

# WORLD KIT THE GRAVE DIVERS FOR DYSTOPIA RISING LIVE

OPEN USE FOR DR LIVE  
LAST UPDATE 6/5/2024

WRITTEN BY CATIE GRIFFIN & MICHAEL PUCCI



MOSTIMPROBABLE

## WORLD KIT INTRODUCTION

Welcome to a new form of module kits for the world of Dystopia Rising: World Kits. These bite-sized module kits cover a specific aspect of the world of Dystopia Rising, and give you all of the mechanics and information you need to incorporate it into your game.

Each World Kit comes with lore, and also includes modules that you can use (or modify) to include in your game. These World Kits can be used at any time, and never expire.

Keep in mind that while you can modify the story of the modules to be part of your local game, we recommend that you not modify the mechanics. This is largely because there will be other games that run the same content, and standardizing rules can help provide continuity across various games.

When using World Kits, always stick to the genre of Dystopia Rising. This means leaning into the rust and fungus that makes up this post-apocalyptic world.

## HOW TO USE WORLD KITS

While the modules and scenarios in World Kits are the same, the story can change depending on your local game. These modules may be precipitated by different “trigger points,” and also may simply occur in the world and in your local game as natural phenomena.

When using these world kits, make sure to develop out your own local story and your own cast of characters. Each world kit will have suggestions on how to connect your local narrative and the stories in play, as well as suggestions for themed groups you can introduce into your story.

## RESTRICTIONS ON WORLD KITS

When you use a world kit, there are specific mechanics that go along with it. While each world kit will have a few variant mechanics, it's important to stick to them when using them. This is largely so that players know what to expect when encountering these scenarios and so that, similar to the rule set, it's standardized if players choose to travel.

World kits can be used at any time during the year. However, we recommend that you build them up with the surrounding stories that are going on at your game. Please note that World Kits may become unavailable to games that do not use them in a genre and appropriate way. Each World Kit will outline themes and genre within them.





## THE DIVE

*The team of six stood just outside the Morgue, their faces grim and scarred as they looked toward their Captain. He looked back at them, mouth set in a grim line. The patched metal and bio-material coffins stood in a row behind him.*

*The Captain's booming voice rang out, shaking their very bones as he spoke, "How many of you have been into a Corrupted Morgue?"*

*There was silence that greeted him. The Captain's voice boomed louder, "I said! How many of you have been into a Corrupted Morgue?"*

*One of the team members spoke him, his voice loud, "We've never been!"*

*The Captain's steely gaze flicked to him, "You've never been, sir! You will address me as 'sir,' because you're all as green as a Darwinist's butt plug. Now let me hear it again. How many of you have been into a Corrupted Morgue?"*

*The team member paused for a moment before replying, "We've never been, sir!"*

*"That's better, soldier!" The Captain paused for a hair of a millisecond before continuing to speak, "I won't pretend it's going to be sunshine and fucking roses. It's going to be a shitshow. There are things in there that'd make a Final Knight cry for their mama and turn into a nansy pansy Sainthood. We got 5 minutes. That's five minutes to clear out as much of this hell forsaken cyst of a Grave ass and survive so that the next team can go further. I want you shooting. I want you fighting. And I don't tolerate deserters. Got it?"*

*The team glanced at one another before saying in unison, "Sir! Yes, sir!"*

*Behind them, the Morgue seemed to exhale. Fog billowed from the entrance and the sound of groaning filled the air, soft at first but getting louder. Something foul filtered through the air – sickly sweet and rotting. The Captain looked over his shoulder before looking at the team, "Get in the coffins. Go! Go! GO!"*

*The group scrambled to the coffins, each of them shoving their bodies inside as the Captain slammed the lids closed behind them. As the sickening stench grew stronger, the Captain threw himself into his own coffin, eyes glancing toward the sky as he muttered, "What a shit show." He then closed the lid.*

## CORRUPTED MORGUES AND YOU

When there is a lot of Infection in an area, Morgues can naturally emerge rather than being built. While most of these Morgues function normally, there are some times when these naturally occurring Morgues don't emerge like they should. They instead form halfway, and then begin to deteriorate. With the excess Infection, these deteriorating Morgues are then bolstered once more, creating a cycle of decay and renewal that causes a hive of mutation. Needless to say, this can cause grave problems for an area (see what we did there?).

These Corrupted Morgues, which begin beneath the surface, will eventually push through. When they do, they release all of the monstrous, mutated zombies that have been festering within. These zombies can wipe entire settlements off of the map – or cause town members to flee elsewhere.

With that in mind, it makes sense to deal with these Corrupted Morgues before they erupt and cause havoc with settlements. After various experiments, Necrologists were able to create Lancing Caskets. These metal and bio-material coffins allow Lineages to transfer their physical forms directly into the heart of Corrupted Morgues – at least for a short amount of time. While within the Corrupted Morgue, individuals may clear it out or, at least, clear some of it out before other teams dive to finish the job.

After a Corrupted Morgue is fully cleared and players use a Hellscape Catastrophic Stabilizer, it will become dormant and not erupt. This means that a settlement will no longer have to potentially deal with the consequence of an erupting Corrupted Morgue for at least three months. However, Corrupted Morgues never truly go away. A dormant Corrupted Morgue may begin to fester again over time.

## CORRUPTED MORGUE THEMES

Corrupted Morgues are written for players that love extreme, high-intensity combat, physicality, and enjoy high-stakes, fast-paced scenarios. Corrupted Morgues are a great way to give your players an individualized combat experience where they need to survive on their combat abilities, physicality, and quick thinking.

Corrupted Morgues aren't for everyone, and that's okay. Not everyone needs to engage with a Corrupted Morgue, and you can either introduce more or less of them based on player interest in your local area. We always recommend that if you have Corrupted Morgues as a plot point, you make sure there are other things available for your players to engage with that don't involve high physicality and combat. Corrupted Morgues are extreme scenarios where players get to go all in.

In all, Corrupted Morgues deal with three main themes:

- **Hellish Intensity:** Corrupted Morgues are hellish for the people that dive into them. With limited time, fast-paced combat, and gruesome visuals, hellish intensity should be something you aim for with a corrupted Morgue.
- **Camaraderie and Teamwork:** Since these scenarios are run with small teams, you should aim for camaraderie and teamwork with the Corrupted Morgue scenarios. This includes doing a briefing ahead of time, and getting players into the mindset of entering a putrescent hellhole together.
- **Sacrifice:** Sometimes, sacrifices need to be made. Since there are a limited amount of people that can enter a Corrupted Morgue at once, sacrifice is a major theme. If someone doesn't make it out in time, or is overwhelmed by the undead within, then they become another sacrifice to the horror of the Corrupted Morgue.

## STORY IDEAS FOR WHAT CAUSES CORRUPTED MORGUES

Corrupted Morgues can be run at any time. However, we recommend that you fit them into your ongoing story. That way, there isn't a big disconnect for your players when a Corrupted Morgue pops up for them to deal with. With that in mind, we've offered some suggestions below for introducing Corrupted Morgues into your settlement.

- **Excess of Grave Procedures** - If there are an excessive amount of Grave Procedures that are being done to reclaim Infection, then there may be a burst of infectious growth in the area. This, in turn, may cause the appearance of Corrupted Morgues.
- **Many Aberrants or Aberrant-Related Plot** - If you're running a lot of Aberrant-related plot with psionics, then it's possible that Corrupted Morgues may appear. When Psionics are used in an area, it draws the undead and also encourages the growth of the Infection. This can cause the growth of natural morgues that can then turn into Corrupted Morgues.
- **Excess Radiation** - Radiation drives back the Infection. However, the Infection will always try to regrow. Several high doses of radiation or a steady release of radiation may cause Infected Morgues to appear in an area. This is because as the Infection is destroyed, it tries to reknit and rebuild – whether it's above ground or below.
- **Morgue Building Gone Wrong** - If a morgue is being built and, for some reason, things go horribly wrong, then it may transform into a Corrupted Morgue. Players will then need to deal with the Corrupted Morgue before they can build a regular one.



