

#unforgivable-miracles

CARNATICUM

SECTION ONE CONTAGIUM DEV.

CONTEMPORARY INFECTION

SECTION TWO INFECTUS.

STAGES OF THREAT

SECTION THREE CALIBRE

ABILITY & DEFECT

*"Two shots in the head. One at the back of the skull, the other through the eye. The first for the cursed plight, the second for the hunger blurring sight. - "I'll come back for **you**." He promised. So you killed him **twice**; to make sure that what's Dead stays Dead."*



burden

CONTAGIUM DEV

After [Romania's Incident](#) (2021), the [HoundWolvesSquad](#) had long lost trust in the BSAA, who had sent their forces to contain and destroy the Megamycete, alongside Miranda. However, after Dion discovered that his Progenitor had survived Carlos' antidote, (partly) because of the Mold that he was exposed to in The Parish when fighting Lucas Baker, his supposed fallout with the BSAA as an alliance *blurred. Even after visiting the European headquarters with the rest of the wolves as Chris ordered, the situation was not as dire in his eyes as it was to his captain and mates. Unlike the rest of the members; Dion felt more alienated around *them* than the BSAA, who started engineering its soldiers into mutants to fight Bioterrorism across the world. He would later return to the BSAA, finding it easier to fit in amongst bio-engineered men in spite of being a hybrid superior to most; then recruited into missions to put his Infection to use "for the greater good", in exchange for protection and immunity.

Note : The BSAA was the one responsible for his freedom, having taken care of his criminal case during his imprisonment in 2024 (check carrd) for the Murders committed by Carnaticum, 4 and a half months post-conviction.

Overview

EXCERPT / CARNATICUM, INFECTION, a sentient entity evolved from a failed attempt to terminate the infection caused by Rot Mother (currently hosted by [Carlos Oliveira](#), '@[UNTOMBS](#).) post brutal fallout between Soldier and Captain. After approximately two years of dormancy within Dion Wilson and nearly no symptoms, Carnaticum rose from its slumber one day, after its Host's heart began giving out (from an inherited disease passed down unto him from his Family.)

Being a Parasite, it knew that the key to its survival was keeping its peer alive and habitable until it could attain dominion over his body somewhere in the undecided future.

PUBLIC ENEMY

VIRUS' CATEGORY



Gif by #VP-017

Dion's affiliation with the BSAA post-Village is currently kept secret from the public and those he knows. Save for a handful of operatives that he worked with before, he still has not come clean about it, unlike his *infection*, which already reached a collective few. The reasons behind his discretion vary from the fear of being viewed as a threat, to having to respect the terms agreed upon with the BSAA. This is so as to benefit from routine check-ups, to learn more about his curious case as an amalgam of Progenitor and the Mold, and stay on-check.



After suffering an abrupt interruption mid-development (specifically designated by a point in time where Dion was supplied with the Antidote *in the middle of his active mutation*), the Virus was forced to *reconstruct* itself in order to survive against the Serum's components. Because of some of the Mold in his system post deployment in Dulvey, Louisiana, and Romania; the Virus grew entirely different from any of Progenitor's pre-existing strains.

It was later categorized by the BSAA as a Subtype from the primordial organism "Progenitor", and serving as *Father* to all diseases that it developed since its come to being. Over time, Carnaticum underwent significant adaptations in response to environmental shifts and previous treatments provided by the BSAA. These changes have enabled the parasite to develop a robust immunity against most viral strains that have been recorded by the Alliance. Its strength is derived from the *Black God/Megamycete*, whose exact location remains unknown, save for the false belief to have been destroyed in Romania.

INFECTUS

Section II.

DANGER

-

METER

LEVEL O - BENEVOLENT 0-40%

- ★ **Cold-fever:** Host suffers from a severe cold causing violent trembling in one or multiple parts of the body. Generally, this has become the case ever since the Infection rouse into activity.
- ★ **Dehydration:** characterized by dry lips, unquenchable thirst often resulting in abuse of alcohol days prior to transition towards the next stage. Tricky symptom given that the host is already a suffering alcoholic seeking warmth from one thing or another.
- ★ **Fatigue:** frequent naps that may amount to eleven hours per day; phenomenon lasting 2 consecutive days or more. Usually one of the most obvious signs of Anomaly.



