CITY OF MIST

CASE CONCEPT GENERATOR

CRIMES, LEGENDS, AND MODERN-DAY PERSONAS THAT CREATE COUNTLESS COMBINATIONS OF IDEAS FOR INVESTIGATIONS

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CASE CONCEPT GENERATOR

In the *City of Mist,* things are rarely as they seem. The delivery girl might be a hunter on the prowl, looking for her next kill in suburbia. Your hairdresser might just be a front for an illegal human trafficking operation. Yet there's even a deeper layer, beneath the Mist: the delivery girl is a spirit of retribution, hunting only for wicked souls, and the hairdresser is the Rift of a devilish Barber from Fleet Street, who butchers his human victims and sells them to a trendy new meat pie shop downtown.

A compelling backstory mixing mundane and myth, vice and victims, is essential for an engaging *City of Mist* case. The Case Concept Generator gives you the tools to create such a concept.

Chapter 2 of the *MC Toolkit* explains how to write a case in great detail (Writing a Case, page 84), starting with Step 1: The Backstory. The following tables will help you follow and answer the most pertinent questions detailed there.

ROLLING D66

The tables below use either one or two six-sided dice. You can use the *City of Mist*'s official "double-sixes", of course!

When you're asked to roll "D66", roll two dice but don't add them together. Instead, treat one die as the tens digit, and the other as the ones digit. This provides a total of 36 outcomes, ranging 11-16, 21-26, 31-36, 41-46, 51-56, or 61-66.

CREDITS

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STEP 1: THE STORY SEED

A story seed is an idea or concept for a backstory. Start building your backstory by establishing answers to the following questions using the tables below. You can follow them in order or start from any question and then come back for the others as you develop your story. If you're stuck, use a different question to approach the case from a new angle.

A WHO (OR WHAT) IS THE SOURCE OF THE PROBLEM IN YOUR CASE? RIFT NPC GENERATOR (PAGE 3)

B WHAT WRONG DID THEY COMMIT OR CAUSE? CRIME, WRONG, OR PROBLEM TABLES (PAGE 7)

C WHAT TYPE OF STORY WILL THIS BE? SCOPE, THEME, AND FORMAT TABLES (PAGE 9)

D HOW IS THE CREW INVOLVED? HOOKS TABLE (PAGE 10)

RIFT NPC GENERATOR

TABLE I: PICK OR ROLL TO DETERMINE **HOW AWAKENED THEY ARE** (D6)

1 Sleeper The NPC is not a Rift at all but a Sleeping denizen of the City, yet unaware of the mystical. **Skip Table II.**	**2 Awakening** The Rift is just starting to realize that there is something different about them.	**3 Touched** The Rift is coming to terms with her Mythos, but might lose it if her mundane life keeps her away from her Mythos **-OR-** The Rift is not individually awakened and receives her awakening and powers from another, more powerful Rift.
4 Borderliner The Rift is walking the line between becoming her legend and maintaining her ordinary identity.	**5 Legendary** The Rift has almost entirely opened up to her Mythos and is less involved in her mundane life. Nevertheless, she still has one last thing that keeps her grounded.	**6 Avatar** The Rift has fully shed her mortal coil and is the full embodiment of her legend.

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TABLE II: PICK OR ROLL FOR THEIR MYTHOS (D66)

