

CITY of MIST

V IS FOR GOING VIRAL

A DETECTIVE ROLE-PLAYING GAME IN A CITY
OF ORDINARY PEOPLE AND LEGENDARY POWERS



CITY OF MIST

A new infectious evil named Vector is operating in the City, using high school students to spread itself. The crew must uncover Vector's network and figure out its origin before confronting this horror personally.

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CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. Parental guidance is advised.

PRONOUN USE

Where the third person is required, this book refers to characters as 'she', players as 'he', and the MC as 'she' as well. This is an arbitrary division for the sake of readability and balance in the use of pronouns; characters, players, and MCs may be of any or no gender.

BACKGROUND

Helix Labs is a biotech company controlled by an undisclosed entity. As part of its operations, its scientists tried to open a Rift for a Mythos of plagues, such as that of the Black Death.

They searched the City for an appropriate candidate by giving high school students seemingly routine blood tests through a dummy company called “Global Genetics”. A number of suitable candidates were found and abducted in their sleep to a secret Helix Labs facility, where an attempt was made to infect them with a virus that would turn them into the Rift. The experiment succeeded with one **Veronica Chang**, who received the power to infect others with the virus and control the bodies and all vital functions of those infected. Veronica dubbed herself **Vector** and emerged to the City in order to spread the virus further, shortly after destroying the Helix Labs facility.

As Vector, Veronica has the urge to infect as many people as possible. Becoming the Rift of the Plague made her feel like she is no longer a lonely, unpopular school-girl but the center of a massive living organism. Veronica has a more popular twin brother, **Victor Chang**, who was also identified as a candidate but with whom the experiment yielded no results. Victor was one of the first victims Vector infected and she uses him as a front for her operation and as her representative.

One way of obtaining new people to infect was by organizing **the Infection Club** – a group of high school students who regularly meet up at the local junkyard. During Infection Club meetings, the already-infected members infect the newcomers and bring them to Vector. The teenagers then remain with Vector as her personal guard for a number of days before returning home and being replaced by other infected individuals. Some parents, like **Allison Craig** (Sleeper), have noticed their children’s long absences and strange behavior and have started seeking answers.

VECTOR’S CONTROL

Vector has full control over an infected target’s body, but not over their psyche. Each cell infected with Vector’s virus is somehow connected to her and does her bidding. This control has no known range limitation. Vector can even perceive through her victim’s senses but she can’t read their minds (yet), so she may lack details that her victims would know when she tries to make them pretend they are not infected. When interacting with infected targets anywhere, the PCs are actually speaking to Vector herself, who is moving the infected person like a puppet.

PCs that take an *infected* status have the Vector virus in their system and receive commands from Vector. Every move that goes against Vector’s current command treats the *infected* status as an impeding status (it reduces the Power of the move). At tier-5, a character is fully under Vector’s control and cannot take actions not instigated by Vector herself, except for mental actions. Usually, this is enough for Vector and she will not try to infect the character further. However, if for any reason Vector wants something more