## **SIGNS OF A CORRUPTED MORGUE**

When introducing a Corrupted Morgue into play, it's important to give your players signs that one is forming or has formed. Not only does this give your players an incentive to do a monthly check-up on your morgue, but also gives monthly duties to Mortis Practitioner groups, as well as certain members of The Watch of the Bone Chapel. With that in mind, here are a few of the telltale signs that you should introduce when there is a Corrupted Morgue in the area.

Some of these mechanics differ from what is present in the Player's Guide and in the blueprints, so please make sure you make these mechanics available to your players so they know what is and isn't possible when it comes to checking for a Corrupted Morgue.

### **THE KNOWLEDGE OF THE FLAME WHISPERER**

A Flame Whisperer may inform a Guide and enter a Morgue space and commune with the Mortis, tapping into a group consciousness that is there. After 10 minutes of Active Role-Play communing with the Mortis through ritualistic practices of the player's choice and expending "Spoilers", they receive visions of the horrors within the Corrupted Morgue if there is one present. They may ask a Guide or Public Works what 1 major threat is within the Corrupted Morgue if there is indeed one present. They may not use this skill multiple times to get answers to what every single threat is and only receive one answer. However, if multiple Flame Whisperers do this same procedure, then each of them receives a different answer. This can include obstacles that people may face, as well as NPCs.

### **DEATH AND HORROR**

When a Corrupted Morgue is present, anyone who dies and passes through the Mortis experiences a similar Mortis scene. While it starts off normally, a Wahel (Wah-Hell) Zombie appears part way through. The Wahel has half of its health and starts at the furthest corner of the Morgue space. As the death scene continues, the Wahel takes one step toward the person receiving the death scene every 30 seconds, becoming louder and louder as it does so. If the Wahel reaches the individual, then it will attack. The person running the death scene should make sure to let the person receiving the death scene has the choice of an exit or to stay and fight the Wahel. If they choose to fight the Wahel without special equipment (which means the character does 1 Damage per swing), then you should do one less spawn of zombies during a Corrupted Morgue Dive if they win. If they die, they receive two Fractures instead of one when emerging. During this combat engagement, the Wahel does damage to a person's Resolve rather than their Body. When the character reaches 0 Resolve, they are ejected from the Mortis scene and receive the 2 Fractures. If anyone is observing the death scene through a Mortis Procedure, they may not engage in the combat, but may choose to say "Interfere" and take a hit to their Resolve instead of letting the combatant take it. If an observer loses all of their Resolve, then they are ejected from the scene and receive a Fracture.

### **MORTIS PROCEDURES AND DIVES**

There are several different mechanics in Dystopia Rising Live that allow characters to delve into the Mortis through either the use of Aberrant skills or Mortis Procedures. When there is a Corrupted Morgue present, these scenes change and allow characters to detect that there is something terribly wrong.

When there is a Corrupted Morgue present in an area, players that delve into the Mortis will see a Wahel present. They will also be given the end of a rope (or yarn or string) that is tied to the entrance of the Morgue area where the scene is taking place. The Wahel starts at the furthest point of the Morgue space area and will take a step closer every 30 seconds. This may change to 2 steps closer, depending on the size of the space and storyteller discretion.

When the Wahel reaches the rope or string, they should touch it, and the tie instantly breaks. All those within the Mortis scene are immediately ejected from it and receive 1 Fracture.

Characters must hold onto the string or rope while in the scene, though they may move freely otherwise, and thus change the angle of where the string is present. This may keep the Wahel from reaching the string too quickly.

## CORRUPTED MORGUE GROUPS

Because Corrupted Morgues are relatively common, groups have sprung up around them. These Grave Diver groups are local teams of highly trained individuals who work tirelessly to be able to go into a Corrupted Morgue when needed. Many times, these groups form several Grave Diver units, each led by a “Hell Captain.” These units work together and organize dives to go one after another in order to be successful. Most units consist of about 5 to 7 individuals, but can sometimes be less.

When a Corrupted Morgue is not present, these groups normally train with regular combat scenarios, and aim to recruit others to their cause. They normally understand that having a highly-trained group is essential for the health and safety of settlements, so they’re normally fanatically dedicated to their cause.

While these groups vary in their names, they normally consider themselves to be “Grave Divers,” and fill the following roles and positions within their group:

- **Grave Watcher** - This individual checks on the Mortis regularly either through Aberrant skills or other means to see if a Corrupted Morgue is present or active. They’re highly knowledgeable about the Mortis, and are often the “brains” of the group. They may or may not participate in dives, but certainly help the group prepare.
- **Hell Engineer** - Fondly nicknamed the “Hell Engineer,” this position is normally filled by a Necrologist who can equip a Grave Diver unit with the weaponry they need to succeed during a dive. Hell Engineers don’t necessarily enter the Corrupted Morgue themselves, but instead help a unit prepare ahead of time.
- **Recruit** - A Recruit is someone who has just joined the group, and is usually mentored by Grave Divers. They’re invited to training sessions, and work their way up to their first Corrupted Morgue Dive, which is when they’re officially accepted into the group as a full Grave Diver.
- **Grave Diver** - This is a fully initiated member of the group and is expected to dive into Corrupted Morgues with their unit. Grave Divers normally are adrenaline junkies who are experts at combat, though have enough knowledge of the Mortis to deal with anything that may arise when in a Corrupted Morgue.
- **Hell Captain** - Each Grave Diver unit has a Hell Captain who is in charge of leading them. This individual often organizes practices and scenarios so that the group can test themselves before a dive. Within a Corrupted Morgue, they also make the tough calls and lead from the front. They often have a “second” that is a senior member of the Grave Diver unit who will take over in case they perish during a dive.



## **PRACTICALITIES RUNNING A CORRUPTED MORGUE**

While the idea of Corrupted Morgues is relatively simple, running them is another matter. After all, you can't necessarily create a flesh cavern filled with decaying bodies and the groans of the undead where you run your event (though it would be cool). With that in mind, we're going to dive into the practicalities of running Corrupted Morgue material, scene setting, and what players can expect when dealing with Corrupted Morgues.

When setting up your corrupted Morgue, always broadcast how many individuals can safely enter the space at once. Since you're dealing with a limited area, it can become unsafe for combat if too many people try to fight in the area at once. With that in mind, always judge how many players (including NPCs) can be in an area at once and safely engage in combat, and make sure to broadcast limits ahead of time.

Keep in mind that Corrupted Morgues are high-stakes combat scenarios where there is the high chance of individuals dying to shut it down. They should always be intense, powerful, and hellish.

## **SETTING UP A CORRUPTED MORGUE SPACE**

Corrupted Morgues are, in essence, a location that is in a liminal space. However, this is a very specific liminal space due to the nature of Corrupted Morgues. When setting up your Corrupted Morgue area for an event, make sure to either have a large, indoor location that is safe for combat among 10 individuals, or rope off an outdoor location that is off limits during the course of the event. Keep in mind that this space will be used multiple times throughout your event – and possibly your next event – so it's worth setting something up that's impressive to players before your game begins.

In order to indicate an area is being used for a Corrupted Morgue space, use yellow rope/yellow markings and yellow glow sticks to make sure it's clearly visible at night. Make sure you let all players know that there is no way to enter this Corrupted Morgue space without using a Lancing Casket. This means that they should avoid the area unless they are planning on diving into the Corrupted Morgue. We recommend announcing this at the beginning of the game, and also letting participants know before the game through email, Discord, or other communication methods that you use to interact with your participants.

Corrupted Morgues have several different sections. With that in mind, you should aim to have at least two "segments" in your corrupted morgue space. The first section should be what characters enter first. The second section should be more dangerous, and should have a barrier between it and the first. You can make this barrier with a door, tarp, gate, or other means. The first segment shouldn't have a clear sight line to the second segment. If you're doing a Corrupted Morgue outdoors, you can accomplish this with using a trail between sections and hanging a cloth or tarp between two trees to create a makeshift door, or creating a "space" with tarps, stakes, or pop up tents.