No transmission possible. Default Stage that Dion's frequently found in.

LEVEL A - ACTIVE 75-90%

- ★ **Forgetfulness:** Host shows sign of becoming amnesiac; forgetting what happens a few hours, if not only minutes prior. The reason behind that is the Parasite classifying the majority of interactions hereon as unworthy of making it into core memory.
- ★ **Schizophrenia:** Disorganization in speech and behavior more visible through instinctive acts. An ongoing battle between both the Host and Parasite ensues regularly.
- ★ **Savagery:** Risks of being exposed to physical violence increase. The Host becomes unapproachable. Chances of being assaulted or abused when at its proximity, in spite of not necessarily doing something to warrant it, are extremely **high**.

Utter loss of control over one's own body, plus complete Dominion by Carnaticum begins here on and out.

LEVEL B - SEMI-ACTIVE 42-70%

- ★ **Awareness :** Parasite becomes Interactive with the world. Might manifests by choice from the Host's body to speak *individually* for them and their needs with the ability of suppressing it if need be.
- ★ **Sensors:** Capable of discerning between what's in the Host's mind and what's unfolding across. Has no power whatsoever over Host's thoughts, only voicing *over* them.
- ★ **Hunger:** Predatory instinct easily triggered by exposure to gore and wound just like any other regular Dead. Is not attracted to blood, but to the smell of fresh *flesh*.

Digesting anything from food that he's come into contact with may cause few symptoms similar to the flu. Non-lethal for people with a good immunity system.

LEVEL S - BIOHAZARD 100%

- ★ **Mold:** Summoning 3/6 known species of the modified mold (limited to the A-Type and E-Type rather than the mold native to Europe), given Dion's exposure to them in Dulvey.
- ★ **Secretions:** extremely contagious. The body becomes an active factory of viral infections easily transmissible through sweat, spit, blood, tears, sperm, & other bodily discharge.
- ★ **Rabid:** reduced to Animal. Instinctive, absent and unreasonable. *Heavy* sedation suggested to increase chances of livelihood.
- ★ **Mutation:** capable of bending and materializing around every exposed part of the body with much more ease.
- ★ **Regeneration:** Healing-speed against inner and surface injuries increases by 60% , scars remain undetected.
- ★ **Immunity:** In the case of being injected by an insufficient dosage of antidote, chances of developing immunity against it enters a critical probability.

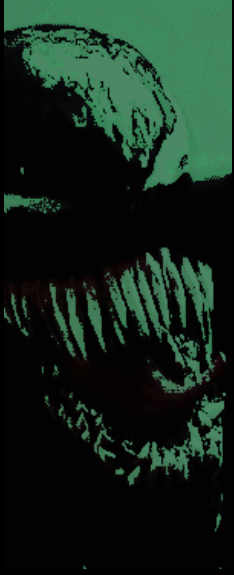


CALIBRE



TRAITS

- CARNATICUM STANDS AT APPROXIMATELY 8' TALL WHEN FULLY DEVELOPED. TOUCHING IT IS EQUIVALENT TO TOUCHING TAR AT A HIGH-TEMPERATURE: VISCOUS AND STICKY. THE PARASITE HAS ADOPTED THIS FORM AS A SURVIVAL MECHANISM, MAKING IT DIFFICULT FOR ITS PREY TO RID ITSELF OF IT ONCE ITS COME IN CONTACT, AND TO LEAVE ITS RESIDUE WHEREVER SMEARED OR WIPED, MUCH LIKE THICK PASTE.



- IT CAN ONLY SURVIVE OUTSIDE ITS MASS FOR ONE MINUTE, UNLESS SOMEONE CARRIES IT. EITHER BY RESTING THEIR HAND ON IT AND WIPING THEIR MOUTH, NOSE, OR EYE AFTER. IT INFECT WITH A MULTITUDE OF DISEASES THAT ONLY (IT) CAN DECIDE UPON, PREVIOUSLY MANUFACTURED BEFORE ABANDONMENT. IT CAN EASILY REGROW THE SAME AMOUNT DITCHED.

