

## The Infected Town of Doville

*“Do not come find me. I repeat, do not come find me. I don’t know if I can find my way out of this place but it is a hellish place. Everything here is venomous, deadly and horrific. If I told you stories they would truly terrify you. It’s in the water, it’s in the dark shadows and dark corners of these falling apart buildings. It’s everywhere and it turns you against yourself. I don’t think they will ever let me leave. Just don’t come. I love you enough to hope that you will heed my warning.”*

- Markusce Hemlok, 49, missing presumed dead - decoded message found at the olde police station outside Doville.

Francis Hemlock 23, is physically exhausted, dangerously thin, injured, dehydrated, nauseated. He recently escaped a hospital in the neighbouring town, where the doctors were madmen who experimented on him because he was unlucky enough to become a patient there.

He arrives in town, desperate for something to eat, staggering, he finds the water fountain or the creek. It is clear water in both. It looks fine to drink. So in order to improve his health and not die, he heavily knocks back draughts of water.

There are surveillance germs in the water.

There is a parasite loose in this town, it secretes goo that contains high levels of nuclear material. Alien matter. The parasite’s nature is to attach itself to an NPC’s throat and burrow inside. This makes the host mute, but also turns them into something like a docile largely harmless zombie - which in turn, sweats out the parasite’s goo. The goo is not harmless. If the player touches some walls they could get goo on them or gets touched by - skin contact, one of these hosts. The mutations are chance-based whether the effect is helpful or detrimental or simply deadly.

Along with the mutation, before it triggers, the infected experiences a temporary hallucination, which can be life-threatening in their reaction to it. Mutilating themselves to get rid of skin-crawling bugs or swarms of spiders. Trying to fly away from demons, etc. There is a possibility of the goo becoming an airborne virus.

The water infects the player differently. The germs flow through the body and turn the PC into a recording device. Those who are listening are the doctors, a tribe of villagers who breed the parasites, they believe mutation is a basis for evolution. The player’s mission is to find these doctors preferably before the player becomes infected by the water or the goo. And neutralise them. and destroy the surveillance machines. Once infected by the germs in the water, it is impossible for the player to leave this town. The doctors know what you’re doing, where you’re doing it and to whom. Their goal is to have you mutate. And to see what is your fate.

Often the doctors will take the parasite-infected in chains out for walks looking for those not parasite-infected, if the player has drunk the water, these groups will know where to find you.

If the player is infected by goo, they do not turn into a zombie, instead they hallucinate

powerfully and then mutate.

If the player is infected by a parasite their game is over, as they do turn into a zombie and become forever captive and dead inside.

Mutations can vary, from wolf strength along with muscles and hair; shrivelling which can be life-threatening; degeneration - where you shrink and depending on the concentration of the goo which infected you, de-evolve backwards into an ape, a reptile, primordial ooze; mutate into light - like alchemy, your flesh turns into light energy; flesh peel - your skin is peeled off your flesh, bloody and gory and for the rest of the game you are near death's door; life-bind – you become bound to the nearest object or character permanently; or simply turn inside out and die.

the objective is to murder all of the doctors, so that there is no-one left to surveil you so you can leave town.

the only way to avoid becoming infected at all is to avoid drinking the water, but after some time you would die from dehydration. If you can find and dispatch the doctors before you die, then maybe someone will come for you in time to save you from death by dehydration.

You can't just leave town at the beginning, because you don't know anything. This narrative can be experienced from the POV of the Detective who is called in to investigate the suspicious death of Francis Hemlok, who fell off the roof of a nearby building. The tox screen came back positive for an unknown but highly potent and dangerous chemical.