

CONCEPT PAGE

Call of Duty: Zombies

"A perfect world, tainted by the aether and apothicons. Your heroes keep this world tainted, especially with their meddling. They cannot achieve happy lives, for that would compromise your perfect world."

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The Agarthas

- **Name:** Doctor Monty
- **Weapon:** Tentacle
- **Movement Speed:** 4.6m/s (115%)
- **Terror Radius:** 32 Meters
- **Height:** Tall
- **Type:** Malignance
- **Difficulty:** Moderate

The Agarth is a corrupting Killer, able to corrupt Survivors with his power **Keeper Of Agarth**, injuring them and causing their corruption to eat them from the inside out if they don't do something about it quickly.

His personal perks **Cycle Anew**, **False Guide**, and **Fracture: Overseer** block any Generators Survivors work on at the beginning of the Trial, cause him to emit the sounds of a Generator when Undetectable, and offer himself to the void, allowing him to damage see Generator progress at the cost of movement speed.

The Agarth's Lore

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The Agarth's Visuals

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Keeper Of Agarth

The four of them are trying to end your perfect world. They have defied your words and have decided that you are the monster that must be destroyed, but Agarth has its keeper, and you are it.

Keepers

4 *Ritual Tables* will spawn in Trial. Each houses a *Keeper Spirit*.

At the start of the Trial one *Keeper* will fully manifest holding the *Summoning Key*.

When *The Agarth* is within **4 Meters** of the manifested Keeper, pressing the *Active Ability Button* will have *The Agarth* pick up the *Summoning Key* and unlock both *Soul Containment* and *Aether Gateway*.

Aether Gateway

In the center of the Trial an *Apothicon Statue* will spawn.

Using *Soul Containment* on a *Keeper* will spawn an *Aether Gateway* in front of it. Both *The Agartha* and *Survivors* can use this *Aether Gateway*. Using this *Aether Gateway* will teleport you to the *Apothicon Statue*.

Aether Gateways are one way, and the *Apothicon Statue* is the end point. *The Agartha* cannot travel from the *Apothicon Statue* to a *Keeper*.

Teleporting via an *Aether Gateway* takes **3 Seconds**.

Aether Gateways last for **30 Seconds**.

Soul Containment

Pressing the *Power Button* when aiming at a *Survivor* within **8 Meters** will activate *Soul Containment* and afflict them with *Corruption*.

Pressing and Holding the *Power Button* for **2 Seconds** will destroy the *Summoning Key* and cause any *Survivor* inflicted with *Corruption* to have it removed and become afflicted with *Curse*.

After being destroyed, the *Summoning Key* will return to a random *Spirit Keeper*, causing it to fully manifest.

Curse

When a *Survivor* becomes afflicted with *Curse* it will begin ticking down, after **45 Seconds**, the *Curse* will fully envelop the *Survivor*, causing them to lose a *Health State* and become afflicted with the **Oblivious Status effect** until they cleanse their *Curse*.

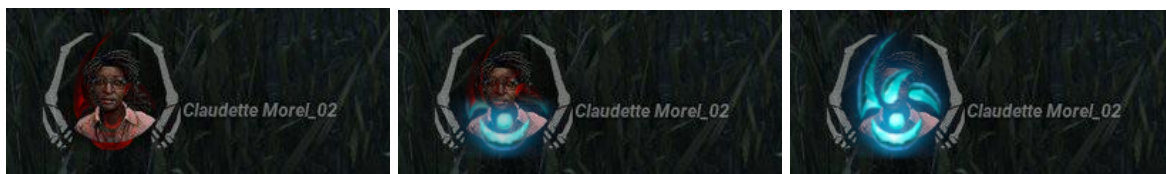
If a *Survivor* is in *Chase* their *Curse* will not tick down.

Survivors affected with *Curse* have a random *Keeper* assigned to them. This *Keeper* is revealed to the *Survivor* in **White**.

Survivors can go to their assigned *Keeper* to cleanse their *Curse*, removing it from the *Survivor*.

Cleansing the *Curse* takes **7 Seconds**.

Survivors lose *Curse* when put into the *Dying State*.