- ITS HIGH INTELLIGENCE MAKES IT LETHAL, A BATTLE AGAINST BRAIN AND BRAWN. THE BEST WAY TO WIN A FIGHT AGAINST IT WOULD BE TO EITHER STRAP YOURSELF WITH AN ANTIDOTE, OR TO RUN AND AVOID ANY CONFRONTATION.
- IF EXPLODED, IT MAY REASSEMBLE ONLY IF THE HEAT'S NOT CRITICAL. 'PON MEETING HEAVY FIRE, ITS GOOEY TEXTURE HARDENS AND TURNS FAR MORE BRITTLE; THIS HELPS IT BLOCK BULLETS FROM PROTRUDING THE VESSEL, SOMETIMES RICOCHETING AGAINST ITS "SKIN" TO RETURN THE DAMAGE. WHEN INDEPENDENTLY IN THE OPEN AND SURVIVING WITHOUT ITS HOST (mutation yet to unlock) IT WOULD RATHER LIQUIFY ITSELF SO THAT BULLETS AND INJECTION ONLY SLIP THROUGH IT.

Power supply

AT BIOHAZARD STAGE, CONTAGIUM DRAWS FORCE INDIRECTLY FROM THE BLACK GOD ([MEGAMYCETE](#)),



THIS CAN BE WITNESSED WHEN THE PARASITE ROOTS ITS TENDRILS INTO ROCK AND SOIL, WHICH ARE THINGS PRESUMED TO HAVE COME IN CONTACT WITH THE FUNGAL ROOT A MILLION YEARS AGO. THIS PRE-ESTABLISHES THE FACT THAT DION HAS ALREADY GOT HIS GENETIC CODE ASSIMILATED BY THE FUNGUS, HENCE WHY AFTER EACH "DEATH", CARNATICUM MANAGES TO RESUSCITATE HIM AND SHAPE HIS BODY BACK ACCORDING TO THE GENETIC RECORDS.

(This is to say that if Carnaticum were to ever lose the correct genetic code to Dion's existence, their body may fail to take a normal, human-shape after resurrection. This may occur even after a simple, minor regeneration; this could be shown through the manifestation of an extra finger, a bent arm failing to take regular shape, an eye that's a different color; or a different iris shape ...)

carnaticum

DEATH COUNT : 4

DEATH 1 : ZOMBIE BITES / VALDELOBOS 2025.09.??

Notes : PARTLY IMMUNE. NATURAL SYMPTOMS TO BLOOD LOSS SUCH AS GROWING SICKNESS AND DIZZINESS PERSISTED. (SUBJECT VOMITED ALL AILMENT IN FORTY-FOUR HOURS) ON THE FOOTAGE, THE SWARM SEEMED TO HAVE LOST TRACK OF HIM ONCE HIS INFECTION SETTLED ON STAGE B AND ABOVE, AND SHOWN HIM NO INTEREST, AS IF HE WAS ONE OF THEM.



DEATH 2 : MAULED / VILLAGE 2021.2.09

Notes : MAULED BY A LYCAN AFTER CLIMBING TO THE WOODS, WHEN LORD SALVATORE MOREAU ATTACKED THE MISSION-POST. LOST HIS FIRST CANINE PET IN THE ACCIDENT, BUT MANAGED TO HOUND THE LYCAN AND KILL IT, BEFORE ULTIMATELY SUCCUMBING TO WOUNDS; ONLY TO BE REVITALIZED HALF AN HOUR AFTER.

