



A KILLERS MIND
CONTENT FOR DYSTOPIA RISING LIVE



MOSTIMPROBABLE

This book is intended to work in tandem with living documentation provided on the Dystopia Rising LARP Network website. This publication is designed as part of the living narrative of the Dystopia Rising Live player experience, via the Dystopia Rising LARP Network.

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WHAT IS A DYSTOPIA RISING LIVE BOOK?

The world of **Dystopia Rising**, much like the survivors within the world, is very much alive. It is a living space where players participate in the live events, where the world shapes the characters, and the characters shape the world. The **Dystopia Rising LARP Network** has events that impact the shape of the game world. To keep a chronicle of that living narrative, we have introduced the **Dystopia Rising Live** book series.

These books are hosted and written by the people at Most Improbable. The founders of Most Improbable include the original creator of the **Dystopia Rising** universe as well as the only other person who has written as much content and material for **Dystopia Rising** across all of its forms.

We do ask that you do not print and sell these books, or host them on another website, or otherwise take the work that we have created. We want to make books and host them and provide them for your enjoyment. However, we do not want them taken and used to drive traffic to other websites as a form of marketing or sold for profit.

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Allow me to welcome you on a journey that melds the familiar with the innovative, the traditional with the contemporary. As a writer, game designer, and gamer who has spent years exploring the intersection of education, technology, and human curiosity, I am excited to introduce you to **Dystopia Rising Live**.

As living documents, the content grows and evolves over time. This book is not just a text; it is an evolving experience. It is designed with the flexibility and adaptability that modern readers need, living and growing with its readership.

In the past, our digital content for the **Dystopia Rising LARP Network** was limited to static documentation and print book-format publications. This prevented us from adapting, changing, and improving our content at the rates we wished to for supporting the games (and players) of the LARP. While we love books, and publications, we found that relying on the standardized format primarily used for tabletop role-playing games did not fit the needs of a live action role-playing network.

As we add new content and resources to the library of content under the **Dystopia Rising Live** banner, notations for cross-references between them. With this digital technology, we will integrate cross references and notations will be able to open additional books and go directly to the relevant page section. Mechanic focused documentation, like character creation or game mechanics, will be designed with the minimum needed resources in the document by leveraging optional “read more” links that will open the narrative focused publications.

This does mean that we will be abandoning some traditions of game content publication. We will no longer be producing print-copy versions of our books. Print copy publications restrict how often game materials can be updated. Once people purchases a print copy of a book, we cannot update that book without making their existing physical copy obsolete.

We also will not be selling the books. Instead, we will take donations as well as run events that fund the next book’s release. Once we have enough funds from donors, profits from attending events, and personal investment, we will develop and release the next book on our publication list for free.

Welcome back to the apocalypse.

Let’s make something magical out of the debris.

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INTRODUCTION

This book introduces new content to the **Dystopia Rising Live** game world, focusing on organized crime and the ritualistic assassin organizations of the post-apocalypse. Focusing on the idea of a hidden network of cells across the wasteland, these groups have unique flavors based on their overall association with the larger body of networked “murder for hire” groups.

This book is not meant to be used by itself, and is meant to be used as an expansion to the **Dystopia Rising Live** game. It adds layers of conspiracy, espionage, and even ritualistic assassination to your game. With this in mind, we recommend you familiarize yourself with the core **Dystopia Rising** world materials before reading this expansion.

We do ask that if you do decide to use any of the materials within this book, be it for your players or for story purposes, have an open conversation with your game and your players about your intent to include them. The focus of the groups and organizations can cause a game to focus on a combination of both character versus environment and character versus character stories. Tensions can rise and internal conflict can become inflamed when secrecy, lies, manipulation, and ulterior motives come into play. This may cause a less enjoyable play environment if you and your players don't have good transparency and communication. With that in mind, always check in with your players to make sure that the content you introduce is something that the entire group wants to be involved with.





WHAT IS MURDER INC?

Within the post-apocalyptic world of **Dystopia Rising**, there are secretive organizations that have their own goals and motivations. Murder Inc is one of them, working in the shadows to oversee what they view as the “betterment” of society – through any means necessary.

Murder Inc works in small cells across the civilized (and uncivilized) portions of the wasteland. The members of these groups always hide their association with Murder Inc, and work as a team to further the “greater good” in their respective areas. First created by a contingent of Full Dead, who possessed memories of what life could be like in a more civilized era, Murder Inc seeks to create a world where there is peace, prosperity, and safety – as long as it’s in their own guiding hands.

Of course, this is the post-apocalypse. In a world where death isn’t the end, Murder Inc uses killing and torture as corrective tools. When a Graverobber goes too far and begins creating undead monstrosities that could threaten an entire region, you’re sure to find members of Murder Inc there to deal with the situation.

While this shadowy organization seeks to avoid collateral damage, it doesn’t flinch from it when needed. Working with subtlety, Murder Inc will absolutely get their hands dirty when needed. Of course, this does mean that the organization accumulates enemies. However, Murder Inc tends to keep themselves so secretive that many who were “wronged” by Murder Inc don’t realize that representatives from this group were the ones behind the act.

In many ways, Murder Inc can be viewed as a cult of death – one that views what it does as a cause for the betterment of humanity. Highly organized and trained, individual cells work in their localized areas to further their goals. When an issue spans multiple regions, various cells will come together to decide what is best for the area as a whole. Many of these chapters of Murder Inc also bow down to the Sunken Saints, the birthplace of the group and a place where the organization still flourishes to this day.

When a member of Murder Inc visits a different region, they always check in with the local cell in order to pay their respects and discuss business. Since a local region knows the nuances of local affairs, it is looked to as the final word when it comes to “issues” in the area.

All in all, Murder Inc is a group that is heavily steeped in murder, bloodshed, torture, and shady dealings within the post-apocalypse. After all, for Murder Inc the ends always justify the means.

LOSING YOURSELF

I've spent almost six years in the Big Shitty under the persona of being a merc for hire. In that time I had multiple jobs to build the connections I needed to get into working with my mark on the Steel Pier. I got tattoos, worked with different teams, took some bullets, and snuffed some people in the name of guarding my mark. It was years of not only building the reliable story of Siss Vicious the mercenary, but also making Siss into a real person. Siss screwed around and had partners. Siss had a massive bar tab. Siss kept going to crooked gambling halls and losing money despite my ability to catch the bottom deals and tapered cards.

For six years I lived as Siss Vicious and completely devoted myself to their life. The faith, the relationships, and even losing when I should be winning just because it makes the life of Siss Vicious more real. Siss walked with a slight limp so I've worn misshapen shoes. Siss is sort of simple but vicious, so I let people take advantage of me when I could easily see through their con jobs. Siss was a life I embraced. Even shed some real tears when my longest lived company commander died. That had a moment of strange to me because I killed my commander when they started sensing something was up with me.

But I never took my eyes off the prize.

Right now is the payoff of six-plus years of giving these people the real "Siss Vicious." For the past few months I've been working as a squad leader for Hackles DeLarose, the owner of a gambling hall called The Boat that focuses heavily on hosting and running bets on gladiatorial combat. Hackles DeLarose was also assigned to me as my mark. To be more specific, Hackles has blueprints in their vault that are my mark. The blueprint in question is a recreation of some pre-Fall technology, that is a city destroying weapon of mass destruction the Darwinists put together.

Thirty minutes ago Siss Vicious started their shift at The Boat. Siss checked in with their squad and directed them to relieve the guards on the eastern wing instead of the western wing. Making an excuse about having some bad bowels, Siss Vicious stepped into the bathroom near the staff hall. Grabbing the bug-out bag and lock picking tools buried in the nonfunctioning shitter, ten minutes ago Siss walked up the empty Western wing towards the secured vault. Seeing the two guards, not alarmed by Siss coming through the door, it took less than a minute for Siss to knock both unconscious. Five minutes ago Siss successfully picked the last lock, identified the blueprints (as well as a few other items that nobody should have), and doused the entire record room in flames while making sure the targeted prints were front and center.

Three minutes ago I shaved off Siss Vicious's idiotic beard and mohawk, threw their hair and their clothes into the fire, and slipped on my exit disguise. I had to move quickly because the flames were growing fast and half of the B&E tools I brought were sticks of dynamite. Once the fire spreads a little higher along the paper, the room, going up in flames is going to be my slow fuse to blow this entire wing up.

Thirty seconds ago I set sail on a small boat heading to a place called Phissbarrel. Five seconds ago the explosions echoed and the last items Siss dropped over the side to sink in the water.





THE DYSTOPIAN HISTORY OF MURDER INC

In the last 50 years of the time referred to as “The Fall” (referring to the fall of humans), Murder Inc’s framework began to form. Off the shores of the shattered southeast coastline, survivors repurposed two massive pre-Fall warships as a tethered city. The two massive constructs, permanently anchored above the remains of what was once New Orleans, functioned as a drydock and construction platform for the real work that was happening beneath the waves.

As the Strains evolved, Full Dead began to systematically salvage the remains of the city beneath the waves. It wasn’t easy for corpses to move beneath the ocean, but at least they didn’t need to breathe. Slowly but surely, they began to create frameworks to attach the massive ships to the ground – like the oil platforms of old.

You can imagine the surprise on their faces when one of the first Saltwise of the third generation swam into their homes. You can also probably imagine the surprise on the Saltwise’s face when they saw what appeared to be well-dressed zombies smiling and waving at them.

Connections between the Full Dead of the Sunken Saints and the Saltwise of the Nimitz settlement were slow to start, but once they crossed the initial social bridges, it was evident to all involved that the two new societies needed one another. The Full Dead’s plan to build and recover their home beneath the waves would move much faster with the assistance of the Saltwise, who were much more agile and capable than the Full Dead. The Saltwise, on the other hand, had massive floating settlements built on a network of pre-Fall and modern made ships; however, they lacked the knowhow to repair the pre-Fall technology.

The two groups made deals quickly, and in the short term the Saltwise benefitted the most. The Full Dead provided raw resources, instruction on how to repair key systems on their ships, and knowledge of pre-Fall maps and navigation equipment. In turn, the Saltwise assisted with some of the labor in building the Sunken Saints and promised that in the instance there were threats and dangers that faced the betterment of the future of the wasteland, the Full Dead of the Sunken Saints could call upon the Saltwise families to respond.