## **SCENE SETTING**

Once you have the general area set up for your Corrupted Morgue, it's time for scene setting. We recommend that if you're using an outdoor space, you invest in some battery powered or solar powered red ground lights. Not only does this allow for safe combat at night, but it also helps players clearly see the Corrupted Morgue area at night so that they can avoid it if they aren't diving into it. Plus, red lighting can provide a wonderfully creepy atmosphere. You can also re-use this lighting any time you have combat in dim or low lighting, so it's a great thing to have on hand while running plot for *Dystopia Rising*.

If you're using an indoor space, we recommend you change out the lighting in the room for red lighting or dim lighting of some kind. This allows players to experience a different feel to your space rather than having bright lighting overhead. If you're using an indoor space, you can run Corrupted Morgue scenarios with dim lighting at any time. If you're using an outdoor space, we recommend you run in the evenings so that you have more control of the type of lighting you are using.

Since Corrupted Morgues are, effectively, pustulent, Infection-driven hives of undead, you'll want to reflect that in your scene setting. Fake corpses, scent spray, bones, and fungal growths can all be incorporated into your space. You can use fake, blood-drenched spider webbing to mimic fungal tendrils stretched between various areas (though if you're outdoors, make sure to take it down completely since animals can get trapped in it), or can use creepy cloth or other items to create a spooky space. You can also create pillars of latex and foam to

make fungal growths that can then be re-used within your Mortis space.

When setting up your space, aim for organic, horror-filled, and hellish. As long as you notify participants ahead of time, you can also incorporate fog machines or other effects (like speakers for the background noise of zombie groans). Aim to create a space that is highly immersive so that your participants truly feel as if they are stepping into a hellish space where death is almost certain.

## **THE LANCING CASKET**

The only way to enter a Corrupted Morgue is by using a Lancing Casket. This is, effectively, a coffin-like structure that someone has built with an interior of bio-material and metal. With that in mind, you can give your players a more immersive experience by creating a box or coffin-like structure that players can enter before they enter the Corrupted Morgue. You can even stand one on its end and just have a door on one side. As players enter it, they immediately go out the other side and into your Corrupted Morgue area.

## **THE ENTRANCE TO THE CORRUPTED MORGUE**

There is a limited amount of time that characters can spend within a Corrupted Morgue by using a Lancing Casket. With that in mind, you should clearly mark the starting point for your players by using a circle, ring, or arch of some kind. This can be created either with a spray painted hula hoop, rope circle, or other way to mark the “safe point” at the entrance. You can even create a fungal arch with creepy cloth hanging down part way to represent the doorway into the Corrupted Morgue. You can also use a physical door, but since your players may be rushing to get out we recommend that you use something that won't be a major tripping hazard.

The Guide who is overseeing the scene should let players know how long they've been within the Corrupted Morgue by counting down the minutes (3 minutes remaining, 2 minutes remaining, 1 minute remaining), and then count down the seconds loudly starting at 30 seconds. This gives players a sense of urgency while within the Corrupted Morgue. If they get to the circle in time, then they are safe from consequences.

## **CONSEQUENCES FOR NOT EXITING**

If an individual does not get to the exit before the timer runs out, then they must stay within the Corrupted Morgue for one “survival minute” more while their group exits the area. During this time, they need to fight off Wahel and if they have any Injections or other means to escape, they may. If at the end of the 1 Minute they have not escaped they will be ejected by force losing one Resolve, and receive one Fracture. If they do not have the Resolve to spend or already have one Fracture, then they lose 1 Infection and receive a Mortis scene.



## CORRUPTED MORGUE SCENARIOS

While we've gone over the main practicalities of running a Corrupted Morgue, we're also going to provide you with several scenarios that you can run and also variations you can do for your individual game. Keep in mind that these scenarios will vary widely depending on which of the Wahel threats you use, how many waves of zombies you have, and also what puzzles you decide to incorporate.

A Corrupted Morgue dive is, in its essence, an opportunity for characters to clear out the space so that the Corrupted Morgue doesn't burst and affect the entire settlement (See: Pop Goes the Corruption). It's also a way to prevent the various mechanical things that occur when a Corrupted Morgue is present, which affects dives into the Mortis.

Keep in mind that Corrupted Morgue Scenarios are not for everyone. These scenes cater to players who enjoy high stakes, intense combat and physicality where they and a small group need to work together to make it out alive. This is a great way to "even the odds" for combat against limited NPCs, and give players the ability to test their skills.

Corrupted Morgues all have multiple chambers (normally two). This represents diving deeper into the Corrupted Morgue to fully clear it out. The first chamber is normally lighter on combat, but has a puzzle that players need to solve to get to the second chamber. The second chamber normally has heavier combat that players need to deal with, but no puzzles. Once players get to the final chamber, they then must set a Helscape Catastrophic Stabilizer. This bio-material machine causes a Corrupted Morgue to become dormant for at least 3 months. However, it takes a lot of time to work on and set the machine (30 minutes). Since teams can only be within the Corrupted Morgue for 5 minutes, this means that multiple teams need to dive in and cumulatively work on the machine.

In fact, having multiple groups ready to dive in after is a great idea not just for players, but also for game runners. This allows you, as the scene runner, to run the scenario multiple times for different groups of people. It also allows players to have one group clear out the first chamber (and potentially unlock the second), while the second group clears out the second chamber.

With that in mind, if you have groups of six people going in, you can have seven NPCs as threats. This makes the scene feel terrifying to the group of six people since there's a higher ratio of threats. Alternatively, you can do multiple spawns. If you run the scene four times for four different groups, then you've entertained 24 people with seven NPCs. The more times you run the scene, the more people you entertain.

Corrupted Morgue scenarios are great for creating individualized combat scenarios where there is no help from outside. The only people that can help are already within the Corrupted Morgue.



## BEGINNING YOUR CORRUPTED MORGUE SCENARIOS

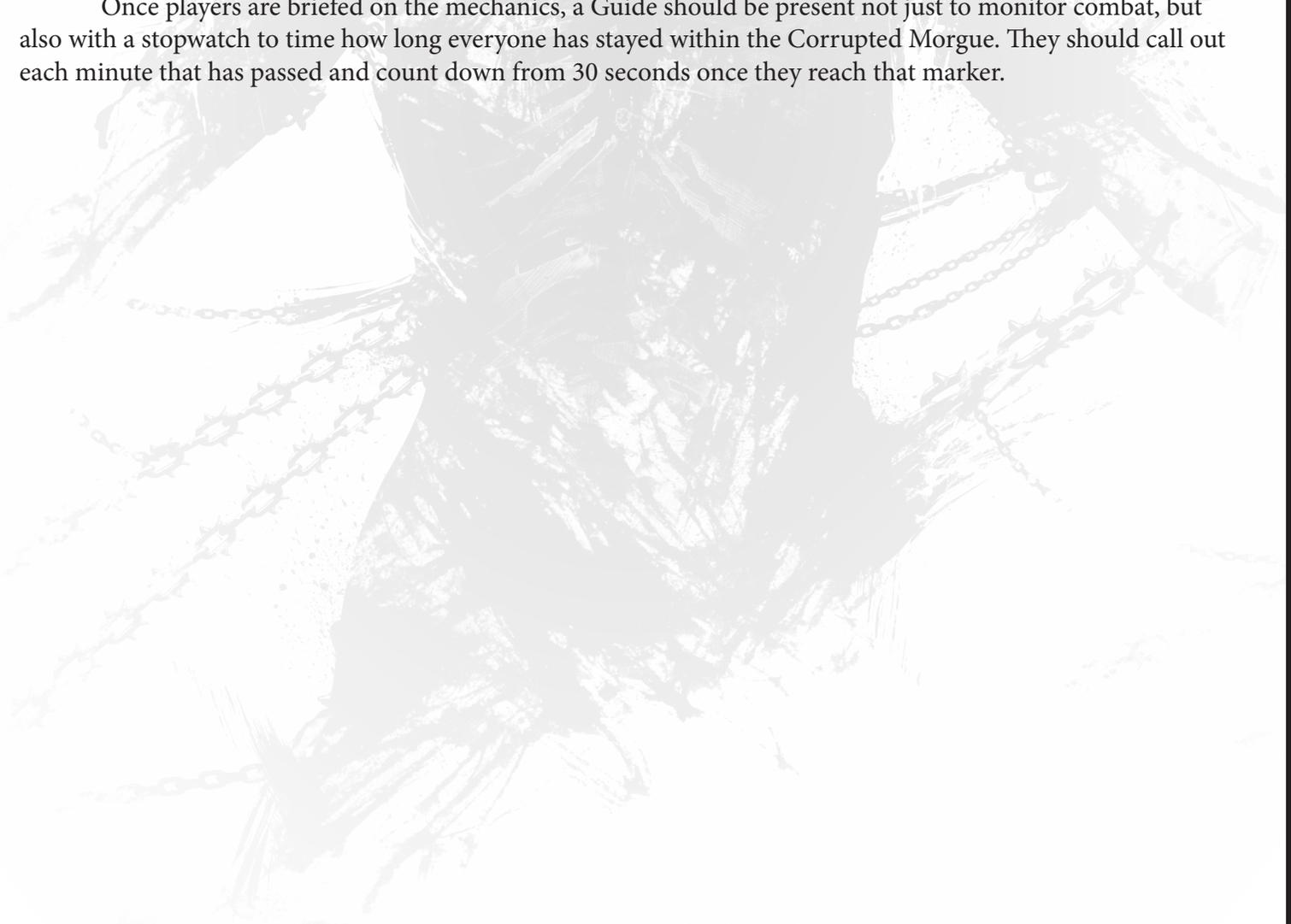
When players announce that they're diving into a Corrupted Morgue, it's important to make sure the players are briefed ahead of time about the mechanics. This can be done in an in-character way, though you can always pause at the end to ask if anyone needs any clarifications. This is a great way to encourage players to get in-character as they prep for their dive into a Corrupted Morgue. It is also very important to let players know how many people can safely go into the Corrupted Morgue at once. That way, they can use this time to plan and determine which teams are going in at what time.

