

SINS OF THE PAST



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INTRODUCTION



They were the first to take up the mantle, the original article. When the world needed heroes, the Golden Agents rose to the challenge. But time and tide wait for no man (or woman), and the years are finally catching up to these living legends...or is it as simple as that?

Sins of the Past is an **ICONS** adventure designed for four to six heroes, either an established team or one just getting together. In fact, the first chapter makes an excellent starting point for a series, giving the heroes a chance to meet and team up. The one thing the GM should keep in mind is that the heroes need to have some way for the authorities to contact them. Without this, some modifications to the adventure may be necessary in order to keep things on track.

Additionally, in a super-heroic game, it's nearly impossible to predict what powers any given group of heroes may have, much less what players will try to do with them in order to crack the case and beat the bad guys. **Sins of the Past** is designed with a degree of flexibility built into it, but ultimately

it's up to the individual GM to modify the adventure to suit the needs of his players. A good way to look at this adventure is as a chain of events that crosses the heroes' path. If they do not intervene, then the worst possible outcome occurs. Otherwise, they mitigate the damage at each point, eventually foiling the plot at the end.

Even so, don't be afraid to improvise. **Sins of the Past** provides the GM with nearly a dozen superpowered characters and multiple locations for dynamic battles. If the players' actions successfully circumvent the need for an element of the adventure, it can always be dusted off and used elsewhere in the series.

THE GOLDEN AGE MEETS THE PRESENT

The major theme in **Sins of the Past** is "Old Meets New." This is often used in the comics to impart a sense of history to a setting and a degree of heroic legitimacy to newer characters. In **ICONS**, inheriting the mantle of an established character is a ready-made source of qualities. A hero might benefit from the instant recognition a well-known costume provides, but feel he doesn't truly measure up to the legacy he's inherited. Often, taking over for an older hero also means inheriting her rogue's gallery as well, and the new hero finds herself menaced by villains merely because she's wearing the suit now. If a player creates a "legacy" hero, it should never be a completely smooth transition.

One of the most popular sources of legacy characters is the Golden Age of Comics, which ran from 1938 to roughly 1947. Beginning with the famous "Flash of Two Worlds" story, comics writers have been mining the past to provide inspiration for the present. Modern comics such as *Captain America*, *Justice Society of America*, and *JSA All-Stars* feature many second- and even third-generation superheroes.

Of course, mining an increasingly distant past is not without its problems. Chronologically speaking, most surviving Golden Age heroes should be close to a century old now. Granted, comics tend to have some degree of time compression and dilation, but many may have some trouble accepting active heroes who have been around long enough to have punched Hitler. **Sins of the Past** attempts to provide a rationale for this longevity, at least as it pertains to the surviving members of the Golden Agents.

BACKGROUND (FOR THE GAME MASTER ONLY)

The Golden Agents were the first superhero team. Founded in the early days of the Second World War, they fought the Axis abroad and the nefarious Sin-Dicate at home. Over the years, their membership waxed and

waned, but a core group of seemingly ageless heroes remains active to the present day.

In one of the Golden Agents' earliest adventures, a new masked hero tried to join the team. Calling himself Mister Lucky, his tenure was cut short when he was revealed as a Nazi sympathizer who planned to destroy the Golden Agents from within. While arrested, he used his power over luck to escape before his trial and vanished, never to be seen again.

Or so everyone assumed. In truth, he adopted a new identity, bringing luck to the side of evil as the criminal Gremlin. A founding member of the Sin-Dicate, he seldom fought the heroes face-to-face, preferring to tip the scales for his allies from the shadows. Thanks to this strategy and his tremendous personal good fortune, he avoided capture for the remainder of his career. While the rest of the Sin-Dicate rotted in prison or died of old age, Gremlin sat back and enjoyed his ill-gotten gains to the fullest.

Until the day came when he noticed that while he grew older, his old foes seemed untouched by time's arrow. Certainly some of the lesser lights passed on, but the original "Big Five:" John Q. Public, Dust Devil, Hellion, Lodestone, and Madame Curious remained not merely spry but downright youthful. What was their secret?

Five years and a million dollars to private investigators later, he had it: in one of their early adventures, the Golden Agents uncovered the secret of eternal youth, an Elixir Vitae! And for some reason he couldn't fathom, they never shared this secret with the rest of the world. At that moment, something within Gremlin well and truly snapped. He would not go gently into the long dark night! A news piece gave him the perfect stage for his revenge: he would destroy his foes by exposing their lies to the world at large during their biggest celebration: the opening of a new museum dedicated to their exploits!