1	2	3
11 Assassin (Cain, Feng Meng, Hashishiyyin)	**21 Demigod or Giant** (Gilgamesh, Hercules, Paul Bunyan)	**31 Healer** (Ashvins, Ixchel, Shennong)
12 Blacksmith God/dess (Ogun, Tvastar, Vulcan)	**22 Elemental Creature** (Alicanto, Ifrit, Sylph)	**32 Hunter or Woodsperson** (Artemis, Finn MacCool, Robin Hood)
13 Beast (Big Bad Wolf, Qilin, Shere Khan)	**23 Fertility God/dess** (Dagda, Ishtar, Persephone)	**33 King** (Indra, Jade Emperor, King Solomon)
14 Commoner Thief (Aladdin, Goldilocks, Jack and the Beanstalk)	**24 Folk Hero/ine** (Hansel & Gretel, Moremi Ajasoro, Vasilisa)	**34 Knight** (El Cid, Jeanne d'Arc, Miyamoto Musashi)
15 Construct (Frankenstein's monster, Golem of Prague, Talos)	**25 Ghost** (Banshee, Bloody Mary, Hamlet's father)	**35 Knowledge God/dess** (Odin, Saraswati, Wenchang Wang)
16 Creature of Darkness (Naga, Vampire, Wendigo)	**26** Good Fairy or Spirit (Angel, Eudaemon, Fairy Godmother/father)	**36 Military Leader** (Gajah Mada, Hua Mulan, Tomyris)
4	**5**	**6**
41 Mischievous Fairy or Spirit (Gremlin, Rumplestiltskin, Coyote)	**51 Princess** (Lady Godiva, Rapunzel, Yennenga)	**61 Talking Animal** (Puss in Boots, Reynard the Fox, Serpent of Eden)
42 Monstrosity (Cyclops, Manticore, Yamata no Orochi)	**52 Prophet or Seer** (Cassandra, Laozi, Utnapishtim)	**62 Trickster God/dess** (Anansi, Eris, Loki)
43 Musician (Pied Piper of Hamelin, Orpheus, Han Xiangzi)	**53 Queen** (Cleopatra, Guinevere, Wu Zetian)	**63 Underworld God/dess** (Anubis, Pluto, Xolotl)
44 Nature Spirit (Anito, Dryad, Kami)	**54 Seafarer** (Captain Ahab, Sinbad, Zheng He)	**64 Warrior** (Achilles, Tomyris, William Wallace)
45 Nature God/dess (Aja, The Horned God, Yum Kaax)	**55 Sun God/dess** (Amaterasu, Apollo, Ra)	**65 Witch** (Baba Yaga, The Evil Queen, Witch of Endor)
46 Prince (Lancelot, Panji, Paris of Troy)	**56 Swashbuckler** (The Three Musketeers, Zorro, The Count of Monte Cristo)	**66 Wizard or Sorcerer** (Merlin, Wizard of Oz, Zhang Jue)

TABLE III: PICK OR ROLL FOR **THEIR LOGOS** (D66)

1	2	3
11 Attorney at Law	21 Cat Burglar	31 Gardener
12 Bartender / Barista	22 Construction Worker	32 Getaway Driver
13 Beat Officer	23 Crime Lord	33 Grocery Store Attendant
14 Bodega Cashier	24 Detective	34 Hairdresser
15 Bounty Hunter / Mercenary	25 Delivery Person	35 Homemaker
16 Boxer / Professional Fighter	26 Doctor	36 Journalist
4	**5**	**6**
41 Mailroom Clerk	51 Retired Citizen	61 Technician
42 Mortician	52 School Pupil / University Student	62 Ticket Scalper
43 Politician	53 School Teacher / University Professor	63 (Used) Car Salesperson
44 Plumber	54 Socialite	64 Vagrant
45 Private Investigator	55 Stage Performer	65 Vigilante
46 PR Manager	56 Stock Broker	66 Waiter / Waitress

TABLE IV: PICK OR ROLL TO DETERMINE **HOW THEY AWAKENED** (D6)

1 Gradually She started noticing strange things about herself, her life in the City, about her family, friends, or coworkers.	**2 Purposefully** She was part of an experiment, a ritual, or a premeditated event that led to her awakening (whether she's already aware of it or not).	**3 Relic, Familiar, or Enclave** She found, was found, or even chosen by an item, animal, or location in the City, opening her up to the mythical.
4 Exposure She was exposed to a legendary happening around her, pushing her to become aware of her own legend.	**5 Violently** She was the victim of a Rift or their actions, or that her victimhood enabled her to find her powers.	**6 Mythos Resonance** She awakened while doing something in accordance with or directly against her Mythos.

RIFT NPC MOTIVATIONS

More often than not, you'll want to write down some more information about the main source of the problem – your culprit Rift at the center of the case. Pinpointing the Rift's motivations might help you understand what the Rift is facing, and can help you better determine **"What wrong did they commit or cause?"** in the next section.

Use tables V and VI conjointly with table IV so you can establish details about the Rift's mythical and mundane motivations in a way that's aligned with the details of her awakening as well as her Mythos level.