As an example, a team of six want to dive into a Corrupted Morgue. You lead them to the coffin prop you have to represent the Lancing Casket as a NPC Necrologist. After you've gathered them, you say in-character, "Now, you all got five minutes in there. That's five minutes to do what needs doing. If you don't get back to the entrance, then you're worse than dead. You need to survive alone in that hellhole for one minute, and then you can get out. Any time past that and you're dead. Everyone get that? Plus, this Corrupted Morgue is more of a shithole than others. I mean it. It's got room for only six of you at once. Any more, and you're gonna find yourself in a tight squeeze and you're going to wish you had died rather than being absorbed into the fleshy walls of this hellhole. Now, all you got to do is clear this thing out like puss from a wound, and then you gotta set this machine. It takes 30 minutes to set up, so I recommend you get another team ready to dive in after you. And I REALLY recommend you get someone in there with each group that's knowledgeable about the Mortis."

If you find that players don't understand what you mean, you can always take them aside to explain the mechanics out of character, as well. No matter what, it's always good to refresh everyone on these specific mechanics so they're all in the loop before they participate in a Corrupted Morgue.

If multiple teams are going in one after the other, it's good to brief them either while the other team is participating in the Corrupted Morgue, or all together at the beginning.

Once players are briefed on the mechanics, a Guide should be present not just to monitor combat, but also with a stopwatch to time how long everyone has stayed within the Corrupted Morgue. They should call out each minute that has passed and count down from 30 seconds once they reach that marker.



# SCENARIO ONE AN ABSOLUTE SHITSHOW

## THEME

This is a “shit went wild” scenario. Aim for big threats, crazy encounters, and a big sense of urgency. Make sure that players that go in know that the first segment involves getting messy.

## SET-UP

For this scenario, you need two areas either separated by a barrier, door, or path of some kind. These areas should be distinct and not clearly visible from one location to the other. The door/barrier between the two, should be made so that there is either a lock, or symbol of some kind on the barrier.

In addition to regular set dressing for a Corrupted Morgue, you should have a kiddie pool or bucket in the first area. Fill this with water, gelatin, fake blood, and various plastic organs or skulls. Make sure the water is murky rather than clear, so that players need to dig around in it. Within this pool, also have either your key (attached to a larger object via a chain -- like a bathroom key -- so it's not impossible to find), or a piece of scrap, plastic, etc. with the symbol drawn on it. In order to make the pool or bucket look more genre, consider creating a fungal ring of foam or other decorative material so that it looks like a giant, fungal pool of blood and viscera. If you are indoors, make sure you have a tarp laid out on the ground around this area so that the floor doesn't get wet. You can even use spray foam along the edges of this tarp so it forms a natural barrier between it and water splashing onto it and then running onto the floor. Alternatively, if you have an indoor module area, save the indoor portion for the second chamber and rope off a portion just outside for the exterior chamber.

In the second chamber, make sure there is enough room for intense combat. Consider adding barriers and other items that players can use to fight and hide behind, and so that your Wahel can also use them to best advantage. Also have a location that looks fungal in nature (fungal pillar, tendrils, etc.) where someone with Lore: Mortis Amaranthine/Infection can grab an information packet to make this process go more quickly (more information in: How to Run It).

## HOW TO RUN IT

Choose a NPC to guide players through the mechanics at the beginning. This includes explaining the time limit inside, and also mentioning that they will need to find a way to unlock the second chamber while defending themselves. The NPC should also mention that “I get the feeling that this one is going to be messy” or something similar -- just to give players a clue of where the “key” is. The NPC should say that players need to clear the area out entirely of any undead in order to properly clear the Corrupted Morgue, and that it would be worth having someone familiar with the Mortis to make things go quicker.

In the first chamber, have 3 Alpha Wahel that players need to deal with while they search through the corrupted pool to get the key. There should also be a “Lore: Mortis Amaranthine/Infection” card attached to the pool so that someone with that Lore can open it and read:

*“As an expert in the Mortis, you know that Corrupted Morgues are a liminal space that typically need to be cleared out in some way. There are different ways to do that. In this case, it's likely this cesspool has a way to unlock a way to go deeper into the Corrupted Morgue so that you can clear it out fully. You get the sense you probably need to have someone reach in and find the KEY to unlocking the next chamber.”*

Players may be able to infer this anyway, but having the Lore packet makes sure that they definitely have a

clue to unlocking the next area.

If the first group runs out of time before getting to the second stage but is able to retrieve the key, make sure that you place the key and make it clearly visible near the door; that way, the first group's achievements can help the second group.

Once the group either physically unlocks the door or places the symbol on the door, they can enter the next chamber. This is the major combat zone with 4 Alpha Wahel, and 1 Lumbering Wahel. There should also be a place where there is a card that, on the front, says Lore: Mortis Amaranthine/Infection. This location should be fungal-looking in nature (either a fungal pillar, bloody tendrils, etc.). Those with the lore can open the packet and find the following inside:

*You notice that there is a lot of Infection in this particular area, and notice it pulsing slightly. You understand that every few minutes, another Wahel will likely form from this area unless you stop it. By spending 1 Resolve and 5 minutes of roleplay hacking away at this Infectious area (please don't actually damage the props), you may destroy this point and no more zombies will appear.*

Every 1 minute, a new Alpha Wahel will spawn. Every 2 minutes, a new Lumbering Wahel will spawn. As a Guide, you'll want one or two extra NPCs, but otherwise you can simply have NPC zombies that died just go in again. This timer should begin as soon as the players enter this chamber. While hacking away at the pillar/fungal site will result in a faster outcome (likely), players can also opt to kill all of the Wahel.

Players can set the Helscape Catastrophic Stabilizer at any time during the last room to cause the Corrupted Morgue to become dormant.



## SCENARIO TWO SILENT DEATH

### THEME

This is a “stealth” scenario that involves accuracy, careful movement, and then overwhelming odds.

### SET-UP

For this scenario, you need two areas either separated by a barrier, door, or path of some kind. These areas should be distinct and not clearly visible from one location to the other. The door/barrier between the two, should be made so that there are two tubes near it (arm/hand-sized) and a number 2 (or two hash marks) above the tubes on the door/barrier.

The first chamber should be set up to be a spider web maze/string maze. This is done by tying string between trees/to walls and making it so that it criss-crosses throughout the space. At the beginning of this space, there should be a Lore Mortis Amaranthine/Infection packet.