The Nimitz tribes, the Ford tribes, the Carniva tribes, and the MaPolo tribes all benefited greatly from the assistance of the Full Dead. To most, it felt like a one sided deal with the Saltwise reaping the benefits. However, the Saltwise didn’t consider how long Full Dead lived – and the fact that “death” sometimes wasn’t on the table. What was once a promise on behalf of one generation of Saltwise became an ongoing debt carried by generations upon generation of Saltwise.

Eventually, the phrase would be coined, “We owe the dead, lest we join them.”

DEATH COMES TO LAND

About three generations 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 appeared on land after creating the Sunken Saints with the help of the Saltwise. As these Full Dead and Saltwise learned more about the world – how it had crumbled and decayed – they decided that they couldn’t sit by in their city and do nothing. While Murder Inc was a concept, it became something more formal – an organization that took to the land and beyond. Cursed and blessed with seeming immortality, the Full Dead decided to guide the world through the gentle hand of murder.

The Full Dead realized that their organization had to remain a secret, since they had so many potential enemies. With that in mind, they went underground with their organization, and left the daily running of the Sunken Saints up to others. Murder Inc became a rumor – a boogiemani in the night meant to scare those who gained too much power. However, the group was active, and the leadership formed what was known as “The Inner Circle,” which all other representatives reported back to. They partnered with the Saltwise to be their eyes and ears in the world, creating a structure where they guided their shorter-lived partners in crime.

This Inner Circle recruited the Rat King, a high-standing member within a place formerly known as Florida, as well as other Full Dead in power. It’s even rumored that the partially-insane Currie Arrand, known for her influence with the Darwinist faith, was once part of the organization. Their influence quickly spread across the wasteland.

THE FALL OF DEATH

However, the Full Dead soon became disillusioned with their project. They began to fight with one another in subtle ways – undermining each other and seeing how others would respond. They began to grasp for power, each feeling that they and they alone should be in charge. Then, the War of the Ironworks began, a war that would change everything. It was a war over how the Ironworks treated Irons and Unstable, and how Irons and Unstable should be allowed to choose their own fates rather than being forced to work until the end of their days.

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 the enslavement of people as something that should be stamped out – sooner rather than later.

The Full Dead of the Sunken Saints officially supported the Irons and the Unstable in their rebellion. In contrast, the Rat King, who had been recruited to the Inner Circle, publicly declared he would support the Ironworks and quash the uprising. 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 also caused conflict within the Sunken Saints. While the Saltwise had originally partnered with the Full Dead, many generations had passed since then. Many Saltwise no longer wanted to be involved with the organization, which they felt peer-pressured into reporting to. The Full Dead and Saltwise family realized this, and expressed that any Saltwise who didn’t want to be involved didn’t have to. Many left – seeking work and life elsewhere.

The 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. The local citizens of the Rat King’s territory killed the dictator, and deep within the Mortis Amaranthine the first ever assassination within the grave occurred. While this brought the shadow war ceremoniously to an end the Sunken Saints weren’t without casualties and severe collateral damage.

The resources of the Full Dead had been nearly completely expended, and the stockpiles that the pragmatic Full Dead normally kept for emergencies were depleted by the conflict. Damage to the city itself took a toll and as the dust settled on the remains of the peninsula dictatorship, nature finalized the efforts that the Rat King could not. 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, that was not the case.

THE NEW BEGINNING

It was years before Murder Inc reemerged. A call went out to all of the former members – a call to join what was left of the Full Dead within the Sunken Saints. Those who answered the call were greeted by some startling changes. The Full Dead had moved the majority of their business to locations that could be accessed by all, rather than beneath the waves. Saltwise had joined the inner ranks of Murder Inc, and many of the Full Dead had opted to retire rather than being part of the active running of the organization.

It was clear to the members of Murder Inc that the only way the organization would survive is if it evolved with the times. Instead of concentrating the power of the group in one location, leaving it open for devastation, the organization instead spread out its power and influence to others. Local cells of Murder Inc were empowered to make their own decisions rather than waiting to hear from a faraway authority that didn't understand the nuances of a local situation. They were told to form their own way of doing things as long as they supported the mission that the original founders held dear: the furtherance of society and the greater good at all costs.

With that in mind, the leadership of Murder Inc formed three different factions within the organization, each focused on a different area of expertise. The Adherents of Betrayal focused on travel among the wasteland and those that influence trade; the Silenced Knell focused on political figures and other powers that could threaten the wasteland as a whole; and the Watch of the Bone Chapel spent their efforts on monitoring and eliminating threats that dealt with the manipulation of the Mortis Amaranthine. Empowered by the leadership within the Sunken Saints, members began to form families under each faction, each of them working as a group to further the organization as a whole.

Now, Murder Inc can be found working from the shadows across the wasteland. Each family has their own personalized way of doing things, but they still support the mission of Murder Inc. Of course, there are areas where the organization is more prevalent than others, and it's not surprising that members often travel to these locations for advice and judgment for their own local areas. However, this is always a local area's choice, and no region would dare to tread on another's territory.



WHO EXISTS BEHIND THE MASK?

You may be wondering what makes a person in the **Dystopia Rising** universe, where death and bloodshed are part of everyday life, want to become a member of an organized killers' association. In a world filled with explosions, zombies, Raiders, thieves, and violence, you're probably wondering why anyone would want even more killing.

There are hundreds of reasons how someone became a Murder Inc member. They might have been born into the organization as a tradition of community or family. Some might have been hand picked due to specific natural skills they possessed, and given the option for formal training. For some, becoming a member of Murder Inc is a progression of their devotion to their faith, and for others it is a means to put currency in pockets and food in stomachs. With as many different stories of how someone has become a member, it is impossible to say one reason why most members join.

What is universal about members of Murder Inc, however, is that each member falls into one of two categories regarding the subject of life. Many members of Murder Inc believe life is sacred and requires being protected, even by staining one's own hands in blood. These are killers who take out tyrants, massive threats, and individuals who foster pain and suffering in the world. This first category of murderers believes that what they do is work that must be done for the betterment of all, and that their actions ensure that society will never face another apocalypse.

The second camp of Murder Inc has a chilling viewpoint on life. Their outlook is indifference. This second group of killers view life as nothing more than something that exists until it simply ceases to exist. In the minds of those in the second camp of Murder Inc, the removal of life is as trivial as tying your boots or cleaning the blood from off of them.



WE WERE BORN ANEW

Okay. Let's set the record straight. I'm tired of people telling me how the mean, old Full Dead controlled all the Saltwise and how they had no choice but to obey.

I got a great question for you: Why the fuck did you think we were helpless?

The only reason I can imagine is that you thought we were idiots. Here's a little tip for you: we're not. We never were. And it's time to tell the story of how this all happened – how we built the Sunken Saints.

So once upon a time, there was a group of Full Dead. They had some great ideas. Hell, they had some amazing ideas. It probably helped that one of them had an eidetic memory and knowledge of how things were before the Fall. But I digress.

At the time, we were constructing a massive, floating city. Us Saltwise found a few ships and were working on creating a place for all of us to live in. The problem was that we kept running into issues. Things would leak, the engines sputtered and died – basically a lot of technical issues. It was a pain in the ass.

That's when the Full Dead came in. They approached us and basically said, "Hey, we got the knowledge and you got the manpower. Wanna team up?" They didn't have to breathe, so it made sense. Problem was that they didn't move too well underwater. Comes with being a walking corpse.

The answer was easy for us. Who wouldn't want to have all of the knowledge to build a dream home and then keep it repaired for all time? So we teamed up with them. They told us how to fix things and we provided the manpower. Soon (and I mean that relatively – it took a long ass time) we had a floating city. Plus, we created air pockets below the water with sealed chambers that allowed Full Dead to walk around. I can tell you right now, getting the ventilation right on those things was difficult.

So, we had this floating city – our own little paradise amidst the waves. As we settled in, the Full Dead began asking us what we knew about the rest of the wastes. Well, we responded that the rest of the wastes sucked. They didn't have it nearly as good as we did.

They pointed out that we could change things – could make things better. Hey, we're not selfless, but we thought to ourselves: yeah, that sounds nice.

We talked about things – the best solutions to make that happen. A lot of us had encountered some really Class A acts outside of the Sunken Saints. You know the type. "Oh, I'm going to use the Infection and control everyone around you because I want ultimate power, blah blah blah." That sort.

So they decided that the easiest way to make the world a better place was taking people out. I mean – the bad people. The ones that "threatened society," as the Full Dead said.

That's how they introduced us to Murder Inc. And that's why most Saltwise were loyal to the Sunken Saints. I mean. It was the biggest city of Saltwise in the wastes at the time. Where else can you find a floating city that massive? I'll wait. Plus, we promised that in exchange for the knowledge, we owed them.

Even if you weren't directly from the Sunken Saints, odds were that you had family from there – and you know how family is. They expect you to follow the "line of business." And even if you don't, they expect you to help out in a pinch. That's family for you.

Of course, things change. When the Iron Works War happened and that massive storm blew through – a lot of us scattered. Wouldn't you if your settlement blew apart? Family members weren't inducted like they were before, and a lot of Saltwise just...left. And that's fine. Other settlements grew and a lot of Saltwise founded their own little settlements around the coastlines. The Full Dead released us from our promised debt.

Don't get me wrong. A lot of us still stayed. I mean, our grandparents and great grandparents, and so on founded this place. We wanted to save it – so we did. And you know what? The new structure is working. A lot of us are still involved in the little murder club, but now we're doing it locally...for the most part. Habits die hard, after all. Pun intended.

THE FACTIONS OF MURDER INC

In the past, Murder Inc didn't have factions. Instead, it relied on individual people having specialized knowledge. During the Ironworks War, the organization quickly learned how dangerous that could be. Individuals could be swayed to different sides, or killed outright – their knowledge gone forever. With that in mind, Murder Inc has split into three factions, each of them specializing in a different area of wetwork. With this specialization, each faction can act independently in their area of expertise, and can draw on those in that faction to deal with certain threats within the wasteland.

Beneath these three factions exist various families. The families are local subsets of Murder Inc that function beneath a faction. These localized cells existing within a settlement (or just outside of one). Several families can exist beneath the same faction within the same town, and will often work together in order to accomplish similar goals. However, it's just as likely for families to have their own projects and completely ignore one another until they need to interact. Families are normally aware of each others' existence and will trust one another to do what is right – as long as it's for the greater good. With larger settlements, there are normally several families working beneath all three of the factions, and they come together to discuss various issues within the settlement. These families rely on the Hierarchy of Death for their structure.