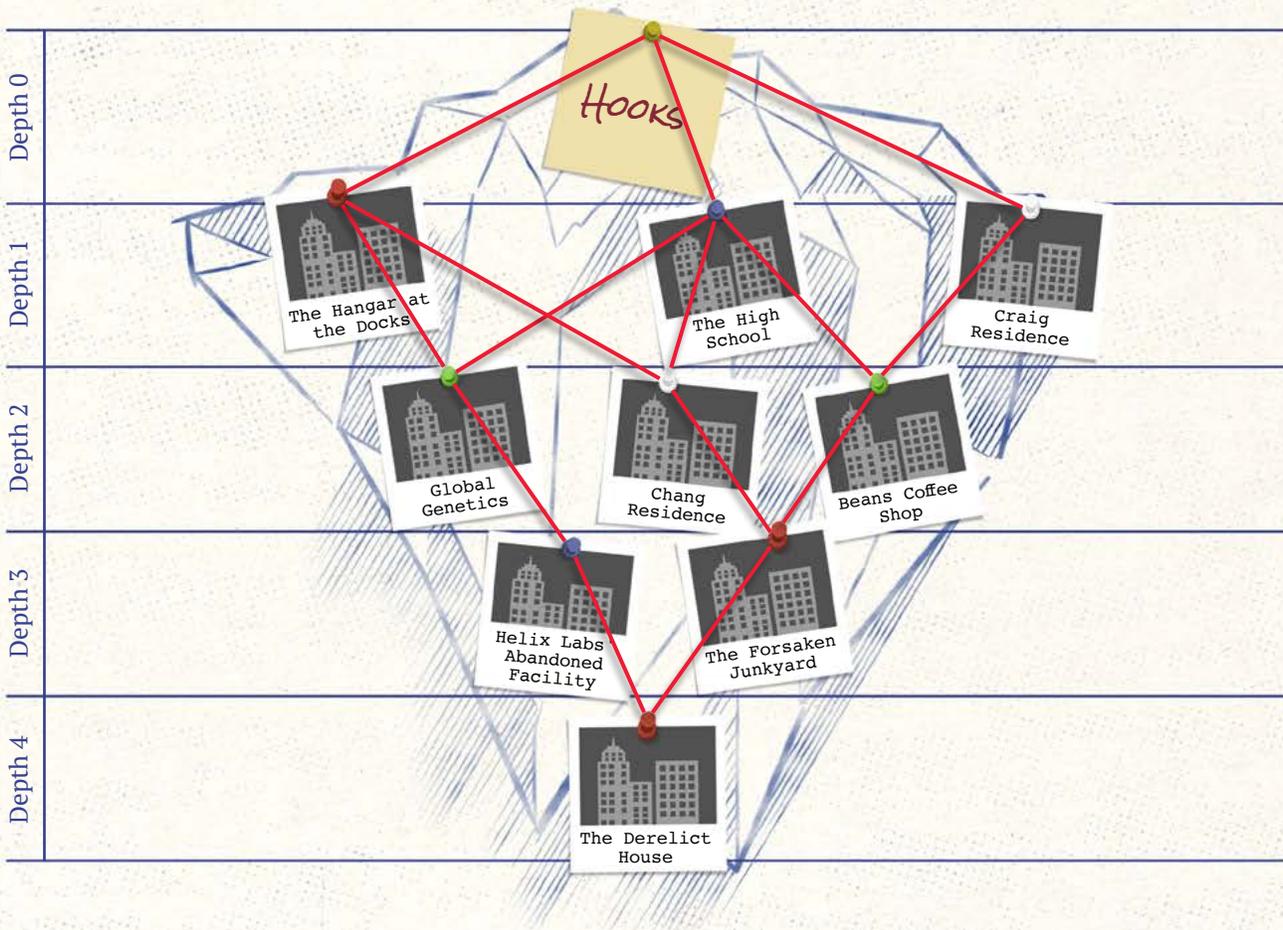
from the character, or tries to kill the character, she may attempt to completely overrun the character’s system with her DNA. If the status hits tier-6, anything can happen; it’s up to the MC to decide.

Aiming to increase her influence among adults, Vector arranged a trade-off with **Stanislaw the Vile** (Sleeper), a loathsome smuggler and human trafficker. She will provide rare tech from the destroyed Helix Labs facility, which he can then sell to his contacts, and in return, he’ll provide her with a shipment of abducted refugees. Stanislaw hasn’t asked nor does he care what Vector intends to do with them. Vector’s plan is to infect and then send the refugees to further extend her control throughout the City, spreading as far and wide as she possibly can.



THE ICEBERG

The Iceberg diagram represents the locations in the case and their possible connections.



