



**Sequel to Isometric Soulslike Hit Revealed:  
Unnerving Aesthetics, Hideous Creatures & Gore  
Galore in Disgusting Horrorpunk Adventure  
“*Morbid: The Lords of Ire*”!**

*Revisit a rotten world as the Striver of Dibrom from critically acclaimed  
ARPG ‘Morbid: The Seven Acolytes’*

**Manchester, UK – 7<sup>th</sup> February, 2023** – Today, Merge Games and developer Still Running are excited to reveal for the first time [“Morbid: The Lords of Ire”](#)! Sequel to the studio’s smash hit ‘Morbid: The Seven Acolytes’, the critically acclaimed isometric soulslike originally launched in 2020, *Morbid: The Lords of Ire* invites players to risk madness venturing through a revolting horrorpunk hell from an all new 3D perspective.

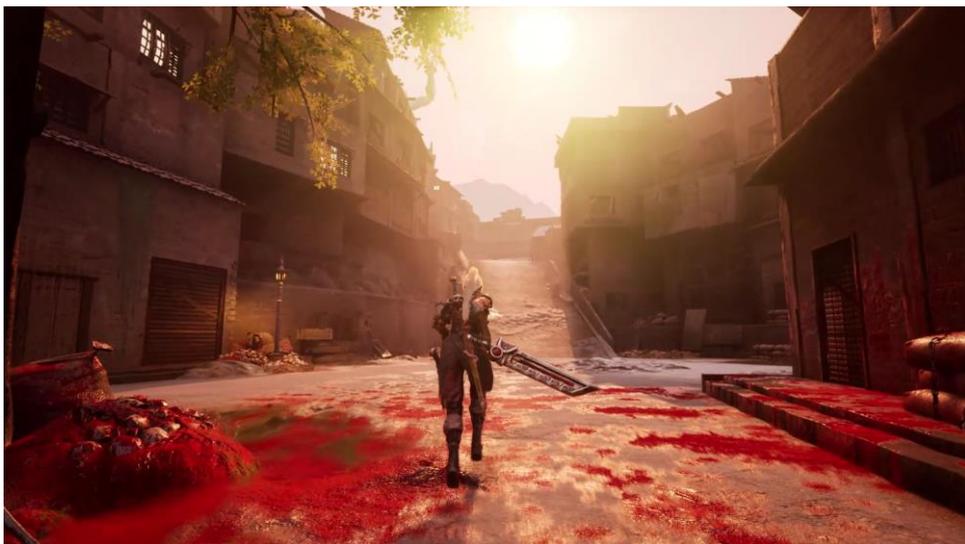
For the first time today, we’re giving players a sneak peak of the world of Morbid like its never been seen before:



[Check out the 'Morbid: The Lords of Ire' Teaser Trailer!](#)

Players will re-join their hero, the Striver of Dibrom, to slay and scavenge their way through a tortured world of vile creatures where you are the underdog.

Featuring an improved version of the Sanity System from the prequel, experience a dynamic adventure that bends and shapes around your actions.



Tear through your enemies with revamped weapons, progression and upgrade systems, preparing you to face off against the Lords of Ire themselves.

Key Features:

- Explore diverse environments across five unique worlds filled with optional quests and secrets to discover
- Extensive progression systems comprising skills and abilities as you level up your striver
- Loot and scavenge a multitude of weapons to explore multiple playstyles
- Take on the five Acolytes of the Gahars alongside an array of additional elite encounters
- Infuse your weapons with Runes to enhance their abilities and upgrade your arsenal
- New and improved blessing system, offering fresh ways to build the striver you want to be



[More assets in the 'Morbid: The Lords of Ire' press kit](#)

*Morbid: The Lords of Ire* is published by Merge Games and developed by Still Running. Fans can [Wishlist now on Steam!](#)

Find out more about Still Running: <https://twitter.com/StillRunningDEV>

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**About Merge**

Merge Games is a global video game publisher, developer and distributor based in Manchester, UK that specializes in triple-I content with colorful characters, breathtaking atmospheres, and illuminating gameplay. Releasing games worldwide for PC, consoles and streaming platforms, Merge has proudly delivered Teenage Mutant Ninja Turtles: Shredder's Revenge, Dead Cells, Spirit of the North, Alex Kidd in Miracle World DX, and many more. Merge Games is part of Maximum Entertainment. Visit Merge Games at [www.mergegames.com](http://www.mergegames.com)

**About Still Running**

Still Running is an independent game studio founded in 2014 by Santeri "REIU" Relander. Our most notable releases include: Morbid: The Seven Acolytes (Steam, PS4, Xbox One, Nintendo Switch), The Walking Vegetables (PC, Mac, Xbox One, PS4, Nintendo Switch, Mobile) and Zombie Kill of the Week-Reborn (PC, Mac, Mobile). Our dynamic team consists of 14 talented peeps with their respective fields of expertise. We enjoy awesome games, brand new goofy ideas, and chicken wings topped off with a large, tasty brew