The three factions of Murder Inc reflect three major interests in the world of **Dystopia Rising**. The Adherents of Betrayal reflect the interests of players who are more focused on the economy and on building settlements. The Silenced Knell is meant for players who enjoy espionage, murder, subtlety and action-focused games. Finally, the Watch of the Bone Chapel is meant for players who enjoy learning about world lore and also for those who enjoy the creepier aspects of the Mortis Amaranthine and death.

With that in mind, it's important to discuss what themes your players are most interested in when running a game that involves Murder Inc. While you can absolutely incorporate all three factions, you may also wind up with a group who's most interested in a game centered around the Silenced Knell, or the Adherents of Betrayal. These factions are a great tool to use in order to create a game that's focused on a certain aspect of **Dystopia Rising**.

The following pages describe all three of the factions, and the families that function beneath them. Keep in mind that you can develop your own families for your own game, or alter any of these families to suit your needs.



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.

DOSSIER

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. After all, 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 places where they are best utilized. 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. 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, 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.



Adherents of Betrayal

THE TIDEMAKER FAMILY

“You. Yeah, you. Look at me. I’m the captain. Now, shut up. Sit down. And let me sail 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. It’s also 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 strap them to their ships and drag them across the barnacles beneath, drowning them slowly and painfully beneath the waves. For Saltwise who have betrayed the cause, they have a particularly brutal tradition of tearing out their gills before dumping them into the waters.

RITUALS: When joining the Tidemaker family, a new member will be “baptized” in a mixture of blood from their first kill, as well as water from the area that the Tidemaker family works within. The ritual is performed by the head of the local family, and other family members are present to watch the baptism.

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 cannons specifically designed to shoot down airships that “invade” their claimed airspace. 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 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.

RITUALS: There is a belief in the Galeworks family that you need to be comfortable in the skies – to the point where falling is second nature. Any new family member is shoved from an airship. They then have to trust a new family member to snatch them out of the air with a glider.

SPECIAL NOTE: For a live game, this can be simulated with a trust fall or other, similar experience such as a rope swing or a zip line.

THE CICOF 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. Now, 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.

RITUALS: When joining the Cicof family, an initiate takes part in a giant, road rally-type celebration. The initiate has oil smeared across their forehead, and they normally party until the break of dawn. The Cicof family often says that staying awake all night is a right of passage for anyone driving the roads.

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.

RITUALS: The DeForce family “stitches” a scar into an initiate’s skin as part of their rite of passage. This scar is the local family’s symbol – something that can be shown to others in the instance that they need quick passage or quick trust.



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 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 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. When a member of the Steele family does get their hands directly involved in a kill, they make a horrific production of the experience by wearing full body kill suits, drawing out the moments before the kill, and ensuring the target has done something to earn the family’s full attention.

RITUALS: During an initiate’s first kill, they’re expected to drive a railroad spike through their target’s skull as the final killing blow.

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.

DOSSIER

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 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 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.

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 members 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. This ensures that accidental meeting onlookers won't know the true identities of the family leadership.



The Silenced Knell

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 be found living a peaceful life in the countryside – at least on the surface. Made up primarily of Landsmen, they 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 welcomes 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.

RITUALS: When someone joins the Moss family, they’re expected to take the body of the first target that they kill and eat their flesh as part of a massive party and barbecue. Traditionally, the bones of their target are fed to the 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 and brews 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. 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.

RITUALS: A Thorne family initiate drinks a poison that causes hallucinations and nightmares. They experience terror – true terror – something that can’t be replicated in reality. Some even say that the poison causes the person to briefly enter the Mortis Amaranthine – even if it’s in their own mind. Afterward, it’s said the Thorne family member can withstand any horror – and is sent to take out their first target.

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 are known as some of the greatest information gatherers around. 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 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.

RITUALS: A hopeful for the Killmaker family must infiltrate a group and complete a job without that group realizing. This requires months of preparation, and is a true test of whether or not a member can remain loyal to Mama – or will instead choose the group they’ve infiltrated.

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 blunt, brash, and crass, they also get the job done at any cost.

RITUALS: A Levels family member is born in fire. In addition to doing a first kill, the Levels family has a massive bonfire and celebration. The new member must place one of their hands in the bonfire for a moment. It’s looked at as a point of pride to try and keep a hand there as long as possible – and many Levels family members come away with severe burn scarring on one of their hands because of this.

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 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 said to be the deadliest members of Murder Inc, but also the most broken.

RITUALS: The initiation for becoming a Mors family member happens over a lifetime – members are told again and again and again that they are no one and nothing without their family. The final ritual involves placing an initiate into a coffin. The coffin is then sealed and buried. The initiate spends 15 minutes within the coffin and is then raised once more. The process signifies the death of the ego – and rebirth into the family.



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.

DOSSIER

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 can about the Mortis Amaranthine 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 can spell disaster for others.

The Bone Chapel doesn't just take out individual threats, however. They also work to destroy the creations that can 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 incorporate 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 are creative with what they wear. More defining is their grim manner and stoic way of talking.



Watch of the Bone Chapel

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 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.

The Wulfe family is a very close-knit unit, and will travel as a group across the wastes. They recruit members from among hunters and those who know how to survive in the wastelands, and then teach them the finer points of the Mortis Amaranthine afterward.

RITUALS: New Wulfe family initiate are brought into the fold by being taken into the Mortis Amaranthine via unique grave dive rituals. There, they need to defend themselves from attacks by their mentors. These attacks may be physical, emotional, or psychological (or a combination of all of the above). Mentors even put the new initiate at a disadvantage by plying them with alcohol, drugs, or exhaustion before the unannounced date of their initiation.

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 Mortis Amaranthine 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 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 map of the psyche 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.

RITUALS: New initiates into the Darkmind family undergo an emotionally traumatic experience within the grave designed to teach the new member the value of life and the impact of death. Initiates are paired from day one of their training with people chosen for their potential of building friendships and bonds with one another. As time progresses, the two potential initiates are given tasks to study their partner (instead of random targets). After a year of bonding and learning, the lesser scoring of the two potential members is brutally murdered while the new initiate observes their friend’s death scene. If the lesser member is also worthy, they are brought back from the grave with Infection restored. If not, the new full initiate is trained on how to kill a target within the Mortis Amaranthine.

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.

RITUALS: Warman initiates first learn the nature of reality by spending years with both studied and applied education. Sages of the library and of real life, potential Warman initiates learn about the importance of how the world works and interacts in balance. Once an initiate is ready to become a full member, they join other members on a mission to observe, destroy, and correct the natural order of the world. When completed, the new Warman initiate participates in a solemn ritual that includes drinking, smoking, and otherwise dulling the weight of the suggested impact of what they just had to do.

SPECIAL NOTE: The Warmans should be used for any plots that are truly genre-breaking, whether past or present. This is an in-game tool that you can apply if you somehow wind up with robots, sentient Mortis Amaranthine entities walking around town and having conversations, sky lasers, or computers. The Warmans can appear and make sure that the genre-breaking items are never talked about again.

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 Mortis Amaranthine. They arrive in a location when there is word of Mortis Amaranthine 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 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.

RITUALS: New members of the Glass family are brought into specially prepared meditation rooms. These rooms are lined, floor to ceiling, with strange crystals harvested from many locations. These are crystals from the minds of broken Aberrants, from the deep Mortis Amaranthine, and others from even stranger places. These crystals are fed a low power source to produce an effect they call “the awakening of the ego.” Not all potential members survive this onslaught of impulses and stimulus.

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 made up of Graverobbers and scholars, knowledgeable in the Mortis Amaranthine and how it functions. They often enter 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 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.



RITUALS: New initiates of the Murk family must first train, and then survive, multiple dives into the deepest aspects of the Mortis Amaranthine. They are considered full members when they reach an area that is considered to be the furthest edge of the Mortis Amaranthine, and venture close to what is known as “The Sunless Garden.” Once this occurs, the new member of the Murk family is brought truly into the fold and their real training begins.

THE RULES OF ENGAGEMENT

When Murder Inc divided into three distinct sects, their traditions became 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. Below are a few of the traditions of the organization that are prevalent across all families and all factions.

THE CREDO OF MURDERERS

When Murder Inc first formed, there was a code that all members lived by. Over the years, though, it changed and warped; it became something that was more of a guideline rather than a set of hard and fast rules. With the renewal of the organization, however, many members of Murder Inc felt as if they needed a new credo – one that was simple for newer members but still held true to the older tenets. While some families have their own credos that they have in addition to the main credo, some feel that the main one is just fine for their needs. What is true no matter what is that if a member violates the credo once, then they are punished. If they violate it twice, they are killed. A third time means that they may be asked to retire, or may be killed until their last Infection. The punishment suits the crime.

However, there are cells in Murder Inc that don't hold to the credo as strictly as others. Since Murder Inc fractured, there are cells that choose to interpret the rules for their needs. As an example, a local cell may decide that "We are Loyal" only covers members of their specific family rather than other families. Others may have a different interpretation of "efficient," and still others may decide to do away with "We Keep the Secret" entirely within their corner of the apocalypse.

What is true for all Murder Inc cells, though, is the fact that when they visit another area, they hold to the rules in that area. After all, it's a bad idea to anger a group of murderers on their home turf.

WE KEEP THE SECRET

We are silent to the names of our members, to our actions done in the name of the cause, and to our organization. Those outside our organization must remain in the dark unless they are prospects. Prospects will be brought in fully within one year's time.

WE ARE LOYAL

We do not betray the cause. We do not betray others in the organization. Those outside the organization are fair game.

WE ARE FINAL

When we make a decision, we follow through. There is a reason why our name is feared.

WE ARE EFFICIENT

We work quickly and efficiently. We hone our skills and our tools.

WE ALL KILL

Everyone is expected to assist with the taking of life. Those who do not kill or do not assist with killing should not be part of our organization. We are all murderers in the end.

THE HONOR HUNT

Back in the heyday of Murder Inc, the Honor Hunt was viewed 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 one of the highest ranked members within the organization – no matter where that ranked member originally came from – all local members of Murder Inc were expected to go after the target.

These days, Honor Hunts are structured 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 Inc, they have a member who is also part of the Blades of Shepherd's Chosen. 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.

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 aim to destroy society.

It's not a surprise that the Blades of Shepherd's Chosen have become a part of Murder Inc. 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 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, the Blade leaves that family and chooses 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.

