

CITY OF MIST

FIRST CASE

V IS FOR “GOING VIRAL”

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.

BACKGROUND

Helix Labs is a bio-tech company controlled by an undisclosed entity. As part of its operations, its scientists tried to open a Gateway for the mythos of plagues. 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 candidates were found and were 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 Gateway. 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 world after destroying the Helix Labs facility.

As Vector, Veronica had the urge to infect as many people as possible. It gave her the feeling she is no longer lonely, as she was as an unpopular girl at school. 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 Vector infected and she uses him as a front for her operation and as a representative. One way of obtaining new people to infect was organizing a group of high school students under the name **the Infection Club** who meet up in abandoned industrial areas of the City. During Infection Club meetings, the 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. During that time, though, some of the parents have noticed their children's strange absence and are seeking answers.

Greater forces who have become aware of Vector and wish to control her have sent a man called **Cabal** to offer her a deal. Cabal has arranged for a shipment of abducted refugees through **Stanislaw the Vile** (sleeper), a smuggler scumbag, and intends to offer them to Vector in return to her cooperation and services.

THE HOOK

The crew can start 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 refugees) in a hangar in the docs. If the crew investigates, Stanislaw doesn't know who ordered the shipment (Cabal) but he knows who it's for (Victor Chang).
- **Emily Craig** is one of the missing high school students. Her mother, **Allison**, contacts the crew to ask for their help in finding her. Emily has been a part of the Infection Club for a while (but her mother doesn't know that) and later joined Vector at her current hideout.

INVESTIGATION

Here is what the crew can discover during the investigation:

At the **high school**:

- Details about the Infection Club (they're kind of Emo), their hangouts (local coffee-shop), and the fact Victor Chang is their leader.
- The recent blood tests and the fact that “Global Genetics” executed them
- That Victor Chang has a twin sister (this clue should be very difficult to find: everyone seems to overlook her existence)

At the **local coffee-shop**, where the Infection Club recruits new members:

- Details about the Infection Club's initiation ritual, where it takes place, and about Victor if they haven't found out yet

In a **forsaken junk yard** at the edge of the City, where the new members of the Infection Club are infected:

- If they defeat a few Infected teenagers, perhaps the crew can extract somehow Victor's current location. He is in an derelict house in a residential neighborhood. (Vector may be there too, but they don't know that.)

On **Global Genetics computers**:

- That Helix Labs ordered the blood tests and the address of their facility in a high-tech corporate district.

On **Global Genetics computers (cont.)**:

- 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; 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).

In **Helix Labs' abandoned facility**:

- A video of the infection caught in the security/experiment cameras, showing Victor's failed experiment and then Veronica's successful experiment. Chaos then ensues, the camera is hit, and the video is cut.

ACTION: SHOWDOWN AT THE DERELICT HOUSE

Vector is holding her guard of infected teenagers in a derelict house she uses as a hideout. Since she can control their every move, she instinctively created around herself a 30-foot-tall writhing globe of living bodies that are constantly struggling to hold on to one another. The globe has projections as well, made also of the infected teens, which gives the whole construct the appearance of a giant virus.

This is the location of the final showdown if the crew arrives and attempts to rescue the infected. However, they must be careful when dealing with Vector as she is encased in her virus-shaped cage fashioned from her victims, the very ones the crew might wish to save.

DANGERS

STANISLAW THE VILE AND HIS THUGS

Spectrums: Pummel 4 • Scare 3 • Bribe 2

Moves:

- Stanislaw only: fire a hand-held rocket launcher (*Injured-4* or *Buried-under-ebris-4*)
- Stanislaw only: mock the opposition
- Stanislaw only: shake up his men (remove 2 tiers of restrictive statuses or give his crew one of the following statuses *Shooting-to-kill-1*, *Alert-1*, *Coordinated-1*)
- Beat up with a crowbar (*Injured-2*)
- Fire a submachine gun (*Badly-injured-3*)
- Lock arm around neck (*Restrained-2*)
- Threaten (*Scared-1*)

INFECTED TEENAGER(S)

Spectrums: Hurt or Restrain 3 Mind-control 4 Cure 3

Moves:

- Get aggressive (*Injured-2*)
- Infect (*Infected-1*)
- Knock something over on pursuers and run away (*Tangled-2*)
- Hide their infection

If the crew is facing a host of Infected Teenagers, increase all spectrums and move effects by 1.

VECTOR (VERONICA CHANG)

Spectrums: Hurt or Restrain 6 Convince or Mind control 5 Cure 5

Moves:

- Infect (*Infected-2*)
- Swarm over an area and destroy all in it (*Crushed-3*)
- Impale with steel rods from derelict house (*Impaled-4*)

- Control infected people (if they are PC and try to resist, their *Infected* status is impeding them; at tier-5 they are fully controlled)
- Create human swarm barrier (with spectrum Break-up 4; Vector takes *Restrained-1* when this move is used)
- Hide within an infected person
- Break free of restraints (*Shredded-3*)
- Become aggravated (remove two Convinced or Mind Control status tiers)
- Fight the cure (remove three Cure status tiers)

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. Therefore, when interacting with infected targets anywhere, the PCs are actually speaking to Vector herself, who is moving the infected person like a puppet. 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.

PCs that take a status on the *Infected* spectrum 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, e.g. bond with Mitosis' rapid cell growth, 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 you to decide.

POSSIBLE COMPLICATIONS

- If Stanislaw and his men were defeated, they might come back with more firepower to try and silence the crew.
- Alternately, Cabal may send an investigator called **Lyn Grey**, to collect more information about the crew and decide how to best manipulate them in his favor. Use the Aware Private Investigator Danger in the Starter Set book to represent Ms. Grey.