The second chamber should be set up for hard combat with various barriers and locations that players can use to their best advantage in combat.

### HOW TO RUN IT

Choose a NPC to guide players through the mechanics at the beginning. This includes explaining the time limit inside, and also mentioning that they will need to find a way to get to the second chamber while defending themselves. The NPC should say that players need to clear the area out entirely of any undead in order to properly clear the Corrupted Morgue, and that it would be worth having someone familiar with the Mortis to make things go quicker.

In the first chamber, have a Lore: Mortis Amaranthine/Infection packet at the very beginning. Anyone with the lore can open it and read it. It says:

*You see fungal tendrils stretching before you, pulsating slightly. With your knowledge of the Mortis, you know that every time these are touched by something with the Infection, something is absorbed and probably taken for some other purpose. This means it's imperative to not touch the fungal strands.*

The Guide in the scene must watch everyone carefully as they go through the string maze in this first chamber. Every time a string is touched, an individual loses 5 Body that the Guide should call out. The Guide should also keep a tally of every time a string is touched, since one more Zombie will be added to the next room with every time a string is touched.

At the tubes, there should be another Lore: Mortis Amaranthine/Infection packet. This packet should say:

*The tubes in front of you pulse slightly – hungrily. With your knowledge of the Mortis Amaranthine, you know that engaging with these may result in extreme pain to your limb so that you can no longer use it. However, two must be sacrificed to enter the door. With it sated, it will open.*

Once two individuals make it through the string maze and put their arms/hands into the tubes, they each receive a non-avoidable Mangle on that limb. There is no way to prevent this mangle. The rest may go around the side of the string maze rather than through it, and may proceed to the next area. Keep in mind that if another group follows, they can be led around the side rather than having to go through it if the previous group navigated the maze successfully.

If no one touches the fungal strands, this area will have 6 Alpha Wahel and 1 Lumbering Wahel. This number increases based on the amount of times the players touched the fungal strands. Feel free to do respawns on these zombies rather than having more individuals as NPCs. This is also something you may want to do if you're dealing with limited space and don't want too many people crammed into one area.

Players can set the Hellscape Catastrophic Stabilizer at any time during the last room to cause the Corrupted Morgue to become dormant.

## SCENARIO THREE WATCH OUT FOR SHRAPNEL

### THEME

This is an “all hands” scenario involving flying objects and absolute chaos. Aim for fast-paced.

### SET-UP

For this scenario, you need two areas either separated by a barrier, door, or path of some kind. These areas should be distinct and not clearly visible from one location to the other. The door/barrier between the two, should be made so that there is a symbol on it. Then, make various symbols painted on wooden or plastic necklaces that you can put around your zombies in this area.

The second chamber should be set up for hard combat with various barriers and locations that players can use to their best advantage while fighting. On the perimeter, you should have several buckets filled with foam, green stress balls that your NPCs can go to during “sessions.”

### HOW TO RUN IT

Choose a NPC to guide players through the mechanics at the beginning. This includes explaining the time limit inside, and also mentioning that they will need to find a way to get to the second chamber while defending themselves. The NPC should say that players need to clear the area out entirely of any undead in order to properly clear the Corrupted Morgue.

In the first chamber, there should be 9 Alpha Wahel that need to be cleared out (spawn 3 at a time for three rounds – or do 4 and then 5 if the group is larger). Each of these should be equipped with a different symbol, with only one corresponding to the door. The second spawn should have the symbol that is needed for the door.

In this room, you should also have a Lore: Mortis Amaranthine/Infection packet. Anyone with this lore can open it and read:

*With your knowledge of the Infection, you can tell these zombies have different infectious frequencies. If you find the right frequency and push it against the doorway, you will likely gain entrance to the next chamber.*

Players just need to get the symbol and place it against the door to be able to open the second chamber. Once they do this, following groups do not have to worry about opening it (just about the remaining zombies, if there are any).

In the second chamber, combat is done in rounds. There is 1:30 of zombies, followed by 30 seconds of shrapnel.

When running this portion, the Guide should clearly say: The Gate Opens. The NPCs as zombies should begin attacking the players. After 1:30, the Guide should clearly say: The Gate Closes. All zombies who are still alive should mime falling over, and then go directly to the buckets filled with green stress balls outside the borders of the chamber. For 30 seconds, the NPCs should pelt players with green stress balls and call, “5 Body.” Shields can be used to deflect these, or players may choose to dive, dodge, or use Avoid as per normal. There is no way to stop the balls during this time – only survive. After 30 seconds, the Guide should clearly say: The Gate Opens. The NPCs should collect their balls, deposit them in buckets, and then begin attacking players for another 1:30.

In all, there should be 8 Alpha Wahel and 4 Lumbering Wahel. Feel free to do multiple spawns, but note a zombie’s body in between rounds, since that carries over to the next round. As an example, an Alpha Wahel winds up with 30 Body before the ball throwing begins. When they start up again, they again have 30 Body. If they spawn as a “new” Wahel, then their stats refresh as per normal.

Players can set the Helscape Catastrophic Stabilizer at any time during the last room to cause the Corrupted Morgue to become dormant.

## SCENARIO VARIANTS

While we've outlined three scenarios above, there are many ways you can combine these to create something new. As an example, you may use the beginning room of one, and attach it to the end room of another; that way, you're always keeping your players guessing.

There are times when you may encounter a group of new players who want to engage in a Corrupted Morgue, or when you want to make your Corrupted Morgue more complicated by adding a third room. With that in mind, we're including some suggestions (and extra room scenarios) below that you can use on the above scenarios.

## NEW PLAYER VARIANT

If you're dealing with new players, we recommend that they're the first group that's sent in to deal with the first room in your Corrupted Morgue. When you have a group of new players, half the Alpha Wahel stats, and take out any Lumbering Wahel within the first room. That way, they can have a fun, combat-intensive encounter. Keep in mind that if a new character goes with a group of veteran characters, there is no need to do this. Instead, just brief your NPCs about who the new character is so they have a chance to engage in some of the combat.

## EXTRA ROOMS

A great way to add layers of complexity to your Corrupted Morgue is by adding a third room (or middle room). With that in mind, we've listed some specific scenarios that you can place within your series of chambers for a Corrupted Morgue.

## CONSTANT BOMBARDMENT

In this room, set it up for intensive combat with various barriers and other places people can hide behind. For one minute, spawn an Alpha Wahel every 10 seconds until there are six Alpha Wahel within the room. Once one minute passes, all Alpha Wahel should fall down or go out of character. Give players 30 seconds to recoup, and then begin spawning a Lumbering Wahel every 10 seconds until there are six Lumbering Wahel within the room. Continue this cycle until the players set and complete the Hellscape Catastrophic Stabilizer. If this is a second room, then have a fungal pillar in the room that has a Lore: Mortis Amaranthine/Infection attached to it that reads:

You notice that there is a lot of Infection in this particular area, and notice it pulsing slightly. You understand that every few minutes, another Wahel will likely form from this area unless you stop it. By spending 1 Resolve and 10 pooled minutes of roleplay hacking away at this Infectious area (please don't actually damage the props), you may destroy this point and it will likely unlock the second room, while also ridding this area of the zombies. Multiple people can each take time "hacking away" at this Infection site and minutes will pool.