STORYTELLER NOTE: Blades of Shepherd's Chosen can absolutely be players, but can also be used as a tool by storytellers. Blades can be used to stop an Honor Hunt when the players have negative feelings about the direction of a story, or are having negative bleed. If a Blade of Shepherd's Chosen is going to be a player, the player should be responsible not just in the narrative of the game, but also can be responsible out of game when it comes to determining whether or not character versus character action should occur. It is a good practice for a Blade to check in with staff when they are doing research on a target.



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.

While being blooded may be as simple as taking out a target, there are some families who create elaborate rituals around this rite. A Gorgor-based family may require that the newly-inducted member eat the corpse of the target in addition to taking their life, as an example. Other families may require that the member take a trophy, or even plan the whole operation themselves. Still others may require the target be captured, and perform a ritualistic kill in front of the entire family.

Whatever the case, being blooded always involves a kill – and those who aren't involved with a kill normally never enter the ranks of Murder Inc.

RETIREMENT

Being part of Murder Inc 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 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.

HIERARCHY OF DEATH

Each settlement and each family structures their hierarchy in different ways, depending on their specific needs and area. This structure allows each settlement (game) to have an organization that matches their local players' wants, needs, and playstyles.

Each cell that is a part of Murder Inc is part of a larger network and organization. However, each localized cell only has jurisdiction over the game that it's based in. As an example, if a Murder Inc cell is local to a Dystopia Rising: Connecticut game, then it only has jurisdiction over the Dystopia Rising: Connecticut game, and not the Dystopia Rising: New York game.

With that being said, we recognize that you often need somewhere to start when it comes to structuring your local murder club. In this next portion, we go into a generalized framework that games can use to create a hierarchy at the local level. We outline how networked games can have a higher degree of engagement, what aspects of control the heads of the **Dystopia Rising LARP** network have, and which aspects are part of the narrative canon (which resides with the creators of these books). When structuring your hierarchy, you can use this structure within each family, or have each family be a part of the larger hierarchy.

THE RULE OF THREE

Murder Inc's structure focuses on something called the "Rule of Three." The Rule of Three, in its most basic form, states that any individual has no more than three people who directly report to them. Once a successful unit gains additional members, those members become subordinates lower on the hierarchy chain. This is known as a "narrow span of control."

A "narrow span of control" refers to an organizational structure where each manager or leader supervises a limited number of subordinates. This structure creates a highly controlled environment where every leader has more time and resources to devote to each member under their supervision, resulting in clearer communication and better understanding of each subordinate's tasks and challenges. It also allows for more effective mentoring and monitoring, leading to a high standard of work and quicker resolution of any arising issues.

In terms of security, a narrow span of control creates a safer system by limiting the number of individuals who have direct access to a supervisor. This reduces the risk of sensitive information leakage or misuse and provides tighter control over the activities and decisions made at each level. Consequently, this structure enhances overall organizational performance, ensuring a more efficient, productive, and secure working environment.

In addition, implementing a "narrow span of control" in a live-action role-playing environment can significantly enhance the game's immersion and engagement. With each player managing a small number of individuals, they can better explore the complexity and intimacy of character relationships. Players in leadership roles have more time and capacity to interact with their subordinates, creating deeper and more nuanced character dynamics. This approach allows for personalized attention to character development, fostering a richer narrative and enhancing individual player experience.

This structure also encourages strategic gameplay. It provides each player a clear role within the organization and the game, promoting involvement and engagement. With limited direct reports, communication becomes more manageable and effective, enhancing collaboration and teamwork. Players can formulate strategies, plan actions, and execute missions more effectively, enriching the overall gameplay and making the LARP more enjoyable and satisfying for all participants. Plus, they get one-on-one engagement with one another and staff as they form their own teams for missions.

This format also gives a clear design of what sort of structure needs to be built by players to promote growth and development of a more realistic system. In short, if you are the only member of Murder Inc at a game, and you call yourself the Cell Nexus of a town, it's not the same as having a robust tree of organized operatives who are all working with you toward a similar goal.

GENERAL TOWN SPECIFIC RANKS AND HIERARCHY

TIER 1: THE CELL NEXUS

The Cell Nexus is the highest echelon of a settlement's Murder Inc, composed of the most skilled and experienced agents who have survived and thrived in the post-apocalyptic world. The Nexus, unlike the rest of the order, has only one individual or a small handful functioning as a board, who oversee all operations. They make high-level strategic decisions, choose targets of interest, and interact with outside organizations when necessary. This position requires a deep understanding of strategy, espionage, technology, and warfare.

TIER 2: EXARCHS

The Exarchs are the three trusted advisors of each Cell Nexus, each one responsible for overseeing an arm of a local Murder Inc cell. Their responsibilities include guiding strategies, maintaining the efficiency of the organization, planning missions, and overseeing their three tier 3 agents (Sentinels). Each Exarch specializes in different fields, such as technology, intelligence, warfare, training, and logistics, helping the organization adapt to the challenges of the post-apocalyptic world.

TIER 3: SENTINELS

The Sentinels serve as a bridge between the strategic and operational sides of a local Murder Inc Cell. Each Sentinel leads a division of three Executors (Tier 4), with a keen eye on mission execution, resource allocation, and tactical decisions. They also scout for potential threats and opportunities, making them crucial to the organization's intelligence network.

TIER 4: EXECUTORS

The Executors are the operational commanders within a Murder Inc Cell. They oversee the teams of three Handlers (Tier 5), managing them and coordinating their missions. Executors must also ensure the team's compliance with the strategies set by the higher tiers, adjust tactics based on real-time developments, and handle technological tools and resources.

TIER 5: HANDLERS

Handlers are the field agents of Murder Inc Cells, each leading a group of three Operatives (Tier 6). They carry out the missions, gather intelligence, sabotage enemy operations, and ensure the safety of the Operatives under their charge. They are skilled in combat, survival, technology usage, and stealth.

TIER 6: OPERATIVES

Operatives are the foundation of the Murder Inc Cell. They are skilled assassins tasked with specific targets and objectives. While they are the lowest tier, their importance should not be understated as they carry out the hands-on work of the order. Each Operative reports to a Handler and is responsible for their specific tasks, such as infiltration, combat, technology handling, and data extraction. They are trained to adapt to different situations, making them versatile assets in the field. Some Murder Inc members choose to stay as Operatives their entire careers, enjoying the hands-on nature of missions and preferring to avoid the politics of higher tiers.

AUTONOMOUS RANKS OF A TOWN HIERARCHY

BLADE OF SHEPHERDS CHOSEN

The Blade of Shepherd's Chosen has a very unique set of responsibilities within Murder Inc cells. These individuals operate outside the standard hierarchy with specific responsibilities to the cell. If an individual meets the requirements, and is chosen by local traditions, to be the Blade of Shepherd's Chosen, then they no longer report to or have reporting members who they are responsible for. The exception to this rule is if they take on an apprentice Blade. The Blade's individual status remains for as long as they fulfill their role. In the instance that they fail in the position, their life is forfeit.

ARMAMENT SOMMELIER

An Armament Sommelier is an individual who is well versed in all weapons, armor, and tools of the trade. This person works with the public to not only procure what the cell needs, but also to ensure that equipment and evidence cannot be traced back to a specific individual or job. Normally responsible for maintaining a remarkable vault of tools, poisons, equipment, and weapons, the Armament Sommelier is an honorific normally earned after achieving at least Tier 3 status within Murder Inc. Once taking the position, Armament Sommeliers no longer take on students but instead report directly to the Cell Nexus and the Exarchs, while providing the tools of the trade for all members of the organization with finances that the group accrues (or by other, less upfront means).

INNER CIRCLE

An individual who is part of the "Inner Circle" not only has proven their skills and capacities, but also has proven their loyalty in the past. This role is an honorific, but it does carry a large degree of weight when it comes to being an advisor to the Cell Nexus. Inner Circle members have access to unique training, restricted equipment, and knowledge. They also have the ability to engage with individuals far above their rank. Inner Circle members must progress like any other, but are well versed in their skillset. As an example, there are Inner Circle Operatives who are well-respected, but avoid most of the politics associated with the upper echelons of the Murder Inc hierarchy.

TRUSTED ADVISOR

A Trusted Advisor is any individual who is an active member of a neighboring Murder Inc cell and who is trusted as a visiting member. To become a Trusted Advisor, a town's local Murder Inc must respect the visitor's experience, voice, and opinions. This individual can do jobs, be part of meetings, and speak with the wisdom of their position but holds no official authority within the Murder Inc hierarchy they are visiting.



RANKS OF THE LARGER HIERARCHY

APEX 1: THE CROWNED ASSEMBLY

Almost exclusively Full Dead, the Crowned Assembly are the highest ranking members of Murder Inc. Functioning as architects of interests that span over generations, the Crowned Assembly focuses their efforts on ensuring that the mistakes that humans made before the Fall are not repeated in the new civilization growing from the wastelands. The Crowned Assembly primarily exists in the Sunken Saints; however, there are equivalent organizations in Silent Fog (London), the Drowned Mirage (Dubai), the Lost Technopolis (Tokyo), and the Festering Palace (Beijing) – to name a few.

All members of the Crowned Assembly and similar structures are world materials overseen exclusively by Most Improbable as part of its ongoing publications. They may not be used by the LARP network as aspects of an ongoing game or network of games, but instead are tools used as an ongoing published narrative tool.

APEX 2: SIN DICTATE

The Sin Dictate are a group of members who have loyally served Murder Inc in the role of Regional Overseer for more than two decades. They have also proven their value to the highest echelons of the organization. Members of the Sin Dictate are actively involved in specific Murder Inc strongholds, training grounds, or locations of paramount investment in the future of the wastelands. These individuals work as a set of three councils who make wasteland-affecting decisions. They then communicate the decisions and reasoning for the decisions to the Regional Overseers. These characters are never seen in person by individuals lower than Sentinel standing, and should be used rarely as a referred-to portion of the structure (and not used actively). These characters, and this level of conceptual authority, exist narratively but are not actively in play.

Members of the Sin Dictate are limited to three sets of three. There are three for the eastern third of the wastes, three for the central third, and three for the western third. These are exclusively overseen by the national Dystopia Rising LARP Network.

APEX 3: REGIONAL OVERSEER

A Regional Overseer is responsible for overseeing up to three settlements. These individuals not only have three Cell Nexuses that regularly report to them, but they also have three “Wardens” that report directly to them. Regional Overseers monitor massive potential threats, ensure that local Cell Nexuses operate within the acceptable guidelines of Murder Inc, and communicate with other Regional Overseers when threats that could impact entire regions occur. Regional Overseers almost exclusively engage with Murder Inc business via their Wardens.