TABLE V: PICK OR ROLL FOR THEIR MYTHOS MOTIVATION (D6)

1 To reenact a certain part of her story in the City	**2** To find people who fit major roles in her story, and make them act according to it	**3** To obtain an important item from her story
4 To overcome a challenge she faced or best an enemy from her story	**5** To save someone or protect something from her story	**6** To become who she is at the end of her story, physically and/or mentally

TABLE VI: PICK OR ROLL FOR THEIR LOGOS MOTIVATION (D66)

1	2	3
11 Establish something (an institution, a store, a restaurant, etc.)	**21 Get some peace and quiet**	**31 Hatred toward someone or something**
12 Help someone specific (family member, friend, etc.)	**22 Just keep to her daily routine**	**32 Greed** (for wealth, or for something else)
13 Help a community or group	**23 Be more liked or get more friends**	**33 General anger at the world**
14 Provide for her family	**24 Repair her failing relationship(s) or social circle(s)**	**34 Envy** (at someone, or for something)
15 Cover a debt	**25 Avoid someone or something**	**35 Chasing an impossible dream**
16 Return a favor	**26 Discontinue a relationship** (lover, close friend, family member, etc.)	**36 Change something about herself**
4	**5**	**6**
41 Make something of herself	**51 Attract or date someone**	**61 Train for an emergency service role** (police, paramedic, firefighter, etc.)
42 Learn all she can about a topic	**52 Have kids**	**62 Be accepted for a lucrative position** (government, corporate, etc.)
43 Achieve something that will make her well known	**53 Care for her kids or grandkids**	**63 Urban exploration**
44 Get first place in a contest or competition	**54 Enjoy her married life**	**64 Uncover a grand conspiracy** (the Gatekeepers, the Mist, etc.)
45 Get the recognition she believes she deserves	**55 Keep her adultery secret**	**65 Cover or uncover facts from her past life**
46 Find her place in the world	**56 Go on a far away trip**	**66 Foodie** (try out all kinds of food in the City)

EXAMPLE RIFT NPC:

Table I: 4 - Borderliner
Table II: 1-4 Commoner Thief: Aladdin
Table III: 1-3 Beat Officer
Table IV: 1 Awakened Gradually
Table V: 3 To obtain an important item from her story
Table VI: 5-5 Keep her adultery secret

Russell Kharim is a **beat officer** from precinct 52, who **gradually** discovered extraordinary parkour abilities in himself, along with a soft spot for street rats (**Aladdin**). Over the past few months his powers grew and grew, along with a desire to break out of the slums where he works and quit his dead-end job. He is looking for a **wish-fulfilling item** that would set him free.

For now, you're not sure how to tie in details about Russell's **estranged partner**, though this information might come in handy later on.

CRIME, WRONG, OR PROBLEM TABLES

Use just one of the tables below to randomly decide on the crime (Table VII), wrong (Table VIII), or problem (Table IX) at the center of the case. Then, use Table X – the Rift's involvement – to decide how the Mythoi you chose previously are connected to the crime, wrong, or problem.

TABLE VII: PICK OR ROLL FOR **THE CRIME** AT THE CENTER OF YOUR CASE (D66)

1	2	3
11 Animal Abuse	21 Bribe	31 Fencing
12 Arson	22 Burglary	32 Fraud
13 Assassination	23 Drug Abuse	33 Hacking
14 Assault	24 Embezzlement	34 Hijacking
15 Blackmail	25 Espionage	35 Identity Theft
16 Bombing	26 Extortion	36 Kidnapping
4	**5**	**6**
41 Larceny	51 Prison Break	61 Smuggling
42 Loansharking	52 Racketeering	62 Tagging (Graffiti)
43 Loitering	53 Rioting	63 Trafficking of Objects (drugs, arms, art and antiques)
44 Money Laundering	54 Robbery	64 Trafficking of Humans (Sleepers / Rifts)
45 Murder	55 Sexual Abuse	65 Trespassing
46 Price Fixing	56 Shooting	66 Vandalism

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TABLE VIII: PICK OR ROLL FOR **THE WRONG** AT THE CENTER OF YOUR CASE (D6)		
1 **Betrayal**	2 **Bullying**	3 **Infidelity**
4 **Lying or hiding the truth**	5 **Psychological abuse**	6 **Taking something belonging to another, even if lawfully**

TABLE IX: PICK OR ROLL FOR **THE PROBLEM** AT THE CENTER OF YOUR CASE (D6)		
1 **Disagreement**	2 **Hazard to health or safety**	3 **Natural disaster**
4 **Loss or suicide**	5 **Misfortune** (whether by pure chance or mythically induced)	6 **Rivalry**