DEATH 3 : SUICIDE / 2024.12.11

Notes : DION ATTEMPTED TO KILL HIMSELF WHEN CARNATICUM WAS ACTIVELY PRACTICING SHAPESHIFTING AND HORIZONTAL GENE TRANSFER ([HGT](#)), SO AS TO DIE AND LEAVE IT WITHOUT A



COMPATIBLE VESSEL OUTSIDE OF HIM. AFTER PULLING THE TRIGGER HOWEVER, HE FOUND HIMSELF STARING AT THE WRONG BODY. IT TURNED OUT THAT WHILE THE PARASITE DID SEEM TO "EXIT" HIM, IT NEVER TRULY LEFT HIS METABOLISM FULLY, AS IT DIDN'T (RIGHTFULLY) TRUST THAT HE WOULDN'T BACK-STAB IT WITH ITS GUARD DOWN, JUST AS IT DIDN'T TRUST HIS COUNTERPART WHEN TAKING THE SHAPE OF SOMETHING SMALLER.

DEATH 4 : HEADSHOT. / ????.???.??

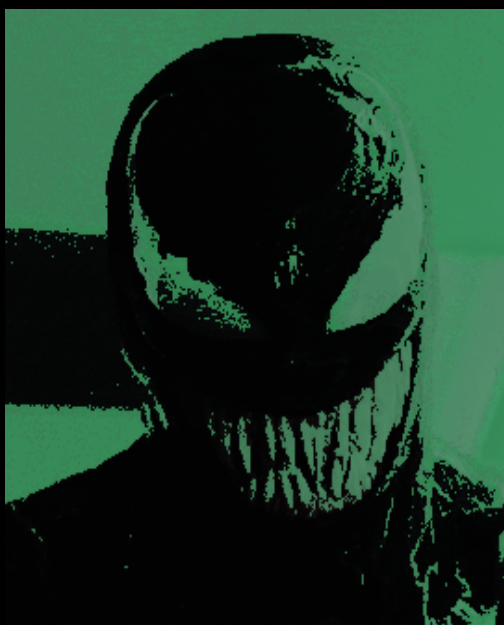
SUBJECT REFUSES TO ELABORATE.

DEFECT



HEADCANONS

- While Dion might keep avoiding death unless fully cremated or shriveled up from lack of “nutrition.” / critical hits like **HEADSHOTS** cost him memories that cannot be restored. He’s got reason to avoid them as much as any ot
- Dion’s body in his Renegade years (2026 & ahead) is adorned by scars. That is because Carnaticum does not rid skin of scars. It fails to detect them on the surface of the skin, in spite of seeing them.
- While it may be able to conjure Mold B.O.Ws to kill or hunt its prey, – restoring Dion to a safe stage makes him equally prone to the Dangers of being attacked.



Carnaticum cannot go more than a week without sustenance. While it feeds off what its Host eats – It has other needs, otherwise it begins to cannibalize itself from inside out. Like a tumor, it aspires to grow and mutate. If its quota’ unmet by the

end of the week -Dion’s health begins to awfully deteriorate. To avoid killing itself (given that Dion had tried fasting before to try and rid himself of it.) It begins exposing him to its infection’s symptoms, and advancing from one **stage** to the **next**, until It’s the one capable of steering the wheel towards a necessary **RAMPAGE**.

KNOWN WEAKNESSES (MORE TO UNLOCK)

- ★ **HEAT / FIRE** - 800 to 1,200 °C (1,470 to 2,190 °F) EXTREMELY FATAL, CHANCES OF IT RESULTING IN EMINENT DEATH ABOVE NINETY PERCENT. BURN WOUNDS TAKE SIGNIFICANTLY MORE TIME AND EFFORT TO HEAL.
- ★ **ELECTRICITY** - WHILE NOT NEARLY AS MUCH OF A THREAT AS HEAT HAVE PROVEN ITSELF TO BE, (IN SPITE OF EXPOSURE TO POWER AMOUNTING TO 10kw SO FAR) IT SEEMS TO WORK BEST IF YOU’RE AIMING TO TEMPORARILY INCAPACITATE IT.
- ★ **RADIATION** - CAUSES THE PARASITE DISTRESS AND RENDERS IT NEARLY UNINTELLIGENT., DEPENDING ON THE AMOUNT OF EXPOSURE. THE BODY MIGHT START TO ABNORMALLY MUTATE INSTEAD OF HEALING. THIS IS ADVISED TO USE FROM A SAFE DISTANCE.



UNDER CONSTRUCTION