In the instance that three games have the same ownership, they may have one Regional Overseer casted character (NPC) for all three locations. Regional Overseers can never be player characters due to their direct involvement with the creation and implications of network level plots. In the instance that a game is not part of a multi-branch ownership where three games are under the same oversight and ownership, the highest rank that game can introduce is a Cell Nexus.

AUTONOMOUS RANKS OF THE LARGER HIERARCHY

WARDEN

A Warden is an elite operative of Murder Inc that works exclusively for the Regional Overseers. Wardens are sometimes known as shadows, agents, and bonded inquisitors. Functioning as the eyes, ears, voice, and bloody hands of the Regional Overseers, Wardens are unquestionably loyal and unmatched in skill. Each Warden is assigned a single settlement, but has the authority to act in any territory that a Regional Overseer manages.

There are only three Wardens for a set of three games that have a single owner (one for each game). Wardens can never be player characters due to their direct involvement with the creation and implications of network level plots. In the instance that a game is not part of a multi-branch ownership where three games are under the same oversight and ownership, the highest rank that game can introduce is a Cell Nexus.

STAINED LIONS

Stained Lions are operatives that serve the Apex structure of Murder Inc. Heartless killers whose skill sets are unparalleled, these zealots of Murder Inc are acts of destruction waiting for their services to be needed. Stained Lions are operatives sent to remove Regional Overseers that have gone rogue or to support Regional Overseers that need to purge an entire cell that has forgotten their way. They're also sent in when entire military machines need to be dismantled due to the threat they pose to the free growth of the wastelands.

Stained Lions are, to some degree, the boogymen of Murder Inc. Most know of the Stained Lions, but nobody has ever interacted with one (nevertheless seen one work). Stained Lions commit their acts in the living world, the Mortis Amaranthine, and are rumored to have tools and techniques that can remove the Infection from a target, removing them from the cycle of death and rebirth forever. Standardly, the Stained Lions can only be used as a narrative tool by Most Improbable as part of ongoing publications. Stained Lions may be used in conjunction with a limited scope contracted National LARP Network plot kit; however, Stained Lions are not part of ongoing regular live play at any level.



PLAYER RESPONSIBILITY OF RANK

Higher-ranking members in a role-playing group such as Murder Inc have specific responsibilities that help create engaging and immersive gameplay for all participants. These responsibilities not only concern their characters' actions within the game's narrative, but also extend to their interactions with fellow players.

- **NARRATIVE LEADERSHIP:** Higher-ranking characters normally have a significant role in shaping the game's overarching narrative. They are typically involved in major decision-making processes and plot developments, and often have the authority to initiate missions or conflicts that can create exciting challenges for other players.
- **MENTORSHIP AND GUIDANCE:** Higher-ranking characters should guide lower-ranking players in terms of gameplay, character development, and understanding the game world. They provide advice or assistance, help other players engage with the story, or facilitate character-building moments.
- **ROLE MODELING:** By virtue of their positions, higher-ranking characters are often seen as examples of how the game should be played. They are expected to demonstrate good role-playing practices, adhere to the game's rules and etiquette, and contribute to a respectful and enjoyable gaming environment.
- **PLAYER ENGAGEMENT:** Higher-ranking characters should strive to engage all players in the narrative, ensuring that each person feels involved and that their character has meaningful roles to play. This may involve providing opportunities for other characters to shine, seeking out their input on decisions, or finding ways to tie their characters' personal stories into the larger narrative.

THE ACT OF ADVANCEMENT

A player can only advance when they have built enough of a local character network to dictate that there is a need for a town to have a higher ranking official. This means having active players who are involved in plot and "jobs" in Murder Inc and who are actively attending a game. For an individual to advance from Rank 6 to Rank 5, they must not only train three local players who directly report to them in character, but they must also assist in ensuring these individuals are active characters (attending a local game) at least once every three months and participating in Murder Inc narratives.

Once this ongoing and active group is running, the character may request being reviewed for promotion by any group of at least three local individuals who are of higher rank. If a game does not have a ranking system, then the current members can decide their hierarchy and who should be the authority in their local cell.

For the sake of narrative and focus, all characters within an organization can only have one direct overseer that they report to and those individuals must have their characters based out of the game where the Murder Inc narrative is being run. Being a tier 3 at a game two states away does not allow you any authority or the ability to grow in the tiers of a game that you are not based out of.

Also keep in mind that only games with robust Murder Inc membership will have a Cell Nexus. Not having one doesn't mean that a Murder Inc cell is better or worse than another. It simply means that there are less characters at that game who are involved in Murder Inc. By that same token, the Murder Inc structure encourages active recruitment and active involvement by all



MORE INTIMATE GAME SIZE SUGGESTIONS

If you have a smaller game, then you may wonder how best to structure Murder Inc. We recommend that with smaller games, the highest rank of your Murder Inc branch be a casted character that functions as a means to assist in organizing the players. You can also ensure that CvC (character vs. character) activity doesn't negatively impact people, and have an awareness of what is going on in the Murder Inc aspect of a game. The smaller the involvement that players have with Murder Inc, the lower rank your "leadership member" should be. The same way that players can be promoted based on building a strong Murder Inc organization, your casted characters (NPCs) should also have their upper growth tied to the size and health of the organization.

Coming in with a default Cell Nexus when you only have half a dozen active Murder Inc members doesn't benefit the game. You want players to have a degree of direct interaction with their direct superiors. You want to have the actions, successes, and failures of your players impact the growth of the organization as a whole. You want to foster the direct role-play between Cell members without having a de facto "I am lord of all I see" character in your active game. The highest ranking members of Murder Inc are better used for stories that are written in books, shift narratives, and are world setting materials. The ranks of Murder Inc that directly engage your players and provide tools for engagement, roads for advancement, and means for acknowledgment for actions are the portions of your game that mean the most.

Leave the monsters in lofty towers as books to read. Let the players interact with the monsters that get bloody in the trenches and are actively impacting the local experience.

SECRET PLACES

Within the semi-civilized and uncivilized portions of the world, there are places that are known only by members of Murder Inc. These are secret bars and underground bunkers. These are fire circles out in secluded woods, or entire buildings dedicated to the cause. While members of Murder Inc will always have their hideaways, there are some locations that are more famous than others. The following are some of the most well-known locations among members of Murder Inc.

THE SUNKEN SAINTS

The Sunken Saints is one of the most historic and notorious locations within circles of Murder Inc. This is where the original organization first took root, created by a group of Full Dead and Saltwise with a common cause: the greater good of civilization

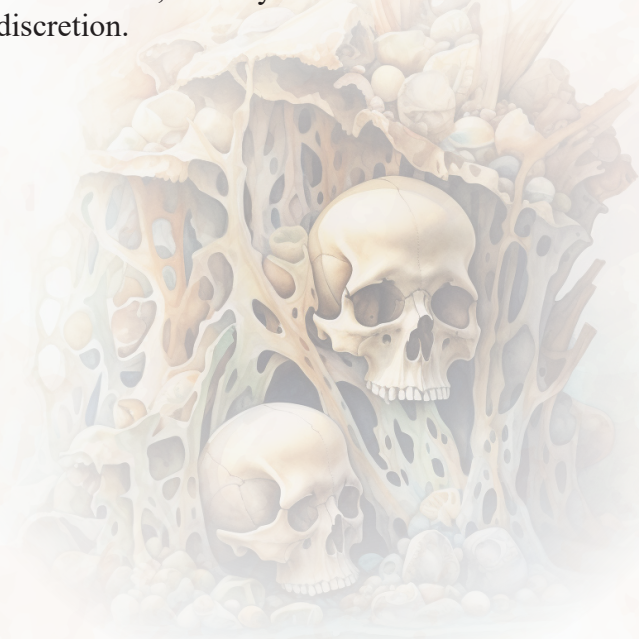
Since its founding, the Sunken Saints has experienced quite a bit of turmoil. A massive storm destroyed much of the city in recent years, and left its denizens scrambling to rebuild. However, the rebuilding efforts have gone smoothly, and now the Sunken Saints is once again one of the most revered locations within Murder Inc.

The Sunken Saints is a full city, and as such members of Murder Inc must be careful to not reveal who they are since not every citizen is aware of the group's movements. It's currently ruled by a Saltwise mayor by the name of Captain Lemar, who knows enough to not ask questions. Many members of the organization hold positions of power within the Sunken Saints – or are friends with those who do. In this way, the Sunken Saints is controlled by Murder Inc implicitly, even if not explicitly.

Since the city is built upon the sunken remains of New Orleans, it's made from several ships lashed together with chain, rope, and pieces of metal. Rooms on the ship are divided up into living quarters, stores, restaurants, and various, small-scale operations.

On the lower levels of the ship, there are spaces that can access the water through a series of chambers. This leads to several metal, watertight chambers that have been built by Saltwise on the bottom of the sea. This is where the main quarters of Murder Inc can be found – a place so secure that even the most crafty of mercenaries can't access it. All members in good standing may enter, but only those who are part of the Inner Circle of Murder Inc may access the inner sanctums where they discuss Honor Hunts and other important matters.

Those who enter the Sunken Saints know that they are constantly being watched. This is where the elite of Murder Inc make their homes, and anyone who visits from another Murder Inc cell is judged by their manners, skill, and discretion.



THE 33RD STREET CLUB

Old York rises from flooded waters, decayed buildings stretching skywards. Within this broken cityscape, around what was once the 33rd street in the city, there is a building that, while broken and unsteady, still stands. A spire reaches toward the sky and points to where the bombs once fell.

Within this building are a series of rooms where you can find living quarters, stores, and more. The most notorious establishment, however, is only known to a select group of people: The 33rd Street Club.

Most assume that the club is a religious organization of some kind. Others who are part of Murder Inc understand that this is actually a local cell. Members who are part of the 33rd Street Club know that it's both.

The club is located in the higher levels of the spire, and consists of a bar with cracked glasses, comfortable chairs, and a room beyond that acts as a makeshift shooting range. Within the lounge, members of Murder Inc quietly discuss jobs and also how to mold Old York into a thriving metropolis once again. They practice their skills in the shooting range, while also masking the sound of gunfire that may be occurring elsewhere in the building.

The members of the 33rd Street Club believe in their own power – and the idea that through their power they can mold the world around them. Murder Inc is simply a way to attain that goal, and currently their motives align. The members of the club actively recruit other Final Knights to join, and normally train them to be expert assassins working within Old York.