TABLE X: PICK OR ROLL FOR **THE RIFT'S INVOLVEMENT** IN THE CASE (D6)		
1 The Rift herself committed a crime, or has wronged someone.	2 The existence, presence, or activity of this Rift puts at risk something important to a resident or residents of the City: their lives, their health, their property, their own (possibly illegal) activity, their lifestyle, their quality of life, etc.	3 This Rift clashed with another legendary or mundane individual or group, either because of their Mythos or Logos, and possibly affecting others in the process.
4 The Rift has taken the first steps in a planned crime or a scheme targeting a person of importance, a group, a population, or the lead characters themselves.	5 The Rift is a victim of a crime, or was used by someone else for some wrongdoing, either knowingly or unknowingly.	6 The instigating Rift for this case isn't human; it's an Enclave, a Relic or a Familiar. However, this instigating Rift is sought by others (most likely the human Rift(s) you've created), but maybe by other Rifts who are part of the same mythical story.

EXAMPLE CRIME:

Table VII: 4-3 Larceny (Chosen based on previous results)

Table X: 4 - The Rift has taken the first steps in a planned crime or a scheme

Russell Kharim has found out about a wish-fulfilling Zippo lighter kept at a local pawnshop. He is planning on hitting the pawnshop and stealing the lighter. So far he's been scoping the place out and even made one failed attempt to grab the lighter, during which the owner almost identified him.

SCOPE, THEME, AND FORMAT TABLES

Sometimes it's helpful to limit your case's scope, to rely on specific noir themes and tropes, or to use an established format for your case.

Furthermore, deciding on the scope (Table XI), theme (Table XII), and format (Table XIII) of the case in advance helps you choose which ideas to keep and which to discard, while also allowing you to create a more coherent experience for your group.

Figure out how to make your choices work with the series concept and the nature of your crew. Use the tables below to help you determine what kind of investigation this might be.

TABLE XI: PICK OR ROLL FOR THE SCOPE OF YOUR CASE (D6)		
1 Limited A personal drama or tragedy	**2 Small** A case with several victims (e.g. a serial killer striking the boardwalk)	**3 Local** Big trouble in a little neighborhood
4 Large Fighting factions (e.g. a gang war between two districts)	**5 Deep** An intra-organizational investigation (e.g. police Internal Affairs dealing with large scale corruption or a cover-up)	**6 All-encompassing** A City-wide catastrophe

TABLE XII: PICK OR ROLL FOR THE THEME FOR YOUR CASE (D6)		
1 Love triangle gone bad	**2 Organized crime**	**3 A heist**
4 Illegal or unethical experiments	**5 Corporate shenanigans or political corruption**	**6 Police inefficiency, corruption, or brutality**

TABLE XIII: PICK OR ROLL FOR THE FORMAT OF YOUR CASE (D6)		
1 Whodunit All suspects are present but hiding the truth for their own reasons	**2 Cold case** Digging up and putting together old evidence to solve an old case or stop someone still on the loose	**3 The clock is ticking** Uncover and foil an evil scheme before it's too late
4 A quest narrative The protagonists set off in search of some sort of prize or to achieve a certain goal (this could be either the crew or an NPC(s) that the crew is helping)	**5 Overcoming the monster** Going against an antagonist. It may be a group, such as a faceless police force and the person in charge, or more concrete such as a drug trafficking gang, or a particular individual such as a powerful person suspected of murder; alternatively, it can even be a non-human agent, like a natural or magical force	**6 Unusual** a) It's a bottle episode (the entire investigation takes place in the same location), or b) it's told in a roundabout way (the end is played before the beginning), or c) it takes place in the past or the future (or both at the same time)

EXAMPLE STYLE:

Table XI: 6 – All-encompassing

Table XII: 5 – Corporate shenanigans or political corruption

Table XIII: 5 – Overcoming the monster

Russel Kharim is just a tool in the hands of a greater agenda. Someone wants him to steal the lighter undetected in order to secure their own future. Perhaps it is the Rift of Jaffar, a VP with grand ambitions, who works for a corporation that has been exploiting the community of the slums for years. The implications of a wish-fulfilling item in the hands of a corrupt businessman could be City wide. In the final battle, he could potentially transform into a huge snake the PCs must fight.

HOOKS TABLE

Finally, use the following tables to determine how the crew gets involved in the case. Table XIV deals with how the crew hears about the case, and Table XV determines at what point in the progression of events does the crew come in.