INTRODUCTION TO THE REVISED EDITION

Sins of the Past was one of the first adventures published for **ICONS** by Adamant Entertainment in 2010. From the outset, it garnered excellent feedback and reviews. This edition updates all of the characters and game terminology to the **Assembled Edition** of **ICONS**, as well as providing some material left out of the original version due to space constraints. Finally, it offers advice on plugging a gap in the original adventure some sharp-eyed players detected.

ADVENTURE SUMMARY

Sins of the Past takes place over the course of a few days. In typical comic book fashion, the non-combat portions advance as quickly as one might turn a page or read from one panel to the next.

Prior to the adventure, Gremlin has learned of the Elixir Vitae and Madeline Currie's secret identity as Madame Curious. Using his resources, he assembles "The Deadly Sins," a crew of criminals, each having a connection to the original Sin-Dicate. The night before the adventure begins, Wraith infiltrates the home of Madeline Currie, and murders her using Life Drain, giving the appearance of a sudden but natural death. The following day, other members of the Sins raid Currie's laboratory to steal the Elixir Vitae, setting a fire to cover their tracks.

The adventure begins with the heroes combating the fire at Currie Industries. While performing their heroics, they are ambushed by four members of the Golden Agents. In classic superhero fashion, misunderstandings are smoothed out and the senior heroes join the players' heroes in putting out the blaze.

Afterwards, the heroes learn that the fire was deliberately set. The Golden Agents leave abruptly, and local reporter Anita Randall informs the heroes that Madame Curious is dead.

Investigating the fire, the characters learn a unique chemical compound was stolen from the private lab of Madeline Currie, President of Currie Industries. They receive an invitation to the funeral of Madam Curious and encounter members of the Deadly Sins. Attempts to capture them fail, but leave tantalizing clues about a greater conspiracy.

On the day of the funeral, the heroes hear from Anita Randall, asking them to meet with her that evening. The funeral is a somber occasion, attended by a veritable who's who of the superheroic world. And while no one says anything about it, it's clear to everyone present that the Golden Agents look noticeably older.

The heroes meet with Anita at a city park just after sunset. Before she can tell them anything, members of the Deadly Sins interrupt and kidnap her. Again, they manage to elude capture, but by this point the heroes should have seen enough of them to come up with some effective strategies for their next battle.

Before the heroes can track down Anita, they get word of a superpowered emergency at the mansion of Madeline Currie. Responding, they find the Golden Agents looking even older than before, and badly beaten. The other

half of the Deadly Sins attacked them during a private memorial for their fallen comrade, for Madeline Currie was Madame Curious.

The Sins attacked to deliver a message: provide the missing component to the elixir of life, or Anita Randall dies. The transfer is to be conducted at midnight (in three hours) at the Golden Agents Museum. From the descriptions of the Deadly Sins, it should be clear each is somehow connected to an original member of the Sin-Dicate. By studying their criminal records, the heroes have a better idea of who they're facing.

The Golden Agents reveal the truth about their ageless condition and why the Elixir only works on them. Even in their weakened state, they try to talk the heroes into letting them fight this final battle alone, but grudgingly accept the assistance of the "kids."

The adventure culminates in a free-for-all between the assembled heroes and the Sins of the Past at the memorabilia-laden museum that was the Golden Agents' original headquarters.

GETTING STARTED

It's a beautiful day to celebrate! It's Golden Agents Day in the big city, to commemorate the opening of a brand-new museum devoted to the original superhero team. The legendary Golden Agents are even scheduled to make an appearance!

The GM can use the description of the museum from **Chapter Six** to give the players with some background on the Golden Agents. Feel free to provide the details below, as well as any interesting items from the museum chapter.

New heroes could be enjoying the day in their home town, or visiting the museum in a capacity related to their secret identity. In an established campaign, this adventure could take place in "the next city over," allowing the player heroes to help save the day in a new locale. Either way, this is a good way to introduce the heroes out of costume or showcase them during their downtime.

THE GOLDEN AGENTS

In the early days of World War II, when costumed "Mystery-Men" were still novelties, a band of stalwart heroes met by chance and broke up a Nazi spy ring. Banding together under the command of J. Edgar Hoover and later General Eisenhower, the Golden Agents were true-blue All-American Heroes with a capital H. Fighting the Axis at home and abroad, they saved the lives of countless Allied soldiers.