## CRAWL FOR YOUR LIFE

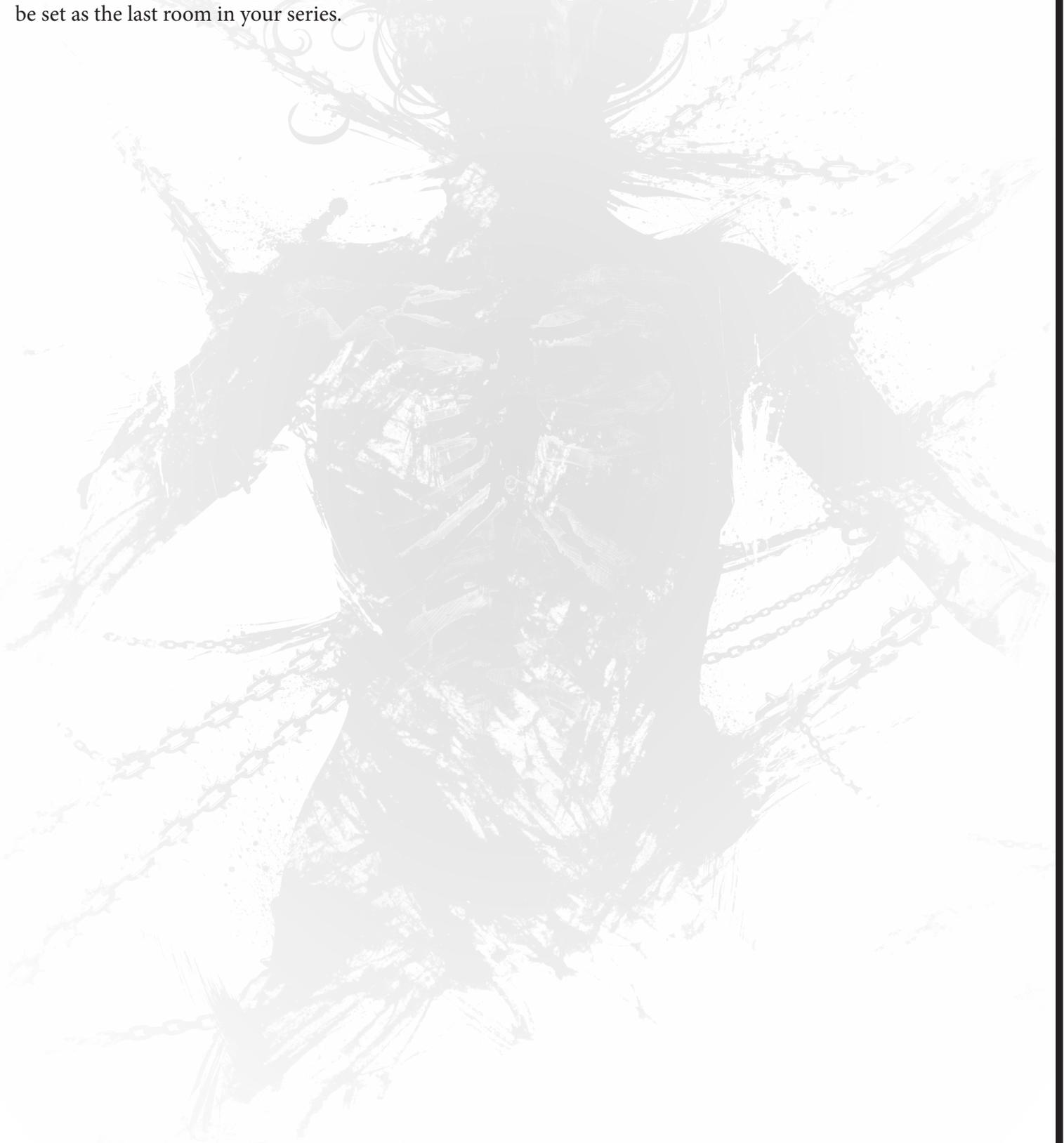
In this room, set up a low barrier so that your players have to army crawl on the ground (we recommend webbing, string, creepy cloth, or other semi-permeable layer that's not a tarp). As soon as players enter this space, the Guide monitoring this space should begin counting down. Once they reach 0, they should declare: All those beneath the barrier, 50 body damage. The exact amount of seconds you should give players to get through this obstacle depends on how large of a crawling space you have; make sure to test it ahead of time with a few people so you get an average of how long it takes. At the beginning of the room, have a Lore: Mortis Amaranthine/Infection card that anyone with the lore can open. It should say:

With your knowledge of the Infection, you can see this fungal barrier will likely absorb anything or anyone with Infection if they stay too long beneath it – similar to a Venus Fly Trap. You get the sense that if you make it across quickly enough, you can open the next chamber easily.

Once players make it across, they can open the door to the next room. Keep in mind that this should be set as a first or second room rather than the last room.

## **DON T DIE**

Set up this room as you would for combat, with various barriers that players can use. You should also have a yellow glow stick or glowing item that you can easily put on and remove from your Wael. In all, you should have 3 Alpha Wael and 1 Lumbering Wael for every spawn. During each spawn, you should place the yellow glow element (whether it's a glow stick or fungal item) on a different Wael. All Wael will continue to get up and cannot be killed while the one with the glow element is alive. As soon as the one with the glow element is killed, all others may be killed. Once all are killed, players receive 30 seconds of respite before the next round. Spawns continue until the players set and complete the Helscape Catastrophic Stabilizer. Please note this should be set as the last room in your series.



## **POP GOES THE CORRUPTION**

While players have the opportunity to deal with a Corrupted Morgue, there are times when they may not be able to handle it. If a Corrupted Morgue lasts throughout an entire event and players can't deal with it, then it will "pop" at your next event.

What does that mean exactly? When a Corrupted Morgue erupts, you should use Apocalypse Grade threats at your next game throughout the entire event. We recommend at the beginning of the next game, you use a fog machine and potentially a siren before kicking your game off with a massive swarm of Apocalypse Grade zombies flowing into town.

These threats are no joke, so make sure to decorate your Morgue appropriately for that event since there will be deaths. The theme of your next game should be "try and survive the threat." We also recommend you speak with your staff ahead of time to schedule for extra NPCs to appear at certain times – especially at the beginning of your event.

Once you run an event with Apocalypse Grade zombies, the Corrupted Morgue begins festering again and players will, once more, have a chance to clear it out with a Helscape Catastrophic Stabilizer.

Reference the Zombie Guide for Apocalypse Grade zombies.

## **CORRUPTED MORGUE ZONE THREATS THE WAHEL**

The concept of a corrupted morgue represents one of the most dangerous challenges faced by survivors. Existing as a liminal space between the Mortis and the land of the living, this festering pocket is a dark and twisted space where the rules of life and death blur into a nightmarish tableau. At the heart of these corrupted morgue spaces are the Wahel, a formidable and ever-mutating zombie threat that eventually evolves into Apocalypse grade threats. Even when zombies that are stuck in a corrupted morgue do not mutate, the number of undead can grow to such a point that town-leveling volume of a zombie horde can build up and be released.

The Wahel are not your ordinary zombies. These zombies are caught in a horrifying state of flux, continuously mutating from standard zombie threat levels into Apocalypse grade threats. As they fester within the corrupted morgue, their power and Aberrant power grow, posing an escalating danger to the world outside.

To combat this relentless menace, post-apocalypse necrology tools have been developed, allowing brave souls to undertake timed dives into the corrupted morgue. Rusted tombs linked between worlds, these devices allow short breaches into a Corrupted Morgue. Here teams aim to clear out the Wahel and render a corrupted morgue dormant (because they cannot be truly completely destroyed) before they can reach their full apocalyptic potential, ensuring the safety of the surviving communities. Each dive is a race against time, a desperate struggle to purge the corruption before it spills over into the living world.

In the corrupted morgue, the Wahel take massively reduced damage from tools that are not specifically designed for this environment. Explosions that would typically obliterate a cluster of zombies result in little more than minor injuries. Melee weapons, regardless of the quality or the user's skill, barely scratch the surface. Standard firearms, too, which are often the backbone of a survivor's arsenal, deliver only superficial wounds, insufficient to halt the relentless assault of the Wahel.

To effectively combat the threats within the corrupted morgue, specialized weaponry and equipment are essential. These tools are crafted with the specific properties needed to penetrate the unique defenses of the Wahel and other entities lurking in this space. Without such specialized gear, even the most seasoned fighters will find themselves outmatched, their efforts rendered nearly futile against the resilient inhabitants of the corrupted morgue.

## ALPHA WAHEL

The Alpha Wahel are known for their incredible speed and terrifying aggression. Unlike their slower, more lumbering zombie counterparts, these creatures move with a frightening swiftness, attacking with a feral intensity that overwhelms even the most prepared survivors. They strike with teeth and claws, ripping and tearing at anything in their path with unrelenting fury. The Alpha Wahel are the most common threat within a Corrupted Morgue, and are the developmental precursor to the “Gore Hound” zombie.

