pod is killed, all pod members have an Infection rate of 1 until a new Tier 3 sets themselves as dominate. This normally takes a weeks or months to occur.

When raised in captivity, Deathlings had infection rates that match the pod's handler's infection rate. As long as the pod Handler keeps returning to life, so does the pod.

Deathling's originated as part of ongoing experimentation by the Temple of a New Dawn and have escaped into the general biosphere adapting as its own new species of animal. (Dystopia Rising TTRPG canon organization).

No. You can't keep one as a pet. Wild ones cannot be imprinted on a player and newly born ones have a chance of imprinting but then have a 10-year growth period until they reach "Runt" status.

Prior to "Runt" status Deathling primarily need to reside in the ocean. When being raised they require extensive passive food sources found in their wild environment (like plankton).

## RANK 1 – RUNT DEATHLING

Keywords: Critter

Body: 30

### SKILLS:

Can't Speak or Be Reasoned With

Cannibalism

Brawling – Enhanced (Can block with claws)

Focused: Makes critter immune to Stun (Call “No Effect, Focused”)

Immune (Drowning Environment Damage): Makes critter immune to the named effect (Call “No Effect, Immune”). See Most Improbable DR Larpletop System for Water and Diving mechanics.

Stun: A single Strike that causes the Stun effect. Call “Stun”.

Defend x2: Acts per Avoid skill (and counts as such), only works against attacks from the front 120-degree arc.

Ongoing Mutation: Skill Adapt x1. When hit with an Anomaly skill or observing an Anomaly skill (within 10 feet) the Deathling can call “<skill used> “Skill Adapt”. The Deathling immediately gains 3 uses of the Anomaly skill that it can use within the next 10 minutes. This Mutation cannot be used to absorb skills from equipment and only Anomaly skills that Lineages actively have. This mutation removes any requirement for mind, body, or resolve expenditures in the activation of Adapted skill's use for the Deathling as well as removes any potentially applied Fractures.

### VARIANT DESCRIPTION

In addition to the roleplay description in the introduction, Runt Deathling's tend to stay in close quarters to Adult and Hive Host Deathlings. While being only slightly less vicious, Runts tend to take their tactic and response cues from the Adults and Hive Hosts. Runts without Adult or Hive Hosts are still just as vicious and aggressive as other Deathlings, however they are less efficient with their hit and move swarm tactics.

Think elementary school kids swarming with chainsaw hands and teeth instead of full grown tactical homicidal maniacs.

## RANK 2 – ADULT DEATHLING

Keywords: Critter

Body: 50

### SKILLS:

Can't Speak or Be Reasoned With  
Cannibalism

Brawling, Brawling Damage 5 – Enhanced (Can block with claws)

Focused: Makes critter immune to Stun (Call “No Effect, Focused”)

Immune (Drowning Environment Damage): Makes critter immune to the named effect (Call “No Effect, Immune”). See Most Improbable DR Larpletop System for Water and Diving mechanics.

Stun x3: A single Strike that causes the Stun effect. Call “Stun”.

Defend x3: Acts per Avoid skill (and counts as such), only works against attacks from the front 120-degree arc.

Ongoing Mutation: Skill Adapt x2. When hit with an Anomaly skill or observing an Anomaly skill (within 10 feet) the Deathling can call “<skill used> “Skill Adapt”. The Deathling immediately gains 3 uses of the Anomaly skill that it can use within the next 10 minutes. This Mutation cannot be used to absorb skills from equipment and only Anomaly skills that Lineages actively have. This mutation removes any requirement for mind, body, or resolve expenditures in the activation of Adapted skill's use for the Deathling as well as removes any potentially applied Fractures.

### Variant description

In addition to the roleplay description in the introduction, Adult Deathling's tend to embody the concept of “well calculated and applied mass chaos”. Instead of being murder-grade elementary school kids with chainsaw mouths (the Runts), the Adults are murder mouth young adults who have not only actively been in combat but also have figured out tactics for swarming and supporting each other. Often times the Adult Deathlings will adapt key Anomaly skills, waiting until they see means for healing their pod or causing massive swaths of damage. Some Deathlings will wait even wait for their “role” or anticipate a pod member's skill set.