Interestingly enough, the 33rd Street Club does occasionally allow outsiders to enter the space. Members are informed ahead of time, however, and outsiders are usually treated to the spectacle of a somewhat hedonistic sect of the Final Knights. By allowing others to see the inside of the club, members realize that it becomes something ordinary and expected – which means that less people will attempt to sneak in or learn about the organization's true motives.

Most members of Murder Inc look a bit askance at the 33rd Street Club, since the group mixes religion and murder. However, there is no denying that the organization is effective. While there are other Murder Inc groups within Old York, the 33rd Street Club is a place where all of them can meet occasionally – whether they happen to be Final Knights or not.

THE TOWN OF YESTERDAY

When you first enter Yesterday, you may think it's simply a small, country town full of Quiet Folk and Mericans. There are local farms that dot the landscape, a country store where you can purchase or barter for supplies, and even a small school where children are taught the basics of reading and writing. There are, of course, local town guards that rotate shifts at outposts each night, but those are the norm for country towns. In all, it appears to be a peaceful place with only the occasional traveler passing through.

In reality, the small town in what was once northwest Connecticut is a legend among the members of Murder Inc. This is where children are housed and brought up in the ways of organization since birth. In fact, there are many Murder Inc families that bring their children to Yesterday to be trained and raised in the ways of the group. However, this does mean that they lose their children to Yesterday for all time.

Children and teens are taught all aspects of killcraft. They learn various methods of fighting, how to slide into almost any situation, how to communicate with other Murder Inc cells, and also the state of various governments and organizations throughout the wastes. Their background education as children becomes more focused as teens. Their individual strengths are fostered, and they apprentice to adults who further their education. A teen who shows promise as a medic may be apprenticed to an adult who is an expert on the Mortis Amaranthine, as an example.

When a teen reaches their eighteenth birthday, they then go on one of the many caravans that leave Yesterday. These caravans are purportedly to trade with other settlements, though in reality act as moving stations of death, where citizens work together to take out targets that are nearby threats to society. The teen normally works with the group to complete their first official mission, and then returns to Yesterday for further work or sets off on their own to visit other settlements.

Yesterday is notorious among Murder Inc circles due to their wariness of outsiders. The citizens are more than willing to travel and deal with an “issue” if other cells of Murder Inc call, but are less willing to accept members into their town. That’s not to say that they’re not friendly to outsiders. In fact, their hospitality is some of the best in the wastes. They will house a person, give them food, and even provide entertainment in the form of country dances or fireside stories. However, if an individual who is part of Murder Inc comes to the town requesting training, the person will never be seen again. Some say this is due to the brutality of the training. Others claim that it’s because the citizens of Yesterday will only accept those who are young enough to mold to their way of life. The fact of the matter is that there are no adults who have survived.

THE SLAP ‘N TICKLE

There are many stories that surround the well-known and notorious Slap ‘N Tickle – a hive of scum and villainy that’s known for being seedier than a raspberry. Everyone has a story about the bar: they got into a fight with the biggest badass in town; they saw a woman drink 20 bottles of hooch without flinching; they watched a horde of zombies attacking the bar get mowed down in three seconds flat. Everyone has a story – but few know the true origins of the location, or where the “original” was even based.

The Slap ‘N Tickle became so well-known, others began creating their own versions of the seedy bar across the wastes. While everyone claims they have been to the “original,” very few actually know where the original is based out of. With that said, this perhaps works in the bar’s favor. While the Slap ‘N Tickle is overtly criminal – it is not overtly Murder Inc. This allows members of the organization who are more at home among the underbelly of the post-apocalypse to easily blend in and get work done.

Odds are, you can find a “Slap ‘N Tickle” in the seedier settlements spread across the wastes. Most of them are known to have thieves, or be a great source of information in the area. They also, without fail, have a contact for Murder Inc within them. However, only members of the organization know how to get in touch with that contact. The contact is primarily at the Slap ‘N Tickle in order to make sure that non-members don’t accidentally stumble on something they shouldn’t.

The fact is that Murder Inc meetings never happen within a Slap ‘N Tickle. Instead, you’re best off standing in front of the bar and looking for what is the most ordinary place in the nearby area. That’s where the organization is most likely to meet. This allows Murder Inc members to have access to a potential recruiting pool without having those recruits accidentally find out something they shouldn’t.

So where is the actual, “original” Slap ‘N Tickle? Very few realize that it is located on a very small and somewhat insignificant island off of the east coast of the wastes. With that being said, the “original” isn’t even all that original. It’s constantly overrun by Raiders, storms, and other tragedies and so is always being rebuilt. However, its reputation is legendary, and is something that is spoken about among more nefarious circles.



POSTALLY

Within the flooded remains of Under Sea, once known as Seattle, is a place called Postally, a strip within the dark heart of the Crucible that has transformed into a hub of leisure, trade, and more nefarious dealings.

When the sea levels rose in the Under Sea, most moved to the city rooftops, transforming them into gardens as they shored up the structures below as best they could. Some, though, shored up the walls and created an underground portion of the city called the Crucible. There, a cabal of Saltwise, Full Dead, and Red Star created a haven with food, drink, and performances. They strung banners and flags within the twisted passage within the Crucible, encouraging parties and gatherings long into the night and far into the day. The area became a constant festival – one where you could lose yourself for a few hours, a few days, or even a few weeks. Without sunlight, time slipped past without many realizing.

Not coincidentally, this also became the perfect place for conversations in plain sight. After all, when you're at a party the last thing you'll notice is a group of people casually chatting in a corner. As drink flows and as gifts are exchanged, you won't realize that a package may contain something else entirely.

The area of Postally is a hive for Murder Inc. Meeting in plain sight when the opportunity arises, most members in the area dress like party goers out for a fun time. They switch off between groups of "friends" as they conduct business before going out on missions in the local region.

There are, of course, some rules in the area that any outsiders need to follow. The area is largely governed by Red Stars, who believe in the importance of making their local community safe for all. Someone who wants to work in the area often needs to help complete a job in service of the local commune before being given the opportunity to do other jobs.

This has made the Under Sea both one of the safest and one of the most dangerous cities in the area. As an ordinary citizen following the rules, it's probably one of the best regions to live in. If you're a criminal or someone who plans to go against Murder Inc, however, you're best of moving somewhere else.

Because this is a proving ground for members, Postally has become famous among Murder Inc circles. Many in the area visit Postally for the chance of "proving themselves" with a job. In some families in the region, it's become a rite of passage to visit Postally and complete a job before officially joining Murder Inc.

MURDERER'S ROW

There are some people that are legends within Murder Inc. These are individuals whose names are whispered in dark places in the wasteland – ghost stories that strike fear in the hearts of their enemies. These are people who many members of Murder Inc. strive to emulate, in their own ways – or at least rise to their level.

While these individuals are spoken about among the wasteland, many stories that surround them are hearsay. If someone were to say that they know Albert Jerome Pierrat personally, as an example, it's likely that they don't and are just using his name for clout. Even so, these are individuals whose names bear weight, and are respected among circles of murderers.

ALBERT JEROME PIERRAT

CURRENT FACTION - WATCH OF THE BONE CHAPEL

One of the Inner Circle, Pierrat is a large Full Dead who is one of the founders of Murder Inc. He dresses as well as he can in the post-apocalypse, and recreates suits made of strips of leather if he's being formal, or uses airy, cloth robes when he's not. Slightly balding with dark hair and eyes, he has a way of smiling to make you feel at ease – and a way of talking that makes you want to listen to his southern accent.

Since Albert cannot walk, he uses a customized metal chair with wheels. While he lacks physical strength, Albert has one of the most dangerous and brilliant minds in the wasteland. He's one of the most dangerous people within Murder Inc. due to his ability to speak and convince others. It's said, "If you let Albert speak, he's already won."

Equally terrifying, Albert is said to have a perfect memory organized by an incredibly cunning mind. Albert can recite any line, any word, and any conversation he has ever had. He can outline blueprints from technology across the wastelands and speak dozens of languages (many of which thought lost to the Fall). Albert can tell you the likes and dislikes of any person he has met. This has made the Full Dead a masterful tactician and a wealth of knowledge.

In the past, Albert controlled most of Murder Inc. with a circle of other Full Dead based out of the Sunken Saints. Over time, though, the organization became too large, and infighting broke things apart. Albert found himself in a position where he needed to salvage what he could. He worked with various organizations and through strength of will pushed them together to "make it work."

This wasn't a sustainable choice, though, and Albert knew it. He eventually called any remaining members of Murder Inc. to join him in the Sunken Saints to discuss the future of the group. This is when the organization was truly reborn into something that was built to last.

Most don't know the crucial role that Albert had in uniting the fractured remains of Murder Inc., or even the power he held, and still holds, within the Sunken Saints. However, Albert's focus is always and still is the greater good of the wasteland.

SENWEIGH

CURRENT FACTION - ADHERENTS OF BETRAYAL

Senweigh, at first glance, looks like any sailor in the post-apocalypse. They're a Saltwise who prefers bare feet on deck and at sea, and solid boots on land. With dark hair that they braid back and light brown eyes, Senweigh has an average build, average features, and dresses in rough clothing.

While Senweigh may look average, though, they are anything but. Senweigh is well-known among the Adherents of Betrayal as someone who can take out a ship, its entire crew, and its supplies without so much as a blink of an eye. Normally, they're sent after ships that are captained by problematic leaders, or are part of a larger fleet of ships that are causing issues along the coastline.

Senweigh works by first ingratiating themselves with the crew over the course of several months. When the ship goes out to sea for a longer voyage, that's when Senweigh strikes. They salt all of the provisions on the ship to the point of being inedible, and quickly take care of any other Saltwise onboard that may be able to provide nourishment for the crew by other means.

Senweigh then systematically causes accidents to happen onboard. The rigging snaps, the sails tear, the motor breaks, and the ship becomes a floating coffin. Crewmembers often don't realize what's happening until it's too late; at that point, they're dehydrated and aren't thinking straight.

Ships that are hobbled by Senweigh come floating back into port, populated by dehydrated corpses that have died again and again. Because of the finality of their kills, Senweigh is only sent in when the worst of the worst need to be dealt with.

In order to make sure that they don't suffer the same fate as the crew, Senweigh always has a small ship stationed on a sandbar nearby or, when further out to sea, has an accomplice with rations and water waiting just out of sight. Once they completely hobble the ship, Senweigh fakes their death and then swims out to the waiting ship.