DEPTH 0: THE HOOK

The crew may become involved in the investigation in the following ways:

- The crew may receive information about Stanislaw the Vile having docked in the City and hiding something big (a container full of abducted refugees, but don't reveal that yet) in a hangar at the docks. If the crew investigates, Stanislaw doesn't know who ordered the shipment (Vector) but he knows who it's for (his contact, Victor Chang). The contact who informs the characters about Stanislaw's operation also gives them an address: [Pier 71](#).
- **Emily Craig** is one of the high school students currently missing. She has been a member of the Infection Club for about a week and later joined Vector at her current hideout. Her mother, **Allison**, knows

nothing of all this. She contacts the crew to ask for their help in finding her daughter, noting she has been missing since yesterday afternoon when she did not come back from school. According to her:

These disappearances have become a troubling phenomenon among the students.

Unfortunately, since the missing kids always come back after a few days, the police do not take Emily's disappearance seriously.

Allison doesn't really know who Emily is hanging out with these days; at this age, it seems to change every other week.

Allison Craig points the crew to ["City High" High School](#) or to her own home, the [Craig residence](#).

DEPTH 1: DISPLACED PERSONS

CRAIG RESIDENCE

Most kids who go to “City High” come from middle-class families who live in the surrounding residential neighborhoods, some in comfy apartments and others in private suburban houses. The Craigs live in the latter. Talking to Allison Craig (Emily’s mom) and investigating around the house could provide the crew with some clues on where Emily is.

Reading Emily’s diary or her social media shows she’s been hanging out with a new set of friends, kids like Victor Chang or Adam Reynolds.

Tracking Emily’s phone or trying to locate her with magical means will reveal her last known location was “Beans” Coffee Shop, where her phone was turned off or her magical signature gets muddled

“CITY HIGH” HIGH SCHOOL

This is a typical high school for its neighborhood. Investigating at the school can reveal the following clues. To make the investigation more challenging, you can add the story tag *covering for each other*, to represent the high-schoolers closing ranks and hiding the missing kids (whether or not they are involved with the Infection Club themselves).

Socializing with the kids or following them can reveal details about the Infection Club (they’re kind of Goth or Emo), their hangout (“Beans” Coffee Shop), and the fact that Victor Chang is their leader.

Emily’s friends may reveal she started hanging out with “the cool kids” last week, after one of them, Adam Reynolds, invited her to sit with them at “Beans” Coffee Shop. They say Emily has been acting strange ever since.

A company by the name of “Global Genetics” ran some free health checkup blood tests recently. The school nurse, other staff, or students might remember the name of the company, or a flyer advertising the test can be found in a locker.

Simple research can locate the [Global Genetics offices](#), the company’s only address on City records.

Only if the crew delves into Victor Chang’s private life will they discover he has a twin sister at this point. Otherwise, everyone seems to overlook Veronica’s existence.

PIER 71

The City’s docks are massive and stretch over many square miles, but parts of them are rundown and rarely visited by dockworkers. Smugglers routinely use these piers and the adjacent hangars. The hangar at Pier 71 is guarded around the clock by Stanislaw’s goons, and the smuggler himself can be found there most of the time. The container of refugees is only one of the smuggler’s current deliveries, but it’s the biggest, and the goons keep a close watch on it (they’re also tasked with feeding the poor people, doing so without much enthusiasm).

The trade is expected to take place tonight (or later this week, if you don’t want to rush the crew). Vector sends several of her infected students to make the trade by handing over the Helix Labs tech to Stanislaw and then infecting her new victims.

If interrogated, Stanislaw will reveal that **Victor Chang was his contact and that he was the one who ordered the horrible shipment, but Stanislaw doesn’t know why and didn’t ask. This could lead to the [“City High” High School](#) or to the [Chang residence](#).**

Stanislaw got a tech sample from Victor as a downpayment for the shipment. He had it assessed so he knows it’s government-grade tech. He already fenced it for a hefty sum.

If the crew sneaks in, they can find the technical assessment notes in a vault in a small office on the gallery level of the hangar. Stanislaw will burn it after the exchange is complete.

Stanislaw’s own investigation, following Victor Chang, led him to Global Genetics as the possible source of the biotech (pointing at [Global Genetics offices](#)).

STANISLAW THE VILE ★★

Tall, scarred, tattooed, and bald, Stanislaw is a menacing criminal to behold and a downright savage when you see him in action. He was born in the City to parents who were themselves refugees, just like the people he is currently trafficking.