## RANK 3 – HIVE HOST DEATHLING

Keywords: Critter

BODY: 75

SKILLS:

Can't Speak or Be Reasoned With

Cannibalism

Brawling, Brawling Damage 5 – Enhanced (Can block with claws)

Break Shield x2

Break Armor x1 (Augmented, Modify Spike Delivery: Change a single Strike into an Area of Effect) – Roleplay: Sonic Scream

Fear x2

Focused: Makes critter immune to Stun (Call “No Effect, Focused”)

Immune (Drowning Environment Damage): Makes critter immune to the named effect (Call “No Effect, Immune”). See Most Improbable DR Larpletop System for Water and Diving mechanics.

Stun x3: A single Strike that causes the Stun effect. Call “Stun”.

Defend x5: Acts per Avoid skill (and counts as such), only works against attacks from the front 120-degree arc.

Ongoing Mutation: Skill Adapt x5. When hit with an Anomaly skill or observing an Anomaly skill (within 10 feet) the Deathling can call “<skill used> “Skill Adapt”. The Deathling immediately gains 3 uses of the Anomaly skill that it can use within the next 10 minutes. This Mutation cannot be used to absorb skills from equipment and only Anomaly skills that Lineages actively have. This mutation removes any requirement for mind, body, or resolve expenditures in the activation of Adapted skill's use for the Deathling as well as removes any potentially applied Fractures.

Single Mutation: Alpha and Omega Status – In the wild, if a Rank 3 is the only Rank 3 for miles for a prolonged period (weeks to months) it becomes the authority for the local Pods. Between 20-30 Rank 2 and up to 20 Rank 1s will protect and provide for the pod authority. All other Deathling pod members will go through death and rebirth (as per infection) for as long as this critter is alive as their infection is now bonded.

## VARIANT DESCRIPTION

In addition to the roleplay description in the introduction, Hive Host Deathling's are much larger than even the Adult Deathlings. Hive Hosts understand that their continued existence is important for the life of their pods. This will result in a Hive Host that is not bonded to a trainer to retreat, not engage at a disadvantage, and that the Hive Host always has other pod members around them. If Runts are chainsaw face elementary school kids and Adults are knowledgeable combatants, then Hive Hosts are the murderous veterans of the pod who not only can lead brutal engagements but also know when and how to pick a fight. Adults and Runts will defer in most decisions to the actions of a Hive Host if one is in the area.



## PLOT MECHANIC KIT: BLOOD FUNGUS

### Appearance and Life Cycle

This plot mechanic kit is an environmental kit meant to give a real and present sense of danger to module areas that deal with fungal material.

### History

When the Graverobber Abyss began experimentation with various fungal strains, they based much of their research on a naturally occurring fungus located within the sea caves near the Sunken Saints, and also on previous research done by The Cobbshaw Commune. This fungal material seems to thrive near areas where there have been breaches Beyond Death, though also seems to occur near areas where there is heavy use of the morgue and areas where there have been many Graverobber procedures done.

While Abyss was defeated, Trent of the Cobbshaw Commune escaped. It's rumored that he still continues his research into blood fungus to this day.

Blood fungus looks like a webbed, red fungal material that spreads along walls and on floors. It thrives in dark, damp environments near morgues or in areas where there are breaches beyond death. In reality, it's a reaction by mutated, local Infectious material to disturbances in the area.



The Blood Fungus first begins life as a spore. It seeds itself into a damp area, spreading out tendrils to collect extra moisture and nutrients. During its fruiting stage, it creates a tight cluster of red, fungal spores that then bursts open to spread. After the fruiting and spore release, the fungal tendrils die off and drip a red liquid before the process is repeated once more.

Because Blood Fungus often can be found in areas where there has been a breach Beyond Death, it often needs nutrients. Because of this, it's developed the ability to cause a slow, painful death to animals or even Strains that wander near it. There are often bones of animals or other living creatures that succumbed to its brand of hallucinogenic poison.