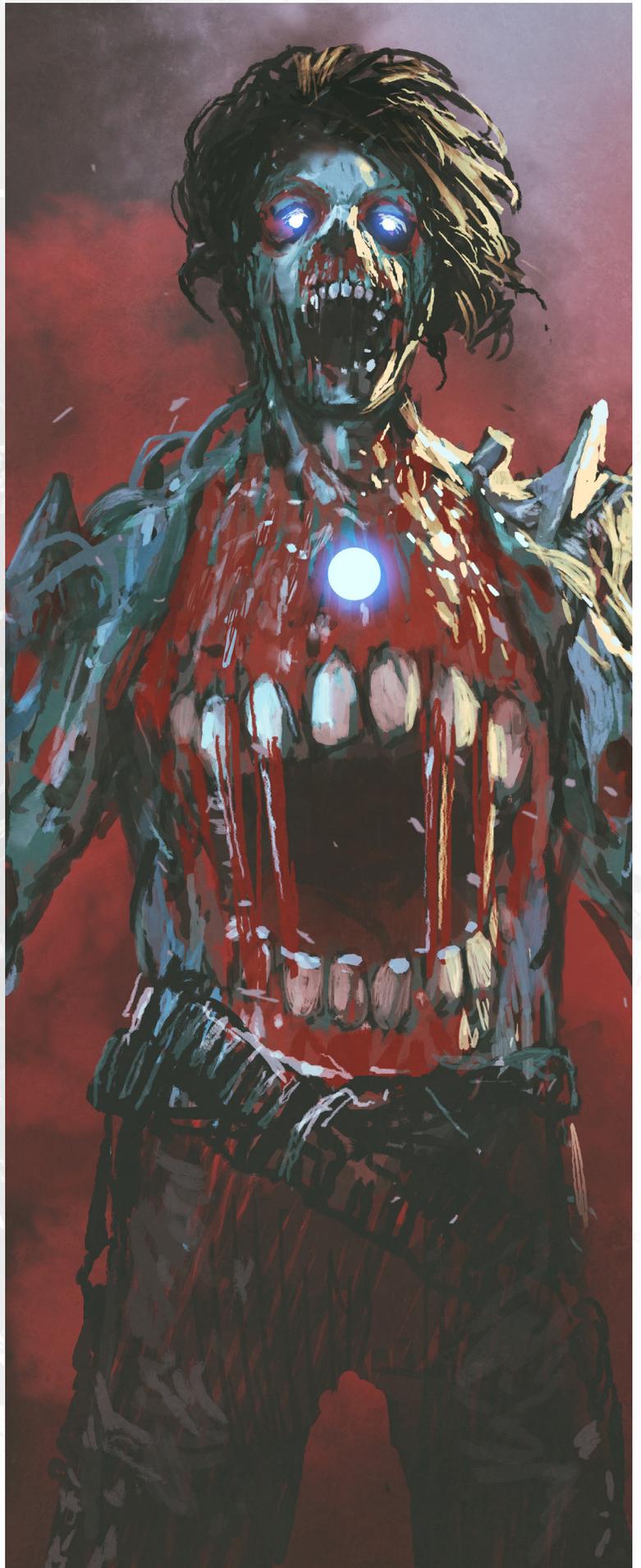
One of the most dangerous aspects of the Alpha Wahel is their propensity to attack in swarms. When a pack of Alpha Wahel descends upon a group of survivors, it is a relentless and overwhelming surge, designed to quickly overpower and annihilate their targets. Their coordinated assaults leave little room for error, requiring survivors to stay constantly vigilant and prepared for their sudden onslaughts.

Surviving an encounter with Alpha Wahel requires not only specialized weapons capable of penetrating their defenses but also exceptional teamwork and strategic coordination. These creatures thrive on chaos and fear, exploiting any weakness with brutal efficiency. Shields and Necrology crafted firearms designed for Corrupted Morgue scenarios is recommended.

The Alpha Wahel are drenched in a copious volume of blood, making them appear as if they have just emerged from a gruesome slaughter. This blood, both their own and from their victims, saturates their tattered clothing and drips from their hair and limbs, adding to their nightmarish appearance. Their eyes are sunken and clouded, yet they burn with an unnatural, predatory intensity.

Their faces are twisted into perpetual snarls, exposing rows of jagged, broken teeth designed for tearing flesh. Their hands, ending in long, sharp claws, are caked with gore, serving as both weapons and tools for their relentless attacks.

Alpha Wahel, like all other Wahel, are only found in Corrupted Morgue scenarios. Once there are enough Alpha Wahel that have gestated in a Corrupted Morgue they will erupt into the world as 20-50 Gore Hound zombies.



## **ALPHA WAHEL STATS**

### **CREATURE TYPE WAHEL**

Body - 60

Movement - Full Sprint

### **REDUCTIONS/DAMAGE IMMUNITY**

Melee Damage Reduction - Non Wahel Bane melee strikes reduced to 1 damage

Ranged Damage Reduction - Non Wahel Bane ranged strikes reduced to 1 damage

Aberrant Resonance - When an Aberrant skill is used within line of sight, may use the same skill once for free within the next five seconds.

Mangle Resistant - Mangle causes knockback 10 instead of a mangled limb.

### **DAMAGE MODIFIERS**

Brawling strike - 5 Body x10

Brawling strike - 10 Body x10

Brawling strike - 20 Body x10

Brawling strike - Mangle Limb x1

### **ABERRANT MUTATIONS**

Each Alpha Wahel may have only one use of one of the following.

- Aberrant Mutation 1 (Roaring yell trigger) Alpha Strike: By my voice, all Wahel heal all and Rise Again if they are already dead.
- Aberrant Mutation 2 (Sniffing trigger) By my Voice, Alert.
- Aberrant Mutation 3 (Retreating trigger) Reinforcements: If this Alpha Wahel is the last standing member of its pack during an attack, it will call "Never Here" and return in under 30 seconds with a second wave of Alpha Wahel.

## LUMBERING WAHEL

The Lumbering Wahel are grotesque, hulking figures with decayed muscle and sinew, their skin mottled and discolored, giving them a almost patchwork appearance. Their lifeless, sunken eyes exude an eerie determination. Unlike the fast and aggressive Alpha Wahel, these creatures move slowly and deliberately, advancing steadily toward their targets with unyielding persistence. They can absorb a tremendous amount of damage, and their immense strength allows them to decimate heavily armored combatants with just a few strikes. The best strategy against Lumbering Wahel is to engage them from a distance, utilizing powerful, specialized weapons to prevent them from closing in and wreaking havoc.

To costume and makeup a Lumbering Wahel, start by creating a grotesque, patchwork appearance with mottled and discolored skin. Use makeup to give the skin a decayed look, with areas stretched tight and others hanging loosely. Apply prosthetics to create the illusion of swollen, decayed muscle and sinew. For the eyes, use dark makeup to create a sunken, lifeless effect, emphasizing the eerie determination in their gaze. The costume should be tattered and ragged, suggesting the relentless, unstoppable nature of the Lumbering Wahel. Ensure the overall look conveys immense strength and durability, with an unyielding, slow-moving menace.

Lumbering Wahel are typically found in small numbers, reflecting their formidable individual strength and durability. Despite their rarity, they are often surrounded by a swarm of Alpha Wahel, which act as a protective buffer and a source of chaos. The presence of Alpha Wahel adds to the danger of encountering a Lumbering Wahel, as the swift, aggressive Alphas can overwhelm survivors, allowing the slower but immensely powerful Lumbering Wahel to close in and deliver devastating strikes. This combination creates a highly lethal scenario, demanding careful strategy and coordination from any group of survivors.

Lumbering Wahel, like all other Wahel, are exclusively found in Corrupted Morgue scenarios. These behemoth zombies, although fewer in number, often form the core of a corrupted morgue's defense. Surrounded by swarms of Alpha Wahel, they present a daunting challenge for any intruders. As the corruption within the morgue intensifies, the presence of Lumbering Wahel increases, signaling a buildup to potential catastrophe. If not dealt with, their presence can lead to the release of powerful Apocalypse grade threats, escalating the danger beyond the confines of the morgue.