HURT OR SUBDUE 4 / THREATEN 4 / BRIBE 3

- **Tenacious:** When Stanislaw the Vile takes a physical or subdual status, reduce its tier by one.
- Fire a hand-held rocket launcher (*blast-wounds-4* or *buried-under-debris-4*) or rain bullets on an area with a submachine gun (*gunshot-3*)
- Put someone in a headlock (*restrained-2*)
- Threaten (*scared-2*)
- Shake up his men (remove 2 tiers of restrictive statuses from the hired thugs or give them one of the following statuses: *shoot-to-kill-1*, *alert-1*, *coordinated-1*)
- Mock the opposition

HIRED THUGS ★★

HURT OR SUBDUE 3 / THREATEN 4 / BRIBE 2

Stanislaw employs a group of lowlife thugs. They just want to get the job done and get paid. Note that the thugs are a collective with a size factor of 1, meaning statuses they give are increased by 1 when they act as a group and statuses they receive as a group are decreased by one unless the entire group is somehow targeted.

- **Collective:** This collective has a handful of members and a size factor of 1.
- Bully (*threatened-2*), beat up (*broken-arm-3*), or shower with bullets (*gunshot-wound-3*)
- Eliminate a vulnerable target (*shot-in-the-gut-4*)



DEPTH 2: CLUB, OR CULT?

CHANG RESIDENCE

The Changs live in an unassuming 2-story house, divided into four flats. Phil Chang is a fifty-something, working as middle management in an importing company. He is not infected, yet, perhaps because Veronica has mixed feelings about him, due to their history of fighting and arguing or perhaps because she doesn't think she could fake his daily routine well enough. Monica Chang, his wife and a homemaker, is infected (use the Infected Teenager Danger, but give her a *kitchen knife*, upgrading her *bruised-2* to *slashed-3* if she gets aggressive while she holds the knife).

Searching Victor's bedroom or asking his father can reveal that he has been spending a lot of time near the edge of the neighborhood, specifically in a forsaken junkyard.

Victor has been uncharacteristically aggressive toward his father, suddenly becoming very angry about the way Phil has been treating Veronica over the years (this is actually Vector, speaking through Victor).

If asked directly about Veronica, Phil reveals she's been missing for a few days. She might have been gone longer, he's not sure and assumes she's at a friend's house. He doesn't seem to give much attention to her comings and goings.

Next to Victor's bedroom, **there is another bedroom** that seems to belong to a girl roughly the same age. Both rooms have a **Global Genetics health checkup flyer** stashed somewhere.

"BEANS" COFFEE SHOP

The local "Beans" (a chain of well-known coffee-shops) is a typical hangout for "City High" highschoolers. This is where the Infection Club recruits new members by offering them to join their cool clique. If a handful of Infection Club members gang up on the crew in the back alley, make them a collective with a size factor of 1.

Asking anyone who isn't infected, like candidates for Infection Club initiation or the uncool kids, can reveal who *is* in the Club, most prominently Victor Chang (leading to the Chang residence) and his buddy Adam Reynolds. **Emily Craig**, the missing girl, has recently been initiated. Candidates are *under-peer-pressure-2* to keep the details of the club to themselves.

An especially sharp kid may have followed the Infection Club's members to their initiation ritual at the forsaken junkyard.

Infected members just act cool as Vector is covering their infection. If asked about where they've been, they simply shrug and pull off teenage antics (*not-cooperating-3*). It's impossible to get them to talk without removing their infection, but studying their clothes and shoes or following them could lead to the forsaken junkyard.

INFECTED TEENAGER ★★

Infected teenagers or individuals seem like a slightly feverish version of themselves. The Infection Club members try to hide this fever using heavy dark Goth or Emo make-up. To infect another person, an infected teenager must touch their skin with their own bare skin; a dark substance can be seen coursing through their veins around the infection point, melting into the bloodstream.