After the war, they tried to settle down to civilian lives, but the forces of evil had other plans in the form of the Sin-Dicate, a gathering of nefarious reprobates who used their powers for criminal purposes. For the next ten years, the Golden Agents battled the Sin-Dicate, foiling one evil plot after another. While the Sin-Dicate provided an umbrella for many powerful criminals, its best known members were Doctor Dagon, Big Julie Caesar, The Ghoul, Deadly Orchid, Gremlin, and The Widow-Maker.

Although a number of heroes fought under the Golden Agents' banner during the war, the best known members were John Q. Public (The Public's Defender), Dust-Devil, Lodestone, The Hellion, Madame Curious, and Will Scarlet. Will Scarlet died in the late 1970s, but the remaining members remain hale, hearty, and active to the present day. Many have wondered about their longevity and apparent agelessness, but the Golden Agents refuse to discuss it, saying they'll be around as long as they're needed.

The appointed time for the Golden Agents' appearance comes and goes. The crowd grows slightly restive, press flacks look nervous, and uncomfortable, and the assembled press tries to cover for the delay. Clearly, something's not going to plan. At this point, the heroes should get word of the fire at Currie Industries, whether it's from overhearing a police radio, a new report, the sound of sirens, or even a super-sense. However they learn of it, trouble is afoot and heroes are needed in **Chapter One!**

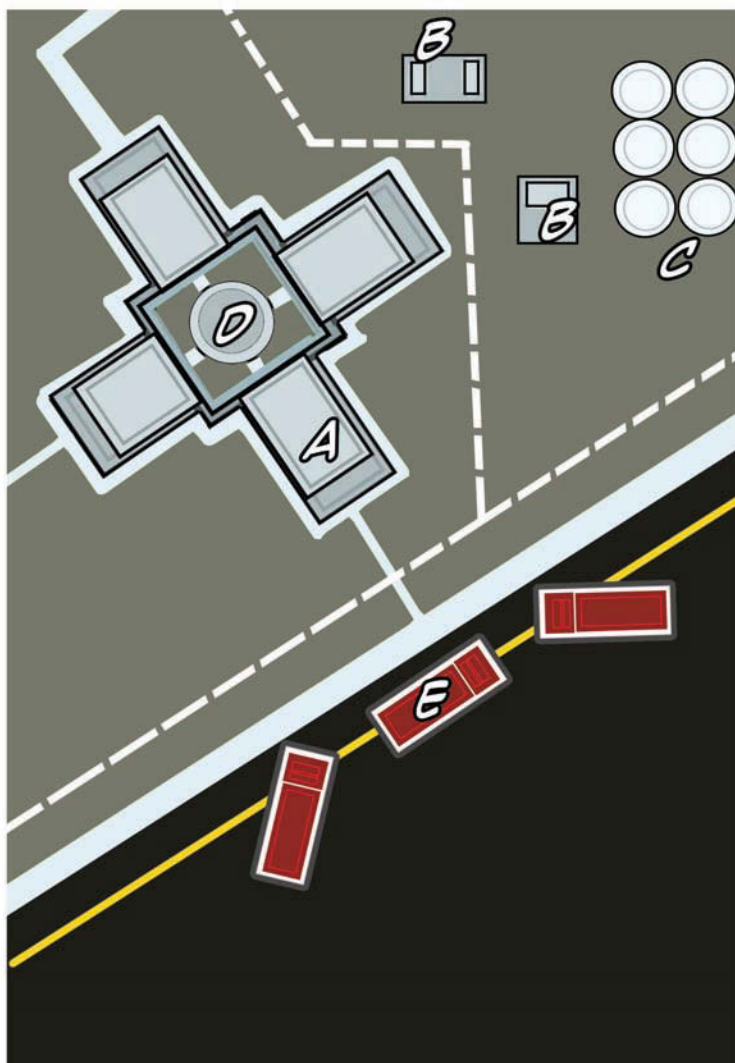
CHAPTER ONE: RED HOT CURRIE!



It's early evening in the city and the Currie Industries Chemical Plant is ablaze! The full complements of four fire stations, plus police and emergency services, are fighting the inferno. The flames rise well over a hundred feet in places, and clouds of toxic smoke taint the air overhead.

The chemical plant sits on the edge of a residential neighborhood. It's a large complex dominated by a blocky three-story building. Multiple fires have broken out and are spreading toward a cluster of chemical storage tanks in the rear of the compound.

Emergency crews are treating the injured while fire crews maintain a tenuous perimeter between the towering flames and the nearby houses.