While Senweigh will travel far for a job, they're largely based out of the eastern seaboard, monitoring the trade going on among Old York, Beacon Hill, and as far south as Gatorland.

MISSUS TONIA PEPPIN

CURRENT FACTION - THE SILENCED KNELL

Missus Tonia Peppin is well-known in Vegasia as a legendary performer in the End Cirquis. Guests watch in awe as she performs acrobatics on ropes dangling from a tent, swings on a trapeze without a net, and twirls through flames created by a fire breather. However, Missus Tonia Peppin isn't just known for being an outstanding performer; she's also known as being one of the deadliest members of Murder Inc.

Without fail, Missus Tonia Peppin will appear on stage for her performance. Swathed in light fabric that gives the appearance of tattered butterfly (or, perhaps, moth) wings, Peppin is mesmerizing to see. However, it's known among Murder Inc that whenever Peppin goes onstage, someone nearby is sure to die.

No one is quite sure how she does it, but between acts, Peppin leaves the End Cirquis and, using her signature Papaya rifle, takes out her target. She takes months to plan exactly where the target will be, and to set up a sniper's nest in a nearby location. No one ever witnesses her do the deed, and no one is able to figure out how she moves so quickly. The fact of the matter is, though, that Peppin always has an alibi. After all, how could she have killed someone if hundreds just saw her swinging from a trapeze?

There is a bit of sleight of hand involved in Peppin's act. She does appear onstage at the beginning of the show, and does normally perform one or two acts. However, Peppin normally has a double step in for at least one act in the center of the show before she retakes the stage. Under the dim lights and with heavy makeup no one can tell the difference – not even members of Murder Inc.

Since the End Cirquis travels, Peppin can easily accept jobs and take out high-end targets along the west coast of the wasteland. As a Lascarian, she also has the added excuse of covering herself completely in light-flowing fabric. This means that she passes unnoticed or unrecognized, even after performing for hundreds of people.

GREY

CURRENT FACTION - THE SILENCED KNELL

Grey, known as “Uncle Grey” to those within Yesterday, is one of the best teachers of killing the world over. He’s a man that could pass for someone in his 30s, 40s, or 50s depending on what he wears and whether or not he has a hat on. Generally, though, he looks like a rough farmer in sturdy pants, boots, a rough-spun shirt, and a wide-brimmed hat. As a Quiet Folk, he’s soft-spoken, but the words he speaks are always listened to.

Grey takes the responsibility of training the next generation of killers seriously. He shows them how to use guns, knives, and longer blades. He shows them how you can use almost any object within arm’s reach as a weapon. Failing that, he also shows them how to use punches and kicks to disable and even kill an opponent. In fact, Grey is probably the most well-rounded killer within Yesterday, which may explain why he’s tasked with training the youngest children there.

Of course, that doesn’t mean that Grey doesn’t specialize. Due to his unremarkable features, Grey is a master of disguising his form. He can change from a rough farmer to a well-to-do city slicker in an instant – and then change again into a gang member from Old York, or a sailor from Beacon Hill. When he goes out on “sabbatical,” as he jokingly calls it, Grey is unrecognizable – and that’s generally the way he likes it. He is quick, efficient, and gets the job done before he returns to Yesterday.

While within Yesterday, Grey is the sort of kind but firm person you may have a drink with at the end of a hard day. He’s well-respected within circles of Murder Inc, though Grey doesn’t like to acknowledge his own fame. Instead, he focuses on his work. If someone ever mentions that he’s known within circles of Murder Inc, Grey will simply say, “Then I guess they got poor taste.”

DOCTOR PHINEAS

CURRENT FACTION - WATCH OF THE BONE CHAPEL

Whispers go out across the wastes of a person with not one name – but many. There are rumors of a robed figure that appears and disappears at will – an individual who has been around for almost as long as there has been a Murder Inc. This is Doctor Phineas, one of the members of the Watch of the Bone Chapel.

No one knows where Doctor Phineas first came from, though they have been spotted all along the east coast in recent years. However, they’re just as likely to appear in the deep south or even in the western reaches of the apocalyptic wastes. Dressed in brown and black with a plague doctor’s mask, Phineas wears loose clothing that largely hides their form – which means that most can’t describe exactly what the good doctor even looks like.

There’s no denying, though, that Phineas is a committed member to Murder Inc. They normally appear in towns that are having major issues with Mortis Amaranthine activity. A well-known Graverobber, Doctor Phineas guides town members to fixing their own problems – and doesn’t step in unless absolutely necessary. They focus on their role as a teacher and mentor rather than on their role as an active participant. However, they will absolutely get their hands dirty when they need to.

While Phineas is outwardly known as solving issues with the Mortis Amaranthine, they’re also known to appear in areas where there are wasteland-wide threats at play. When there is a new, manufactured disease that could kill thousands, when there is a new technology that could destroy cities, when there is a cult leader that could influence local society in a terrible and new way – you’re likely to find Phineas there influencing the outcome.

Some say that Phineas is a Lascarian, which explains why they hide their face and conceal their skin even in daytime. Others claim that they’re a Pure Blood whose family has influence over large swathes of the wasteland. Still others say that they’re a Merican who simply wants to do what’s right. The truth, though, is still hidden – at least to those who claim to know the good doctor.

BROKE “BLADDY” VARN

CURRENT FACTION - ADHERENTS OF BETRAYAL

There are those who are notorious within Murder Inc and there are those who are notorious within criminal circles – and then there are those who are known within both. Broke Varn, more commonly known as “Bladdy,” is the owner of the Big A.C.’s very own Slap ‘N Tickle. The Semper Morte’s style is a combination between high fashion and seedy underbelly, a look that’s meant to put most people off kilter when they meet her.

When Broke first arrived within the Big A.C., she began to steadily grow her powerbase among the criminal circles. She started with a small place where she offered games of chance and drink. Slowly but surely, those who wound up in debt to her were either eliminated, or became her loyal minions. Her strange sort of charisma served her well, and people enjoyed her mix of blunt honesty and ruthlessness. Over time, people vied to impress her with gifts and acts of service – trying to get into her good graces. This, more than anything else, earned her the name of “Bladdy,” short for “blood daddy.”

Over time, Bladdy became too entrenched to get rid of. Those who disliked her compared her to a bad case of toe fungus. Those who loved her compared her to a local and beloved institution. She began to be known as the person you go to in order to get things done. Stealing priceless artifacts, getting illicit drugs, or smuggling something from one location to another were all part of Bladdy’s purview. She would find the perfect team for your job – and would charge a fair price for the labor she put into it.

While she was growing her name in the criminal world for thievery and gambling, however, Bladdy was also growing her name within Murder Inc. Because she was so overtly criminal, most didn’t look further than that. This allowed her to covertly complete missions within her sphere of influence. Perhaps a job to smuggle some items wasn’t actually a job of thievery – perhaps it was ensuring Murder Inc agents had safe transportation. Perhaps getting rid of a rival was much more than just a criminal undertaking – perhaps it was an actual hit sanctioned by a Blade.

The fact is that Bladdy is such an odd combination of honest, overt criminal, that most people don’t realize she’s involved in any portion of Murder Inc. In fact, even members of Murder Inc don’t realize how efficient she is. Bladdy plays the fool to the point that she can work in the open – allowing her much more leeway than others within the organization.



THREATS TO THE WASTES

Within the wasteland, there are individuals and organizations that are threats to society. These are people who look out only for their own gain at the expense of not only others – but the world at large. These are people that must die for the sake of the greater good, and their organizations stamped out completely.

These threats change rapidly. Sometimes, an organization is stamped out. Other times, a person's influence simply fades away. However, there are many who are still large influencers of the worst that humanity has to offer. These are just a few of the threats that exist within the wasteland, and are large targets for Murder Inc.

When introducing these threats into a game, make sure to incorporate your own, local flavor and create local cells that these groups are operating in. Reach out to neighboring games to create a cross-plot that these threats can be part of.

DOCTOR SARIUS

THREAT LEVEL:	Rising
VARIETY OF THREAT:	Mortis Amaranthine Threat
ASSESSMENT:	Discover ways to block and prevent further findings by Sarius and his followers. Requires cooperation between the Watch of the Bone Chapel and the Silenced Knell.

During the war of the Ironworks, there were scientists and Graverobbers who harvested the Infection from subjects in order to study not just the Mortis Amaranthine, but what lay beyond. Through their efforts, they pierced death itself – creating a hole that allowed soldiers to come back time and time again to feed their army.

The war ended and most of the researchers died. In recent years, though, a former Graverobber who was involved in the project has reappeared. Doctor Sarius is a scientist who specializes in manipulating Infection and the Mortis Amaranthine. His goal is simple: find a way to harness the dead to serve him.

Over the years, Sarius has gathered other, like-minded researchers to his side. After all, why not find a way to harness the Mortis Amaranthine and the dead to a greater cause? It's a tempting argument for most. Unfortunately, any "good" that can be found in the argument quickly goes away as soon as Sarius and his followers begin showing their true colors.

Believing that those who study the Mortis are more enlightened than the general masses, Sarius looks at others as objects rather than as people. They are simply there to serve a function in his greater design. The ones who further his mission are worth consideration. Those who don't are quickly discarded.

He teaches this same mentality to his followers, and makes it feel as if it's them against the rest of the world. Because of this, many of Doctor Sarius's researchers tend to be wary of outsiders – or outright belligerent towards them.

Currently, Doctor Sarius and his researchers capture Strains and perform experiments on them, working to strip their Infection and transform them into undead that they can then control for their own means. In other words, Doctor Sarius is attempting to revitalize the old Dragoon program in a new way.

INCORPORATING DOCTOR SARIUS:

Doctor Sarius will never appear at a live or virtual event. Cells with localized researchers and scientists will pop up at various settlements. When running stories with this group, tailor the research the group is performing to your local game. Perhaps they're finding ways to take Infection from individuals to create a giant, undead monstrosity. Perhaps they're creating a localized army of the undead. Perhaps they're simply finding a way to bring people back more easily by sacrificing others. Whatever the case, make sure that the researchers are cold, analytical, and monstrous in their actions.

SALLY RYDER

THREAT LEVEL: Rising

VARIETY OF THREAT: Trade Threat

ASSESSMENT: Find ways to destroy information about the crystals and curtail traveling raids.
Requires cooperation between Watch of the Bone Chapel and Adherents of Betrayal.

There are those who live off the sweat and labor of others. There are those who kill in the name of their own pride. And then there's Sally Ryder. A Diesel Jock that's a mix of cold brutality, intelligence, and vengeance, Sally is a threat to trade routes throughout the wasteland.