This Danger can be used to represent one, a few, or a host of Infected Teenagers. When Infected Teenagers act as a group, make them a collective with a size factor of 1, 2, or 3 (see locations for specific guidelines), increasing the statuses they give as a group and decreasing all the statuses they receive as a group by their size factor.

HURT OR SUBDUE 3 / MIND-CONTROL 4 / CURE 3

- Touch someone and infect them with the virus (*infected-1*)
- Knock something to stall their pursuers (*prone-2* or *tangled-2*)
- Get aggressive and punch someone (*bruised-2*)
- Hide their infection

GLOBAL GENETICS OFFICES

This small office is located in a rundown office building on the edge of a commercial district. It's been evacuated by the owners (after Helix decided to bury the whole thing), but many paper documents remain un-shredded and the computers are still there.

The blood tests were ordered through a facility run by Helix Labs. They have an address in a science hub complex out in the Industrial Zone (Helix Labs' abandoned facility).

Searching through the files can show that Victor Chang and a number of other boys and girls were found to be "a match", but the files do not say a match for what.

Veronica appears on the list, but she's one name among dozens; if you want to hint at it and see if the crew bites, you can mention passingly that there are two V. Chang on the list.



DEPTH 3: INITIATION

THE FORSAKEN JUNKYARD

Located at the edge of the neighborhood, this retired junkyard is where the new members of the Infection Club are infected. The infected teenagers here are very defensive of their turf and their initiation rituals and quickly turn hostile towards any invaders. There are about a dozen of them present at a typical initiation; use the Infected Teenager Danger and make them a collective with a size factor of 2 to represent their numbers (or split them into two collectives with a size factor of 1).

Following a newly infected member or magically tracing the source of the infection can point to the derelict house. Cured members can also indicate Victor is there (Vector can be found there too, but even the infected don't know that).

HELIX LABS' ABANDONED FACILITY

Located in the science hub complex in the Industrial Zone, this small building is surrounded by a locked chainlink fence. Almost no one has been here in months (except for several infected teenagers sent by Vector a few days ago to grab the rare tech components for Stanislaw).

The facility is a maze of dark corridors still illuminated by flickering neon and occasional sparks; grimy medical and scientific labs torn apart and covered in debris; and a massive central room that seems to have been used for a blast test, with a viewing room up high with a cracked window, strange markings on the floor, and a huge crane-like mechanical instrument with multiple arms.

This location reveals the final truth about Vector and her origin:

Closed-circuit security cameras footage (or a magical flashback) of the infection process shows Victor's failed testing and then Veronica's successful experiment. Chaos ensues, the camera is hit, and the video is cut.

If you're short on time, you can set the showdown with Vector here instead of at the derelict house. Otherwise, the PCs need to trace their steps back and head to the forsaken junkyard or you could plant this clue to point them to Vector's hideout:

Reconnecting and restarting the computers here can allow the crew to tap into a Helix Labs tracking satellite (or radio signal) which is keeping an eye on Vector's location and movement, pinpointing her location to the derelict house.