Inactive Corruption

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Active Curse Timer

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Enveloped Curse

Score Events

Claiming the Summoning Key will trigger the *Claimed* score event, rewarding you **200 Bloodpoints** in the Deviousness Category.

Corrupting a Survivor with the Soul Containment will trigger the *Deep Roots* score event, rewarding you **100 Bloodpoints** in the Deviousness Category.

Cursing a Survivor will trigger the *Cursed* score event, rewarding you **400 Bloodpoints** in the Deviousness Category.

Injuring a Survivor via Curse will trigger the *Downfall* score event, rewarding you **500 Bloodpoints** in the Deviousness Category.

Cleaning Corruption will trigger the *Cleansed* score event, rewarding you **200 Bloodpoints** in the Boldness Category.

Keeper Of Agartha's Add-Ons

Blood Vials

A pair of blood vials, a hope for a continued existence, a hope snuffed out.

Instead of *Cursing* corrupted Survivors when destroying the *Summoning Key*, remove their *Corruption* and gain **250 Bloodpoints** in the Deviousness Category for each Corruption removed.

"He thinks I do not know, but I do. The blood will protect me."

- Edward Rictofen

Discarded Perk-a-Cola

A half-empty discarded soda bottle. It reeks of fish.

Reduces the time it takes *The Agartha* to use an *Aether Gateway* by **-1 Second**.

Increases the time it takes for Survivors to use an *Aether Gateway* by **+2 Seconds**.

Xenomatter

Material harvested from the cosmic horrors of Morg City.

Adds a fifth *Ritual Table* to the Trial. The *Keeper* inhabiting this table is the only one that can hold the *Summoning Key*.

This *Keeper* cannot be assigned to *Cursed* Survivors.

Model Icarus

The makeshift plane "Icarus". The fog seems to have shrunk it down to a tiny model version of itself.

Cursed Survivors are inflicted with the **Blindness** Status Effect.

Blindness prevents the Survivor from seeing auras.

"All of that for nothing? I am done with this stuff! You hear me? I'm done. I don't know what the fuck is going on, but I ain't playing no more. Either wake me up, or just fucking kill me already! You hear me!? I'm done!"

- Salvatore "Sal" DeLuca

Acid Bottle

A small bottle of acid, stolen from the Alcatraz prison's infirmary.

Increases the time it takes for a Survivor to cleanse their Curse by **+2 Seconds**.

Al's Hat

A flat cap with the word "Weasel" inscribed on the tag.

Survivors with an *Enveloped Curse* are inflicted with the **Broken Status Effect**.

Broken prevents Survivors from being healed.

There's nowhere to run...nowhere to hide...you know there's only one way this is gonna end Al. Poor...poor... Weasel. "

- Albert "The Weasel" Arlington

Gramophone

A gramophone found in a French digsite during WWI. Its special tune can open a Gateway to the crazy place.

Increases the duration Aether Gateways remain by **+15 Seconds**.

"Yes yes, you found it! For the Gateways to open, they need to hear the songs."

- Samantha Maxis

Atomic Cold Cells

Power cells used in the most iconic weapon ever made. Make sure to revive the user.

Survivors who cleanse their Curse at a Keeper have their Aura revealed for **2 Seconds**.

Gas Mask

A gas mask used to filter the growing spores of an old Rising Sun facility.

Leaving an Aether Gateway grants The Agartha with a **+7% Haste Status Effect** for **5 Seconds**.

Haste increases The Killer movement speed.

Maxis' Brain

The brain of a German scientist, harvested and contained in a jar to prevent zombification.

Survivors can no longer see the Aura of their assigned Keeper.

"Ahh... At last. The darkness is at an end! I live again! I knew my friend would not fail me... wait. Something is wrong... I can no longer touch, no longer feel! What have you done Richtofen!"

- Ludvig Maxis

Golden Spork

A spork that shines gold in the light. Looks way deadlier than it should be.

When destroying the *Summoning Key*, *The Agartha* gains the **Undetectable** Status Effect for **18 Seconds**.

Undetectable hides *The Killer's* aura, *Terror Radius*, and *Red Stain*.

Cursed Cloth

A warning sign of doom for the inhabitants of Dimension 63.

Reduces the amount of time it takes for the *Curse* to envelop a Survivor by **-5 Seconds**.