MAP KEY:

A. Currie Industries Chemical Division. A three-story cross-shaped building. It is open at the center, with a domed building (D) in the center. The main building is engulfed in flames when the heroes arrive.

B. Support Buildings. Both are beginning to burn.

C. Chemical Storage Tanks. Not currently on fire, but see **Explosion!** in the following section.

D. Madeline Currie's private laboratory. Very much on fire.

E. Parking Lot. The primary location of the fire-fighting efforts.

Obviously, how the heroes choose to assist in fighting the fire will vary based on their powers and specialties. In essence, the fire can be treated as a series of challenges to be overcome, with consequences for failure. The idea is not to play out the fighting of the fire panel by panel, but to give each hero something to do to contribute for a couple of pages and look heroic. See the following section for options. Game Masters may find the **"R" is for "Rescue"** chapter of **Icons A to Z** useful as well.

COOL THINGS THAT CAN HAPPEN

- **Falling debris!** Good (5) Coordination test to avoid level 4 bashing damage.
- **Backdraft!** Fair (4) Coordination test to avoid Blast 5 fire damage.
- **Toxic Smoke!** If characters have Life Support (Breathing), then no effect, otherwise, Fair (4) Strength test to avoid a level 7 Affliction from suffocation.
- **Trapped!** Someone spots a security guard trapped on the roof of the main building! How do you get him down?
- **Explosion!** The fire sets off the chemical storage tanks! Great (6) Awareness test for everyone in extended range to find cover in time and avoid Blast 5 damage.

FROM THE PLAYTEST

During the first two playtests of this adventure, the players were content to roll off against challenges and work together rather passively to come up with ways to fight the fire. In the final playtest group, they immediately jumped into action, declaring there were people to be rescued, climbing onto rooftops, and looking for ways to directly affect the blaze. It was much more exciting and in the spirit of the comics and it made the GM's job easier in coming up with logical challenges to match their actions.

After a page or so of individual or group heroics, a voice cries out from behind the heroes:

"Halt, evildoers! Surrender, or face justice at the hands of the Golden Agents!"

As if the fire wasn't enough, a new complication arrives in the form of the Golden Agents! Unfortunately, America's First Heroes are under the impression the players' heroes are responsible for the fire and spoiling for a fight.

Shouting his trademark battle-cry, "With liberty and justice – for all!" John Q. Public leaps into the fray, targeting the most physically imposing hero. Dust Devil counters any aerial threats with his whirlwind, while the Hellion slips in to try and get a surprise attack with her whip or blast. Lodestone provides air support, waiting for an opponent to strike back before attempting to take them out of the fight with his Telekinesis.

This is, of course, pretty much a superheroic tradition: two groups of heroes meet, confusion ensues, and punches are thrown. It's a chance for the novice heroes to get a little more action in against actual opposition while trying to convince the senior heroes there's been a terrible mistake. Let the fight go on for a page or so, then allow the heroes to work things out, remembering that the fire is the greater threat, at which point a temporary team-up is *de rigueur*.

FROM THE PLAYTEST

The first two groups willingly jumped in and slugged it out with the Golden Agents for a page. In the last one, a player used Determination Point to Retcon that they had teamed up in the past, pleading them to come to their senses. Each approach was completely appropriate.

Between the strength of the two hero teams and the assembled fire fighters, the mighty blaze doesn't stand a chance. Encourage each player narrate how their character contributes to putting the fire out.

Once the fire is out, John Q. Public rather stiffly apologizes on behalf of the Golden Agents. "Sorry, kids. We just got some bad news and then found out this place had been torched by people in costume. We tried to convict you without a trial, and that's just not right."

Anyone who passes an Average (3) Awareness Test can see the Golden Agents seem very tense. Hellion in particular is on the verge of tears. If the PCs ask about this, their only response is, "It's a private matter, and we'd like to keep it that way."

If the heroes speak to firefighters or police, they can learn a number of things:

- The fire was deliberately set.

- Several witnesses report costumed figures attacking the factory and causing the blaze (this is why the Golden Agents thought the heroes were bad guys). Security cameras near where the fire was set were badly damaged, so it's impossible to tell who was responsible from the remaining video, without performing some sort of recovery process.
- At the time of the fire, only a skeleton security crew was on site. Thanks to the heroes' intervention, no one was seriously injured.
- The fire appears to have started in the private lab of Madeline Currie, the president of the company. This information seems to agitate the Golden Agents even more.

If the heroes offer to help the Golden Agents investigate further, they get a brush-off, and are told, "Forget it, kid. It looks like industrial sabotage. Now if you don't mind, we have a funeral to plan." The senior heroes depart without further comment.