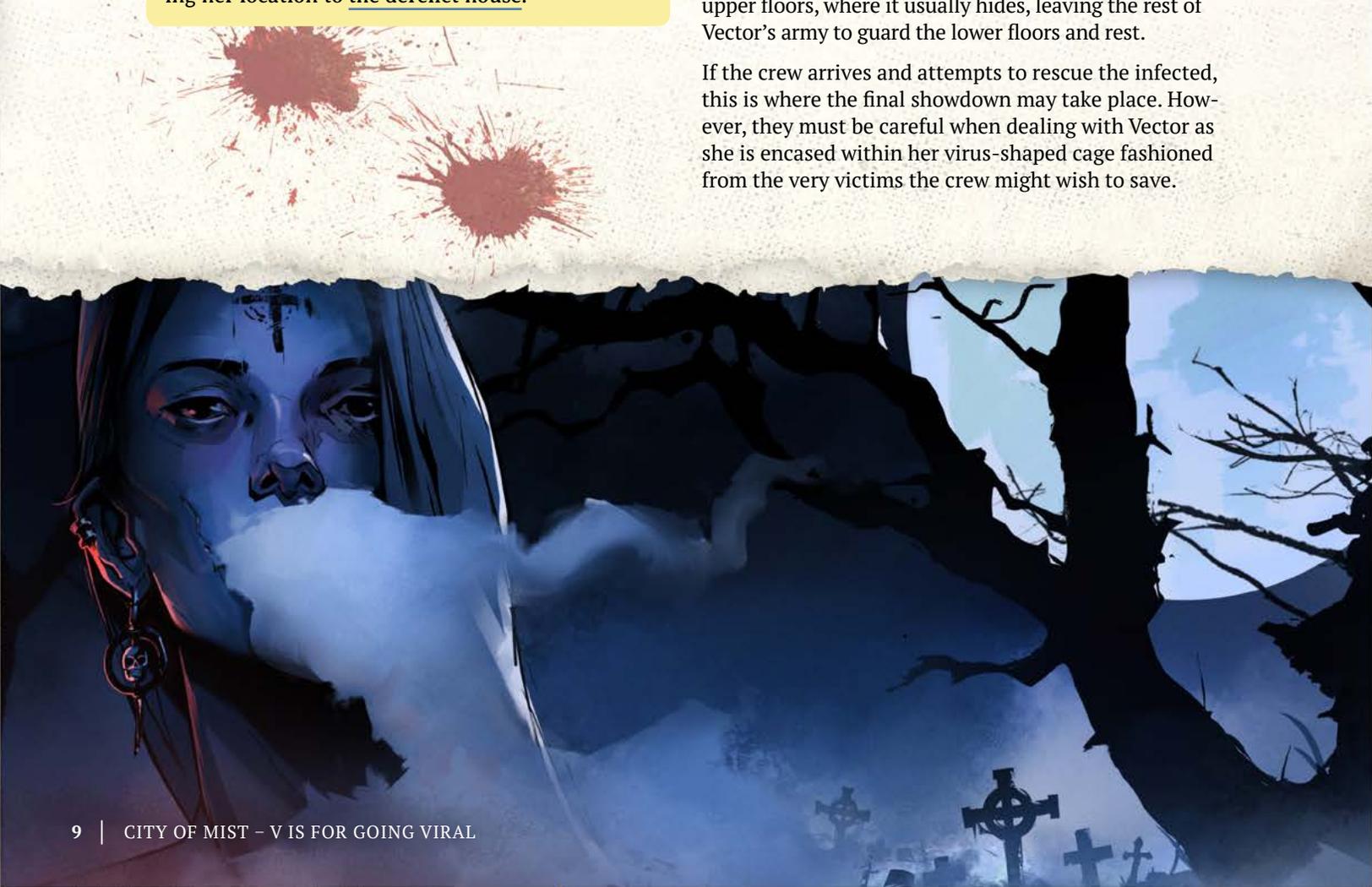
DEPTH 4: SHOWDOWN AT THE DERELICT HOUSE

THE DERELICT HOUSE

Vector is holding her guard of infected teenagers in a derelict house she uses as a hideout. The house is a four-story building that has been gutted out; in many places the floors have collapsed, creating a system of cavernous rooms. Rainwater pools everywhere, coming through missing parts in the roof, and previous squatters have placed rotting sofas and barrels for fires around the ground and first floor. You can add tags like *dark* and/or *dripping rainwater*, to make Vector harder to find and *debris* or *dank furniture* to give the PCs something to hide behind or throw around.

Since she can control their every move, Vector created a 30-foot-tall writhing globe of living bodies around herself out of teenagers that are constantly struggling to hold on to one another (including Emily Craig). The globe has projections made of the infected teens, which gives the whole construct the appearance of a giant virus. This massive body can crawl up walls and into the upper floors, where it usually hides, leaving the rest of Vector's army to guard the lower floors and rest.

If the crew arrives and attempts to rescue the infected, this is where the final showdown may take place. However, they must be careful when dealing with Vector as she is encased within her virus-shaped cage fashioned from the very victims the crew might wish to save.