"They are coming. They have already corrupted this world with their twisted malfeasance. YOU are chosen, YOU are marked, YOU are cursed!"

- *The Shadowman*

Seal of Duality

A device sought after by both keepers and apothicons alike, but as it had yet to exist, the factions were forced to use humans to gather the parts.

When walking through an *Aether Gateway* it will close behind *The Agartha*.

"Speaking of that blacksmith, he also recovered plans for 'The Agarthan Device'. It seems that the blacksmith already built one of the pieces - the fabled 'Vril Vessel'. The Agarthan Device, a device capable of granting that which one desires... Almost like ein 'genie in a bottle'... Perhaps I will keep this genie in mein back pocket..."

- *Edward Richtofen*

Ultimas Tantō

The tantō short sword Ultimas Takeo used to perform seppuku.

Cursed Survivors are inflicted with the **Exhausted** Status Effect.

Exhausted prevents Survivors from activating exhaustion perks.

"A better tomorrow is only possible if we blow away the ashes of the past."

- *Takeo Masaki*

Ragnarok DG-4

The fourth 115 powered weapon within the DG series.

When destroying the *Summoning Key*, any Survivors within **16 Meters** of you are inflicted with a **-30% Hindered** Status Effect for **1 Second**.

Hindered decreases the Survivor movement speed.

Gauntlet of Seigfried

A 115 powered gauntlet of power, doubling as a small perch for a dragon whelp.

Cursed and *Corrupted* Survivors are inflicted with the **Mangled** and **Hemorrhage** Status Effects.

Mangled increases the time required to heal by **+25%**.

Hemorrhage regresses healing progress when not being healed and increases the amount of blood trails left by Survivors.

"I think little dragon will be Nikolai's new best friend! Yes I do! Yes I do! Won't you little dragon? As long as he doesn't set Nikolai on fire . . ."

- Nikolai Belinski

Shubozzor Ullagua

A sword crafted by the apothicons and betrothed to The Boxer. It translates to heart eater.

Any time a Survivor is hit with a *Basic Attack*, reduce the amount of time it takes for all active *Curses* to envelop Survivors by **-4 Seconds**.

"Guess all this shit with the eggs was worth it after all."

- Floyd Campbell

Skull of Nan Sapwe

A protector of an island and its people, using their skull to ward off evil.

Inflicting a Survivor with *Corruption* also inflicts them with a **-10% Hindered Status Effect** for **1 Second**.

Hindered decreases the Survivor movement speed.

Kronorium

A book that seems to be only half filled. It leads some to the path of salvation, others to their demise.

The *Summoning Key* can now be claimed at any Keeper.

All Keepers become manifested when the *Summoning Key* can be claimed.

"What is the meaning of this? The pages have changed, they - our blood? MY BLOOD!? You cannot possibly expect me to let this happen?!"

- Edward Rictofen

Iridescent Summoning Key

An ancient artifact reformed from the fog itself, making it glass-like nature.

The key to ending the cycle, at least, a cycle for a lost realm.

Cursed Survivors are inflicted with the **Exposed Status Effect**.

When a Survivor is fully enveloped by their *Curse*, they no longer lose a Health State and their *Curse* is removed.

Exposed Survivors will be put into the Dying State by Basic Attacks.

The Agarth's Perks

Cycle Anew

You are not new to cycling timelines, in fact, you thrive in them.

At the start of the Trial, *Cycle Anew* activates for **40/50/60 Seconds**.

If a Survivor works on a Generator for more than **3 Seconds**, that Generator will become blocked for the remainder of *Cycle Anew's* duration.

"Oooh! Hang on. Actually, that all works out perfectly."

- *Doctor Monty*

False Guide

You guide others to a terrible fate they cannot avoid.

Increases the duration of **Undetectable Status Effects** by **9/12/15%**.

Whenever you are **Undetectable**, you emit the sounds of a Generator within **12 Meters** of you.

Undetectable hides *The Killer's aura, Terror Radius, and Red Stain*.

Fracture: Overseer

A Void Fracture will spawn in the Trial and be highlighted in **White**.

While standing next to the Fracture, Press and Hold the *Active Ability Button* to offer yourself to the Void.

