

THE METROPOLITAN MURDERS

SCENE 1: THE STRIKING SNAKE

It's a bright Spring morning in downtown Saturday Manhattan, where the newest YMCA gym for teens is being opened with a series of thrilling athletic competitions. The PCs are guests at the event, and are welcome to compete.

- A pugilism contest featuring the great Jack Dempsey as referee. This is a single elimination match. Characters have a simple contest of the best of three rounds, with the winner moving on to the next match.

Chloe vs. Bonnie Slate (1)
Morgan vs. Greg Mansfield (3)
Harold vs. Alex Stein (2)
Fred Sparks (2) vs. Lenny Loeblich (4)

- A single-elimination endurance weightlifting competition using the "Hercules" brand weights donated to the gym. There are five rounds, the difficulty of progressing to the next round with a Might roll is the current round number, and if the number of the current round is greater than Endurance, the difference is a penalty to Might.

- A race along the new outdoor 1 mile track, two laps around. Each roll represents five minutes of running, and each roll after the first is limited by Endurance. The first to 14 successes (two laps) wins.

Chloe	□□□□□□□□□□□□□□
Morgan	□□□□□□□□□□□□□□
Harold	□□□□□□□□□□□□□□
20-Peso	□□□□□□□□□□□□□□
Phillip	□□□□□□□□□□□□□□
Alex Stein (3)	□□□□□□□□□□□□□□

After the events, the winners are invited to an awards ceremony back inside the gym. The festivities are cut short when several members of the crowd suddenly turn and grab hold of Rigby while others run interference as they try to escape (**Fair Minions, 10**).

On dispatching the kidnappers, it becomes apparent that they all have an interesting hieroglyph tattooed on their shoulders.

Aspects

- **20-Peso:** "Is that a challenge, senior?" (Compete), Wanted man (Be recognized by the audience)
- **Manheim:** "You get the girl..." (Stay in the brawl, even if Rigby's kidnappers are escaping)
- **Tally:** "Anytime, anywhere." (Compete) "Hey, that's my sister!" (Rigby kidnapped)
- Winners of the competitions get one-use aspect "Toughest/Strongest/Fastest Man/Woman in New York."

SCENE 2: THE TRAIL OF THE SERPENT

The team can split up to pursue the following leads, grouping by skills for one roll each:

- **Interrogate Minions (Intimidation/Rapport):** 0 - Rigby was targeted as an artist; 2 - They were not acting alone; 4 - They are seeking the greatest treasure the world has ever seen; 6 - The key to the treasure is hidden by someone connected to the Museum of Art
- **Research Hieroglyph (Academics, Art, Mysteries):** 0 - The symbols represent the Egyptian snake god Apophis; 2 - Apophis cults are very old and typically pursue Armageddon as a concept; 4 - They are typically interchangeable with cults of Nidhogg, Leviathan, St. George's Dragon, and the Hydra; 6 - This glyph is fairly modern, likely a formulation of an active cult
- **Word on the Street (Contacting):** 0 - Several other kidnapping occurred in the last day; 2 - All of the victims were artists and/or wealthy; 4 - Each victim was closely connected to the management of the Museum of Art; 6 - The Met itself was not broken into.

SCENE 3: THE FANGS OF THE COBRA

Little do our heroes know how far the conspiracy reaches. Shadowy figures dog the PCs on the street and in the library, and gradually surround the location where they are interrogating the minions. As soon as they are attacked or someone attempts to evade them, they reveal themselves as plainclothes detectives and place the heroes under arrest!

Any that try to escape face a 10 point police chase scene, with being taken out resulting in being arrested.

Aspects

- **Tally:** The Hydra has Many Heads (Revelation!)
- **20-Peso:** Wanted Man (Identified and placed in Solitary)
- **Regal:** The Clockwork Suit (Remove the suit in incarceration)
- **Hammer:** "How did I get here?" (Somehow arrested, even though he escaped)

SCENE 4: THE HISS OF THE HYDRA

In the prison cell, the heroes are confronted by their tormentor, Lieutenant Alex Stein: the very same man that was competing against them at the events this morning!

He taunts them through the bars, pointing out many things as Intimidation attacks (vs. Resolve): that they won't be arraigned until Monday, that the Hydra will have time to pin several crimes on them, that several murders are just waiting to have them linked, and that the goal is almost within their grasp.

Once his Composure is removed, he flees, yelling that very soon he will have Methuselah's Map!

Lt. Alex Stein

4 - Intimidation, Drive

3 - Alertness, Athletics,
Deceit

2 - Endurance, Fists, Guns,
Investigation

1 - Contacting, Leadership,
Burglary, Empathy,
Resolve

Health: [][][][][][][][]

Composure: [][][][][][][][]

SCENE 5: THE COILS OF THE CONSTRICTOR

Finally naming the artifact in question, Rigby (or an appropriate member of the team if she isn't incarcerated) remembers that the object in question was a curiosity the Met got a year ago; an incomplete map carved on an ancient bronze tablet. It wasn't useful for much of anything, so was sent out for restoration.

All that's left is for them to escape. This may be easy or hard depending on who's free, where 20-Peso is, and the plan.

Once they escape, they spy Stein receiving a package from another apparent cultist, and crowing in exultation. Now is the time to stop him! Once he's aware of the heroes, he flees to a nearby police car and attempts to escape. There are several other police cars and horses nearby that the heroes can steal to give pursuit!

Police Cars have 3 stress and Horses have 2. Alex has three Fair minion cars to soak up hits. The PCs can group for a teamwork bonus, or attempt to meet Alex's maneuvers individually.

Alex Stein's car: [][][] - [][] [][] [][]

If he's caught, the rest of the police are close behind, and the heroes can do some fast talking to show that he was fleeing with stolen property.

If he escapes, the heroes will have to talk their way out of the arrest, but the absence of the arresting Lieutenant gives credence to their story. The Museum retains photographs of the map.