VECTOR ★★★

HURT OR SUBDUE 6 / CONVINCING OR MIND-CONTROL 5 / CURE 5

When the crew encounters Vector, she is likely to be deep inside her virus structure made of human bodies. Vector can only be seen and reached if the structure is pierced or taken apart, in which case she is revealed to be Veronica Chang, barefoot and in a patient gown, with eyes and veins blackened by the Vector substance.

- **Human Exoskeleton:** When Vector takes a status the exoskeleton can protect her from, including physical and psychic attacks, the exoskeleton takes it instead. If there's an opening in the cage, hitting Vector through the opening hits her exoskeleton as well, unless a special action or option is invoked to prevent it (e.g., **Hit With All You've Got** but control the collateral damage, **Go Toe to Toe** but choose to achieve a goal to protect the people in the exoskeleton, **Take the Risk** to set up a shot that wouldn't hurt them, etc.)
- Infect someone with an intense viral load (*infected-3*)
- Fight the cure (remove three tiers from a Cure status)
- Become aggravated (remove two tiers from a Convinced or Mind Control status)
- Lash out in rage
- Reveal her story as an unpopular teenager and her newfound sense of belonging

VECTOR'S HUMAN EXOSKELETON ★★★

HURT 6 / MIND-CONTROL 6 / CURE 5 / BREAK APART 6

- **Entangled:** When the Human Exoskeleton enters the scene, give it *entangled*.
- Suck someone in and infect them (*restrained-3* and *infected-3*)
- Renew itself by assimilating more infected teenagers (reduce statuses on the *hurt* and/or *break apart* spectrums by one tier for each size factor of Infected Teenagers assimilated)
- Swarm over an area and destroy everything in it or knock back everyone around (*crushed-3* or *prone-2*)
- In the derelict house: impale with steel rods and sharp debris (*impaled-4*)
- Break free of restraints (remove three tiers from a restraining status)
- Creep up along the walls, setting up to attack
- Jump onto the floor or another wall, members bearing down under the pressure
- Have its members wail and moan in agony

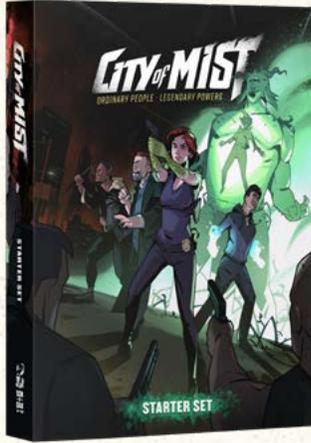
AFTERMATH

As you wrap up the Case, you may want to consider the following questions:

- What happened to the teenagers, and specifically Emily, Victor, and Veronica? Did they return safely to their homes or were they hurt, and if so, how badly? Is the crew implicated in what happened to them?
- Was the crew able to cure Veronica or is Vector still out there? Is the Vector Mythos actually attached to Veronica or was she just patient zero, and now the awakened virus has moved on to someone else?
- Was anyone in the crew or their supporting cast infected? How did it affect their relationships with other crew members and in their personal lives?
- What is Helix Labs' next move? If they find out Vector was contained, will they chase down the crew to silence anyone who is still aware of their failed experiments? Or will they offer the crew more work?
- If Stanislaw and his men were defeated by force, they might come back with more firepower to try and silence the crew.

WHAT'S NEXT?

We hope you enjoyed this *City of Mist* sample case! To continue the adventure, here are some options to explore. Find all of these *City of Mist* products on our website at cityofmist.co



“ALL-SEEING EYE INVESTIGATIONS” STARTER SET

Move up to the Starter Set: Get the best tool for teaching the game to others with a learn-as-you-play case, *Shark Tank*, and five more pregenerated characters with theme improvements, additional rules, a new crew theme; plus dice, tokens, and maps - all in one boxed set!

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NIGHTS OF PAYNE TOWN

Pick up more ready-to-play cases: Check out *Nights of Payne Town*, a sourcebook containing 10 cases that can be played independently or as a continuous story arc, exposing the nefarious forces behind the violence, greed, and hatred in the City.