## **LUMBERING WAHEL STATS**

### **CREATURE TYPE WAHEL**

Body - 180

Movement - Very Slow Stalking Walk

### **REDUCTIONS/DAMAGE IMMUNITY**

Melee Damage Reduction - Non Wahel Bane melee strikes reduced to 1 damage

Ranged Damage Reduction - Non Wahel Bane ranged strikes reduced to 1 damage

Aberrant Resonance - When an Aberrant skill is used within line of sight, may use the same skill once for free within the next five seconds.

Mangle Resistant - Mangle causes knockback 10 instead of a mangled limb.

### **DAMAGE MODIFIERS**

Brawling strike - 5 Body x10

Brawling strike - 10 Body x10

Brawling strike - 20 Body x10

Brawling strike - Mangle Limb x1

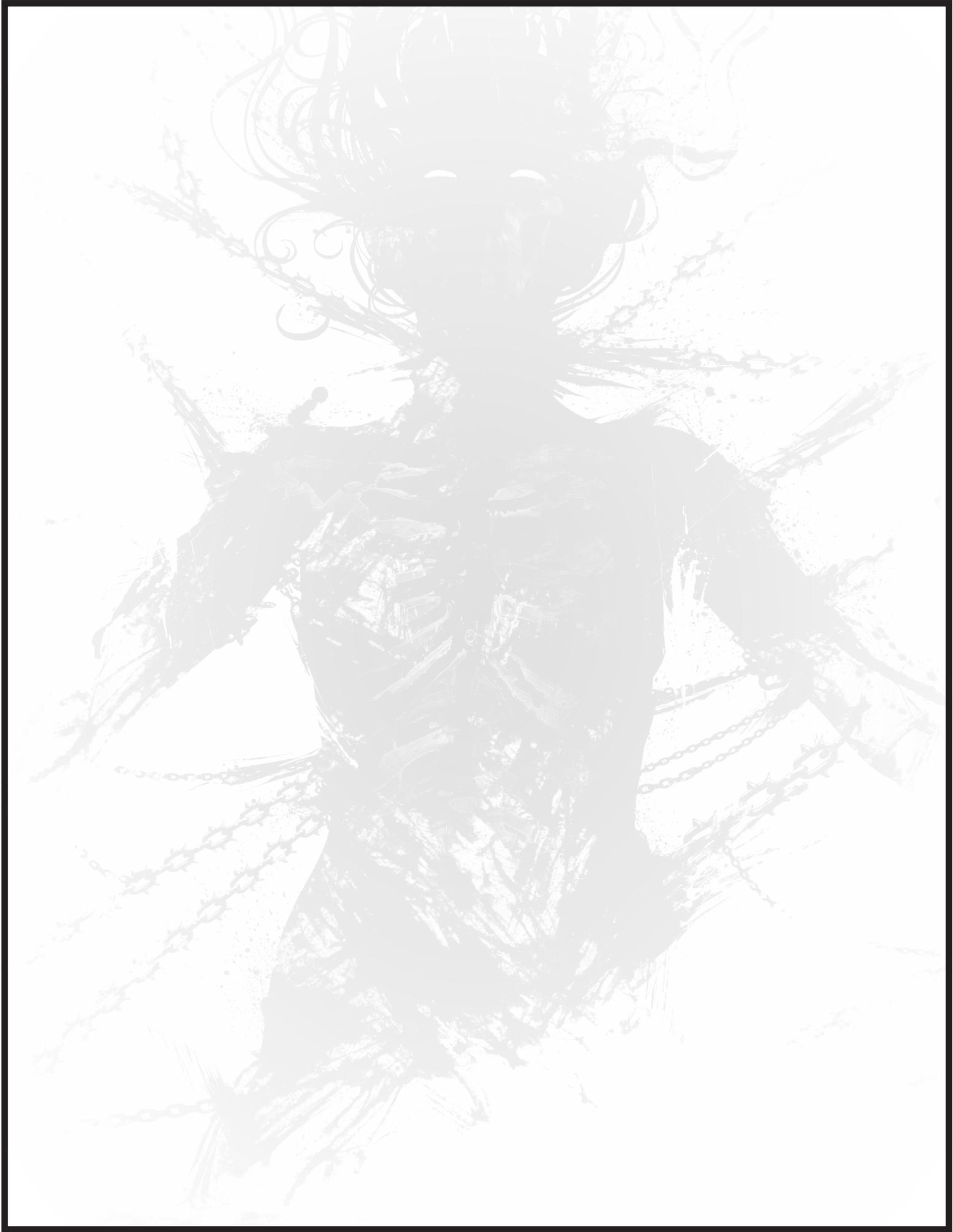
### **UNIQUE SKILLS**

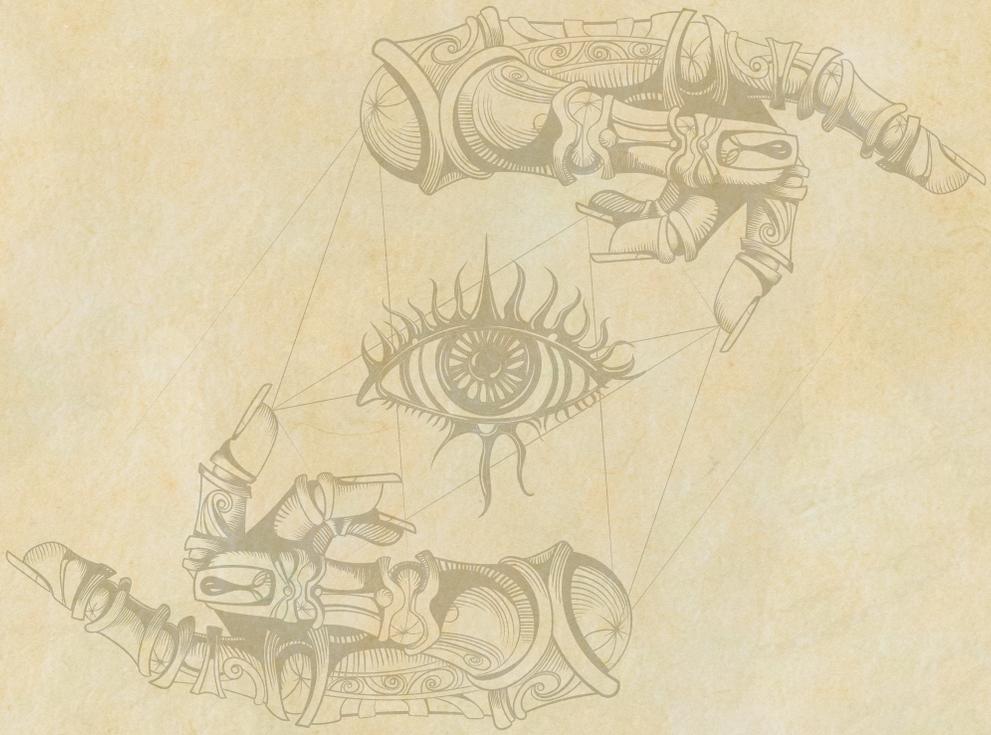
Rise Again x2

### **ABERRANT MUTATIONS**

Each Lumbering Wahel may have only 1 use of one of the following.

- Aberrant Mutation 1 (Roaring yell trigger) Alpha Strike: By my voice, all Wahel heal all and Rise Again if they are already dead.
- Aberrant Mutation 2 (Target of Aberrant Skill trigger) Chain Response: When Targeted by an Aberrant skill the Lumbering Wahel can choose to call "Chain Response" and gain 5 uses of the Aberrant skill that Targeted them.
- Aberrant Mutation 3 (Target of Blinding trigger) Blind Rage: When Targeted with a blinding effect the Lumbering Wahel is still blinded, but roars and calls out "Escape Time Reduced 1 Minute). This skill causes players to lose one minute from their total time left before they need to escape down to a minimum of 30 seconds. Guides must be aware if a Lumbering Wahel with this mutation is put into play.





**MOSTIMPROBABLE**