Her reign of terror first started in the south. A member of a Diesel Jock clan called the Vindles, she soon saw that her family wasn't ambitious enough. They would pick off other clans or Rover caravans, raiding for paltry offerings.

She confronted the leader, who brushed her off. That evening, she began gathering support from the others in the clan. A week later, she and her supporters chained their former leader by the neck and dragged him behind her ride until there was nothing left.

Then she found him and did it again. And again. And again.

She molded the clan into the image she wanted, gathering others from outside over time. A clan of 25 transformed into a clan of 50 and then 100. The rumble of their engines began to strike terror in those who regularly traveled the routes she haunted.

If she was a simple raider, Murder Inc wouldn't consider her to be the threat she is. The fact is, though, that Sally realized that while raiding large-scale caravans was useful – it didn't feed 100 people at a time. She instead set her eyes on settlements. She would appear and give a list of items that the settlement needed to provide. If they didn't provide it, she would raze the settlement to the ground, leaving nothing behind.

As Sally traveled, she noticed that there was a natural schism in the world. There were those who were intelligent and tended to manipulate others, and then there were those who chose violence. But what prevented people from combining the two, she wondered? She began looking into psionics – how Grave Attuned manipulated their reality, and how it could be used. Now, she uses her expertise to not just warp reality, but also create objects that shouldn't exist – crystals that she can use to her benefit, but which also attract the undead.

INCORPORATING SALLY RYDER:

Sally Ryder will never appear at a live or virtual event. However, Diesel Jocks from her clan may – demanding items. Alternatively, one of Sally's psionic crystals may be purchased by a local enemy and may be used with local mechanics. Whenever using psionics, make sure that what you create falls in line with the post-apocalyptic genre.

THE DEAD PROPHET

THREAT LEVEL: Stable

VARIETY OF THREAT: Cult Leader

ASSESSMENT: Destroy their social influence and curtail their access to technology. Requires cooperation between the Adherents of Betrayal and Silenced Knell.

There are whispers of a Full Dead that lives in a temple built to the hubris of humanity – a person whose own ideals were warped and twisted long ago. This is an individual who has built a cult around fallen principles and ideals, a warped prophet to a dead god.

Based out of the midwest, the “Dead Prophet” has built a base of power within the cracked remains of a missile silo in the middle of the wastes. There, they preach the importance of evolving – of how Strains emerged and how humanity fell. They preach that the Infection continues to warp and change and that if the world does not continue to evolve, it will die. They preach that those who refuse to change are not worthy of life – and their followers enact their very whims.

The Dead Prophet would be worrisome by themselves. However, they become more worrying when taking their history into account. The Dead Prophet was once known as Curie Arrand, an individual who was pieced together with the memories of several important individuals who were integral in the Fall of humanity. Unfortunately, this means that the Dead Prophet remembers several key locations for stashes of technology – and also the finer points of manipulation.

Curie Arrand was once recruited to Murder Inc, but after a falling out they were killed. After passing through the grave, they renounced their name and their previous residence. Now, they have reworked their powerbase in a new location with a new set of rules: assert control and bring forth a new wave of evolution. Known as the New Evolution, the followers of the Dead Prophet follow their leader with near fanaticism. The cult is currently stable rather than growing, however, mostly due to the work of Murder Inc.

INCORPORATING THE DEAD PROPHET:

The Dead Prophet will never appear at a live or virtual event, but their followers may. Cells with localized leaders are not uncommon, and may be tailored to a local area. Stories with this cult should not be zany or funny. Instead, they should focus on the horror of experimentation, horrific body modifications, and monstrous creatures. Cultists should be brutal, faithful to an extreme, and horrifically intelligent.



STORYTELLING FOR KILLERS

Storytelling for **Dystopia Rising Live** is a collaborative experience. The players and the storyteller work together in order to tell a shared narrative. When throwing in the extra elements of subterfuge, murder, and heinous plots, however, it's important to take some extra steps in order to make sure that each person at an event will enjoy the story. With that in mind, we're offering some tips below for telling stories with Murder Inc (and criminal elements in general) while playing **Dystopia Rising**.

STAY ON TARGET

Before game begins, consider the culture of Murder Inc, and what sort of story your players would like to participate in. A great way to do this is by emailing your players, or setting up a time on Discord or another chat platform, and asking what sort of elements your players would like to see at a game. This could be espionage, action and adventure, subtlety, betrayal, or any kind of combination of themes. Each game has a different culture, so it's important to understand what sort of elements your players may like to see at a game.

There is something to be said about wanting to be surprised, however. While you can poll players about general themes, exact scenarios are something you can save to keep that element of suspense and surprise. After all, this is a group that's about assassinations.

As you continue your story arc, check in with players to see if they're enjoying things so far. This can be as quick as asking "What did you think about the main Murder Inc character being in league with the opposing army overrunning your town?" While the characters in the story may be on edge or miserable, the players may be enjoying things immensely. By checking in after game, you can help guide the story in a way that's enjoyable for all.

The most important thing to keep in mind, however, is that you can't please everyone. Murder Inc is a very niche part of the game, and you should aim to target those who are interested in that portion. If one person isn't enjoying the story and most are, that's absolutely fine. This simply may not be the story arc for them. Instead, chat with other storytellers to find out how to hook that person into another story that they may enjoy more.



MADE TO KILL

Many different types of games can use Murder Inc as just one of the elements in play, rather than making it the entire theme of the game. However, stories involving Murder Inc are always intended to incorporate darker themes that deal with morally gray areas and acts of violence. With that in mind, we've included some story prompt ideas that you can use to develop your own narratives.

You can modify these in any way that you'd like. Consider these to be ideas to show you what themes Murder Inc traditionally uses. Aim to create two to three-month arcs so that your story doesn't grow stale, but does have enough time to develop with your players.

In addition, remember that Murder Inc is a secret society. Do not "out" players with plot.

THE DARKEST OF TALES

Scraps of paper begin appearing around the town, telling terrible stories. There's the tale of someone whose skin is torn off piece by piece. There's a story of someone who is forced to drink blood until they vomit and die. The list goes on. But what is more disturbing is the fact that influential members of the town are being kidnapped – and then those things happen to them.

OH DEATH

Whenever someone passes through the Mortis Amaranthine, they see a strange figure watching them during their Mortis Amaranthine scene. The figure is masked and has been seen more and more often. Now the figure tortures people within the Mortis.

WHAT IS HE BUILDING IN THERE

Bits and pieces of machinery keep going missing. People find miscellaneous items on workbenches at the end of the night and in the early morning. More worrying is the poisonous fog that floats out of the woods. Can Murder Inc stop whatever is happening in time?

RIVALS

Members of Murder Inc begin to be actively targeted for torture and death. Meetings are attacked, and members learn that a rival group is trying to take over. Can they work together to stop the threat – and find out why the group wants to destroy them in the first place?

IT'S ALL FUN AND GAMES

While we are talking about murder and death, we do need to remember that this is a game and that the game needs to be enjoyable. One way of making Murder Inc scenarios more enjoyable could be to add physical aspects to a scenario that are independently fun. Engaging in fun, physical activities that are appropriate to the scenario can significantly enhance the experience. These activities add a layer of engagement, allowing players to connect more deeply with their characters and the story. By aligning physical actions with the game's theme, players can enjoy a more dynamic and interactive role-playing experience. Here are a couple quick samples of ways to put the "fun" in a "funeral."

UNSEEN PRACTICE

Players are challenged to tail a target and gain info, unseen. A casted character (NPC) is sent into the world with the instructions to find a specific player and deliver a piece of mail. The mail itself is irrelevant; it could be a letter from that character's family. However, you know if your Murder Inc players succeeded if they can tell you who the letter was delivered to. They fail if the players rely on skills to walk around "mechanically unseen" instead of being stealthy, and the delivery person reports back to logistics that they were seen.

HAND-TO-HAND TRAINING

Members of Murder Inc gather together to train and improve their skills. At one meeting, members square off in a circle. Out of character a “flag” or a doubled over piece of tape is attached to each player’s bicep and leg, as well as a torso. Players have to snatch each of the “flags” in the order of limbs before torso, and the first to lose all flags is considered subdued.

This helps players get used to negotiating physical comfort levels before engaging in combat and simulating unarmed combat that doesn’t require boffer fighting. It shouldn’t have to be said, but players should wear safety gear like glasses and refrain from actually engaging in Greco-Roman wrestling with each other to prevent injury.

B&E UNSEEN

Members of Murder Inc have been given a job to take out a target in their home without waking the rest of the family. The target and the family are a group of casted characters (NPCs) who have been sent to sleep in a module space. In the module space there are a number of precariously stacked items all along the floor which

if knocked over, would make a sound.

To succeed, Murder Inc just needs to get across the room and place their weapon on the target’s chest without knocking over anything that would make a noise (or making sound themselves). If they knock something over, all of the kids wake up with a start and start firing with ridiculously oversized firearms.

THE DOUBLE PASS

A hit has been put out on a specific target casted character (NPC) who has a penchant for drinking. The goal of the game is simple: each member of Murder Inc has been given a small dose of poison in the form of a uniquely colored sticker. If three different stickers make it onto the container that the target is drinking, in 10 minutes the casted character will fall over dead. The trick is that three different people need to pass their poison onto the target, and none of them can be seen.



CLOSING CONSIDERATIONS

Thank you for journeying with us through the landscapes of **Dystopia Rising**. This **Dystopia Rising Live** content was created by a very small team of writers, artists, editors, and layout designers. We hope that you, and your local games, gain benefit from the content we have written.

If you would like to see more **Dystopia Rising Live** content published, consider donating to future book development on the Most Improbable web page. Funds that are raised by Most Improbable go toward the development of more books, more content, and more resources by paying more writers and artists to help bring the vision to life.

If your local game benefits and uses our resources, we ask that you consider donating to the ongoing development of new materials. These books are not funded by the **Dystopia Rising National Network**, save for any purchases or donations they choose to submit.

Another option is purchasing either attending and non-attending tickets to the Dystopia Rising: Connecticut events. With your ticket purchase your generous support doesn't merely grant you access to an extraordinary on-line or live experience, it sustains the very heart of our creation. The funds raised are vital in compensating our dedicated local staff and ensuring the continued publication of future book releases in this thrilling series.

We are focusing on ensuring **Dystopia Rising Live** content is released free and to the public, but the volume, quality, and timetable of these releases is based almost completely on when funds are available.

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