Note: This appearance can be easily accomplished by dying spider webbing and coating it with fake blood. Having fog or glow effects in the area can also be a plus to make the area even more environmentally spooky.

### MECHANICS

Blood Fungus is absorbed through the skin, which means that not breathing or having a mask will not aid in counteracting its effects. If an individual has a Helscape Suit, though, then they have 5 extra minutes per tier before mechanics take effect as the Blood Fungus liquid seeps through their suit more slowly. If an individual has a Helscape Deathmask in addition to the Helscape Suit, they have 10 extra minutes per tier before mechanics take effect.

5 Minutes In - Targets begin to have small hallucinations, seeing movement out of the corners of their eyes and hearing small noises that aren't actually occurring. They also have a mild feeling of euphoria.

15 Minutes In - Targets begin to have larger hallucinations and can no longer trust their senses. People may appear that aren't actually there, and collective hallucinations are not uncommon. They have a larger feeling of euphoria, and giggling fits are not uncommon.

30 Minutes In - Hallucinations continue and targets begin to lose feeling in their limbs. They suffer the mechanical effects of having one Mangled leg.

35 Minutes In - Hallucinations continue and targets lose feeling in all their limbs. They suffer the mechanical effects of having two mangled legs, though may crawl.

40 Minutes In - Hallucinations continue and targets suffer complete paralysis. Bleedout timer begins. If bleedout timer ends and they are not assisted, the target dies.

## GETTING RID OF BLOOD FUNGUS

Blood Fungus is understandably something that you'd want to get rid of, especially if it appears around a morgue. If players decide to research Blood Fungus, they can by physically taking samples and examining it for 20 minutes while performing various experiments on it. They learn the following per each Lore that they have.

Lore: Animals - It looks as if this fungal material is carnivorous and takes its nutrients largely from the infection of living things.

Lore: Aberrants - This fungal material is not psionic in nature. Instead, it looks as if the hallucinogenic properties are from chemicals it produces.

Lore: Mortis Amaranthine/Infection - While this fungal material is clearly Infection-based, it seems to be stranger than the norm. It looks as if it's closely related to what is known as the Infection, but is slightly different.

Lore: Medical -. It mirrors the Infection that is found in Strains, but is slightly different.

Lore: Nature - It's clear that the fungal life cycle is based on being near areas either Beyond Death, or near areas where there is a large amount of Mortis Amaranthine activity. It can be gotten rid of naturally either by sealing a breach Beyond Death, or stopping all activities within the Mortis Amaranthine for 2 months' time.

Lore: Wasteland Science - With very high-tech tools and knowledge, it's likely that this fungal material could be the basis for poison, or even other, more insidious biologically-based weapons. However, it's also likely that creating Radioactive Compounds Crafting Component and placing it within the densest cluster of the fungal material will cause it to disappear in 1 months' time as the radiation slowly degrades the infectious material.

## BLOOD SPORE AFFLICTION

### DESCRIPTION:

A fungus manufactured by the Graverobber, Abyss, Blood Spore Affliction infects individuals with a spore that takes over the Infection within their bodies, replacing it over time. It slowly impacts the brain and directs the individual to the largest mass of people with Infection in the area. As the fungus completely overtakes the target, they begin acting erratically and begin trying to kill as many individuals as possible to cause wounds in their flesh. Then, the spores burst from their body to infect others and they immediately die and pass through the Grave Mind.

With the complete and utter defeat of Abyss, the Blood Spore Affliction has been destroyed, though the history of it is still spoken of by others.

## PLOT MECHANIC KIT: FESTERING SPHERE

### DESCRIPTION:

As the Temple of New Dawn began to take root within the Shattered City near the Sunken Saints, they began experimentation with Festering Crystals and radiation. Believing that only by evolving would the world be saved, they developed a plan to not only take over the Sunken Saints, but also spur infection growth by first destroying a person's Infection before causing a period of intense growth. Eventually, they began to create bomb-like weapons that had the potential to cause mass destruction.

Due to the quick actions of Murder Inc agents within the sunken Saints, research into this type of weaponry was halted before it truly got underway.