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TABLE XIV: PICK OR ROLL FOR **HOW THE CREW HEARS ABOUT THE CASE** (D6)		
1 The victim(s) of the affected party approach the crew, they are in need	**2** Someone related to the victim approaches the crew, they ask for help or an investigation	**3** Someone affected by a 2nd or 3rd degree consequence of the crime approaches the crew, on a matter that only connects into the bigger case after being investigated. (e.g. a supporting cast member who lives in an old tenement building tells the crew of strange noises coming from the building's basement, which turn out to be an illegal drug lab, missing person case, etc.)
4 The perpetrator(s) or their allies approach the crew themselves, under cover or in the open, to blackmail, warn, or ask for help with a situation that is going out of control	**5** Reports of crime in the media draw the attention of the crew, based on issues that matter to them	**6** The crew members are witnesses, or the evidence crops up during the crew members' investigation of their Mysteries or of a crew Mystery

TABLE XV: PICK OR ROLL FOR **WHEN THE CREW COMES IN** (D6)		
1 The deed is done; the crew must find the perpetrator(s)	**2** The deed is done, but the crew must stop it from happening again	**3** The act has been committed, but it's only a small step on the way to a bigger crime
4 A crime is currently taking place, and the crew must stop it	**5** The crew is at the scene shortly before the event is about to unfold	**6** Something is brewing somewhere, the crew must find out what it is and stop it

EXAMPLE HOOK:

Table XIV: 2 - Someone related to the victim approaches the crew (Changed to 3 based on narrative decisions)

Table XV: 5 - The crew is at the scene shortly before the event is about to unfold

The pawnshop owner, who is already aware that a thief is targeting his store, calls the crew to lay in wait for the thief. The crew must catch Russell Kharim before or during his next attempt at swiping the lighter. If they don't, the Rift of Jaffar gets the lighter and all hell breaks loose. If they do, they can start sussing out who is behind all this and try to prevent Jaffar from getting the lighter.

However, you decide that your crew might be more interested in the case if there was a more personal aspect to the story. You remember that when rolling in table VI you found out that Russell is cheating on his partner and decide to use this information to attract the crew to the case.

You pick Wilma, a beloved supporting cast character that your crew has met several times during the series. She confides in one of the PCs, telling them of her suspicion that her husband, Russell, is being unfaithful, and asks that they find out where he goes after his shift ends. When they follow Russell, they see him just as he's about to make another move on the pawn shop.

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STEP 2: DEVELOPING THE BACKSTORY

The amount of development required depends directly on the complexity you wish the case to have. The more involved your backstory is, the easier it will be for you to create more Depths and branches for it.

Think of additional major characters that could be involved in the case and the role they can play. These characters can be mundane, Rifts unrelated to the main Rift, or Rifts of characters who appear in the legend of the main Rift. Research different legends that could fill the role of a character you have in mind.

You can complicate the story by adding further steps or desires to the major characters and their role in the case. The killer must use a specific weapon, but they lost it or it was stolen; the police officer's motivation was to be exemplary, but someone managed to corrupt her anyway, or she discovered she's not brave enough to face the danger.

You can also re-examine your current assumptions about how things came to be. Try using the following table of known tropes to enrich your backstory:

TABLE XVI: PICK OR ROLL FOR **UNEXPECTED DEVELOPMENTS** TO YOUR BACKSTORY (D6)

1 "The truth runs deeper than you know" The truth you originally chose only appears to be the truth; in fact, there is someone else behind the entire case, or it's all just a consequence of some deeper or darker event.	**2 "There's always a middleman"** The actions of the Rift didn't affect as directly as you originally planned. Instead, there were additional steps in the chain reaction that eventually alerted the crew. There's some need that must be met: a matter of timing, skills, resources, etc., which requires someone to use someone else or go through somewhere.	**3 "Remember that other incident?"** The main Rift involved is not the only side to the story – there are multiple parties involved and their actions had different consequences that floated up separately but are in fact tied. **-OR-** The crimes, wrongs, or problems didn't have only one effect, they had multiple consequences that only appeared unrelated.
4 The Bodyguard The main Rift is indeed culpable, but they're working to protect the main culprit by either masking as the main villain, covering up for them, taking the blame, etc.	**5 The Blindside** A third party with motives that conflict with both the the main villain and the crew shows up	**6 The Redeemable** The main villain starts off as bad, but is actually doing it for a good cause, because of extreme circumstances, or has other redeeming reasons or qualities

If you've decided to expand your backstory by adding more Rifts, you can go back to the Rift NPC Generator and follow the same steps again.

EXAMPLE COMPLICATIONS:

Table XIV: 6 - The Redeemable

Russell Kharim isn't bad, he's just down and out. The crew can attempt to save him from the influential clutches of the Rift of Jaffar and set him on the right path.

