

# The Chrysalis Ring

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RPG Geek One Sheet Contest 2015

**The Hook:** Mexico City, 1994. Another day, another missing persons case. You have been hired to find another woman who went missing 2 days ago. You expect the same as always: another body discarded in the desert without a trace of the murderer. But today's case is different... usually it is the poor and homeless that go missing. Today it is a college age woman from a wealthy family in her junior year of a pre-med program. Except no ransom note. No nothing.

**The Truth:** Officer Diaz has been kidnapping and buying people for human experimentation. He is trying to speed up the pace of human evolution so that when the Old Gods come to destroy us, we are ready to either fight or be of use to them.

## NPCs

**Amelia Lopez**, hires investigators, friend of Eliana

**Officer Diaz**, police chief of Mexico City

**Gil**, Gang Leader of Los Segadores, runs Las Rojas, "a place of leisure"

**Professor Greene**, performs human experiments, first name "Morgan"

### Start here! Meet Amelia Lopez

Good friend (Eliana) went missing  
(S) **Accounting or Research:** Eliana's parents died in a freak accident years ago, leaving her a fortune; Grandparents in assisted living.

### Police Chief, Officer Diaz

(Core) **Negotiation:** No trace of her; disappeared into thin air.  
(Core) **Cop-talk:** Check Las Roja, cops can't go there; gang might know something.

### Las Rojas

(Core) **Streetwise or Interrogation:** Weirdos sometimes show up, buy people; tracked them out of misplaced curiosity.  
(S) **Negotiation:** They are particular about who they take; never hot or young ones. Odd.

### Crime Scene

(Core) **Forensics:** Signs of a struggle, no trail  
(S) **Notice:** A section of the wall is covered with a translucent slimy substance, "Shadow" Field Effect

### Office

Desk with a lamp. Papers scattered everywhere.  
(Core) **Notice or Research:** In the papers, "Reyes", someone of authority?  
(S) **Research:** Paper documentation of failed experiments. Only one reported as mostly successful, codename: Shadow.  
(S) **E-surveillance:** Cameras and mics here. Hide from the electronics, difficulty 5.

**Exit Lair Next Page!**

### Lab

Well lit. Three captives. See next page.

### Lair Entrance

Sealed, difficulty 3 to open.

### Large Prison Cavern

No Lights. Filled with human sized cages.  
(S) **Notice or Architecture:** The cage bars are thicker than should be needed. Yet many are bent and dented.  
(S) **Notice or Outdoor Survival:** "Shadow" Field Effect  
**NOTE:** The second time the player(s) enter this area "Shadow" is lurking around.

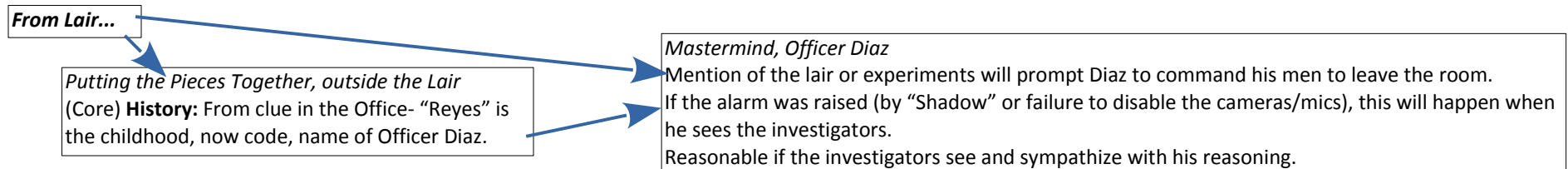
### Underground Lake

Pitch Black. Water is murky and opaque. Explore? Filled with body parts. Grabbed and pulled underwater. Difficulty 6 to escape.

**Exit Lair Next Page!**

### Computer Room

Professor Greene threatens suicide, knows his actions are evil.  
(S) **Reassurance:** Talk him down; Officer Diaz runs this place.  
(S) **Flattery or Intimidation:** Experiments vulnerable to rare sedative, will put to sleep, have one dose.



## Shadow

**MO:** Hit and run; is very tactically smart. Never fight a fair fight.

**Athletics 8, Weapons 6, Health 5, Hit Threshold: 4, Weapon:** Striking Razor +0, **Stealthy:** Can see in the dark perfectly and cling to ceilings and walls with ease, difficulty 7 Sense Trouble to detect, **Field Effect:** Leaves slimy film on everything it touches

## Captives

(S) **Diagnostics, Chemistry or Pharmacy:** Learn the Bad and the Good of each captive (Looks is free). One spend is required for each captive (total 3 pts)

"The Brain" (Eliana Quintana)

*Looks:* Female. Normal street clothing, dirty and ripped from abuse. Body is extremely bruised. Track marks from repeated injections.

*The Bad:* Strong, strong, STRONG form of PTSD. Terrified by everyone. Will scream uncontrollably at any sign of (or actual) violence.

*The Good:* Uncontrolled telepathy; everyone's thoughts are open to her. Heightened mental performance; effective IQ of 541.

"The Monster"

*Looks:* Sexless, naked. No eyes, flattened nose. Mouth full of razor sharp teeth. Skin is dirty marble white color.

*The Bad:* Blind. Hungry for flesh and blood of humans. Clinically insane.

*The Good:* Heighten sense of smell and hearing. Fast and agile. Claws and teeth can cut through human flesh and bone with ease (+2 Weapon).

"The Tank"

*Looks:* Male, huge (7ft+ tall), very muscular. Blue skin. Attached to the wall with chains and tubes filled with flowing blue fluid.

*The Bad:* Mostly brain dead. Only understands (and will follow without question) simple commands. Cannot survive long unattached from the tubes.

*The Good:* Ludicrously strong and impossible to kill.

## Possible Officer Diaz Quotes:

(Explaining his Crimes) *"When the Old Gods come, we must be ready to make ourselves useful, or we must be ready to fight. Am I the villain because I have the will to do what is necessary to ensure the survival of humanity?"*

(If investigators try to get other cops involved) *"Your quarrel is with me and no one else! Leave my people out of this!"*

(When he uses one of his abilities) *"Do you think I am so selfish that I would exempt myself from my own experiments?"*

(When pushed to fight) *"I will not let you damn us all to oblivion!"*

(When defeated) To the Other Cops: *"Stand Down!"* To the Investigators: *"....If we both die.....the truth...of the..Old Gods...dies with us.... Go."*

Author's Note:

This scenario, while written with NBA rules, can easily be modified to work with a *Trail of Cthulhu* or *Mutant City Blues* scenario.