Offering yourself to the Void takes **8 Seconds**. While the offer is being made, all Generators suffer from a **-30%** Repair penalty.

After the offer has been made:

When a Generator is repaired to **80%** progress, it triggers a Loud Noise Notification.

Damaging Generators applies an extra **3/4/5%** total regression.

You become inflicted with a **-7/6/5% Hindered Status Effect**.

Hindered decreases *The Killers* movement speed.

The Agarth's Mori

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Edward Richtofen

The Mad Scientist

His personal perks **Respin Cycle**, **Manifest: Wunderfizz**, and **Mad Scientist** allow him to replace items obtained from a chest, create a perk machine that gives him a random buff, and be rewarded for hitting difficult skill checks.

Respin Cycle

Respin Cycle starts the Trial with **3 Tokens**.

Pressing the *Activate Ability Button* while next to a Chest with an Item inside will consume a **Token**, close the Chest, and replace the Item inside.

The replaced Item will have a higher rarity than the original Item.

If the original Item had Add-Ons attached to it, the new Item will have Add-Ons of a higher Rarity than the original Item's Add-Ons.

Chests closed via *Respin Cycle* have their unlocking speed increased by **+45/60/75%**.

"I question professionalism . . . when a doctor prescribes candy . . . I'm talking to you Doctor Monty."
- Edward Richtofen

Manifest: Wunderfizz

Manifest: Wunderfizz causes a Wunderfizz Machine to manifest in the trial.

Only Survivors with *Manifest: Wunderfizz* can interact with the Manifested Object.

Only one Wunderfizz Machine can manifest in a trial.

When within **4 Meters** of the Manifested Object, press the *Activate Ability Button* to obtain a **Secret Sauce Perk-A-Cola**.

Drinking the **Secret Sauce Perk-A-Cola** will activate a random Perk-A-Cola effect for **20/25/30** Seconds:

Quick Revive: Increases the speed of Altruistic Actions by **+50%**.

Double Tap: When stunning the Killer with a Pallet, increases their stun Duration by **+15%**.

Stamin-Up: Gain a **+3% Haste Status Effect**.

Deadshot Daiquiri: Increases Great Skill Check bonus by **+150%**.

The same Perk-A-Cola effect cannot be given twice in a row.

Losing a Health State will remove any Perk-A-Cola effect you have.

The same player cannot use the Wunderfizz Machine within a **90 Second** interval.

The **Secret Sauce Perk-A-Cola** is left behind when escaping a Trial.

Haste increases the Survivors movement speed.

Mad Scientist

Interacting with a Generator will activate *Mad Scientist*.

While repairing the Generator you will be faced with **5** continuous Very Difficult Skill Checks.

During these Skill Checks the Generator you are repairing will not progress.

Succeeding a *Mad Scientist* skill check will increase your Generator repair speed by **+3%** up to **+15%**.

Failing a *Mad Scientist* skill check will decrease your Generator repair speed by **-6%** up to **-30%**.

Mad Scientist's effects last for **30 Seconds**.

For every **1 Second** spent working on a Generator with *Mad Scientist* active, *Mad Scientist* builds up **3/2/1** Seconds worth of cooldown up to a maximum of **90/60/30 Seconds**.

Mad Scientist deactivates and goes on the accumulated cooldown once its effects are up.

Failing a *Mad Scientist* skill check will not create a Loud noise notification nor will it blow up the Generator.

Edward Richtofen's Lore

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Edward Richtofen's Visuals



Achievements

Adept Agarth

In a public match, achieve a Merciless Victory with *The Agarth* using only his **3 Unique Perks**.

You Are Cursed

In a public match, destroy the *Summoning Key* **30 Times** while playing as *The Agarth*.

Adept Richtofen

In a public match, escape with *Edward Richtofen* using only his **3 Unique Perks**.

A Better Tomorrow

In a public match, repair the Generator in the Revelations house and live to tell the tail.

New Map

Revelations

Withered Isles

A place where one journey ends, the same adventure begins anew.

Agartha, a perfect world created by a man who wanted to save his friend, corrupted in the process.

Now it's a torturous place, a realm of suffering and anguish. A far cry from the "Perfect World" Doctor Monty would have wanted to create.