Table XIV: 2 "There's always a middleman"

The Rift of Jaffar isn't the one behind it all, he's just the advisor. The real culprit is Jasmine Stiles (Rift of Jasmine), the other VP, who is eager to overthrow her aged yet controlling father, the major shareholder of the corporation.

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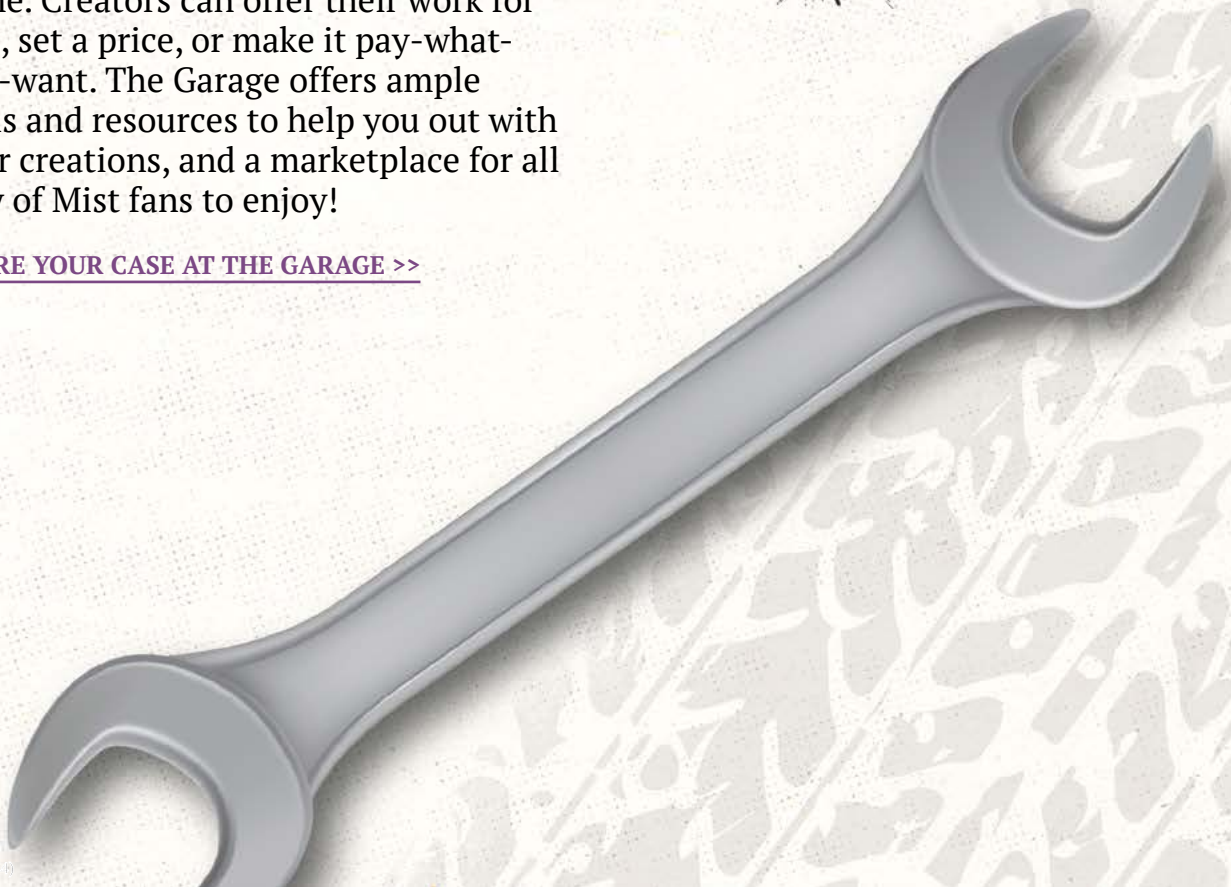
GOT A GREAT CONCEPT FOR A CASE THAT YOU JUST HAVE TO SHARE?

PUBLISH IT IN THE "GARAGE"!

The City of Mist Garage is our official community marketplace where you can find, create, and sell self-published material for the City of Mist roleplaying game. Creators can offer their work for free, set a price, or make it pay-what-you-want. The Garage offers ample tools and resources to help you out with your creations, and a marketplace for all City of Mist fans to enjoy!

SHARE YOUR CASE AT THE GARAGE >>



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