Local reporter Anita Randall approaches the heroes for an interview. Assuming they aren't camera shy she asks them some general questions about fighting the fire and what it was like joining forces with the legendary Golden Agents. If the heroes are new to the scene, this is a great opportunity for each character to get a bit of spotlight time. She diplomatically avoids the topic of the Golden Agents attacking unless the heroes bring it up themselves. Even so, such information does not make it into the final footage on the news. After all, they have an interest in maintaining the reputations of the Living Legends.

Anita wraps up with, "Finally, can I get your reaction to the death of Madame Curious, one of the founding members of the Golden Agents?"

Should the heroes express shock or ask her for more information, she tells them, "We got the news as we were responding to the fire alarms. They haven't released any additional information. Did the Golden Agents say anything to you?"

Come to think of it, they did mention a funeral. This would certainly explain why the elder heroes seemed so upset.

Once Anita has her footage, she thanks the heroes and asks if there was some way she can contact them, in case she needs to follow up on the story. Feel free to improvise in order to ingratiate her to the heroes, as she pops up again in the course of this adventure. Anita could become a recurring character in your own series. If another existing journalist character would be better suited for the role Anita plays in this adventure, feel free to substitute that character, especially if there are pre-existing connections with the heroes.

CHAPTER TWO: ASHES TO ASHES



This chapter presumes the heroes investigate the fire at Currie Laboratories. The most obvious course of action is to physically examine the scene of the crime. If a character has some influence with authorities, they may obtain official access to the site. Otherwise, they'll have to fall back on that time honored tradition of skulking around in the dark. If they investigate the fire, proceed to **Madeline Currie's Lab**, following.

Given the news of the death of Madame Curious, characters may wish to further research her history. Much of the life of Madame Curious is a matter of public record and all over the 24-hour news cycle. Wearing her signature lab coat and goggles, she carried a veritable chemistry lab into battle against criminals, creating concoctions guaranteed to keep evildoers at bay.

Like the rest of the Golden Agents, she seemed nearly ageless and, like the rest, she'd largely stepped away from public adventuring in recent years. So far, nothing has been announced regarding her cause of death other than to say foul play was not involved.

Contacting the Golden Agents at this point is a dead-end. With the death of their teammate, they've circled the wagons, so to speak. Any attempts to reach them via phone are routed to an answering service. The heroes, however, hear from the Golden Agents in the form of a card from John Q. Public which reads, "You acquitted yourself well in a trial by fire. In our judgment, you are true heroes. We ask that you join us in remembering our fallen comrade at Memorial Hill Cemetery." The card goes on to give the time and date, mid-afternoon on the following day.

If the heroes don't have a permanent address, then the card might be delivered by a courier or the police, or they may receive a voice mail. The Golden Agents have plenty of resources to reach them, if need be.

An investigation into Madeline Currie's background reveals a woman of exceptional qualities who earned a Doctorate in chemistry prior to World War II, who founded Currie Industries during the war, and received many honors and accolades over the years for her contributions to science. Three decades ago, she passed day-to-day control of the company to her niece Olivia, who runs the company to this day, although the reclusive Madeline still maintains a personal laboratory on the Currie Industries campus.

There are no current photos available of Madeline Currie; the most recent were taken at least twenty years ago and show a professional looking woman who appears to be in perhaps her fifties, but certainly not her early seventies. Photos of Olivia are easier to come by, starting with the corporate website and society pages. Olivia is sixty, but appears to be in her late forties. While there's a certain familial resemblance between her and Madeline, they are far from identical.

(Of course, Madeline and "Olivia" are one and the same. Madeline used her extensive knowledge of chemistry to create impenetrable disguises so she could portray Olivia as well as make herself look like a very healthy octogenarian. As the only member of the Golden Agents who maintained a non-heroic identity, it was a necessity.)

Given their similar backgrounds and ages, it's not hard to connect Madeline Currie with Madame Curious. Indeed, they are the same person, and Madeline Currie is dead. Unfortunately, so is "Olivia," a situation that has left Currie Industries in crisis mode. They have listed Olivia Currie among the missing in the fire. If the heroes inquire after Madeline, they are informed she is traveling in South America and is unavailable for comment.

FROM THE PLAYTEST

Again, the playtest sessions revealed different tactics. The first and second groups worked entirely on the angle of digging up publicly known information and investigating the lab. The final group, on the other hand, went hog-wild coming up with their own unique avenues of investigation. A detective ran an analysis on the security tape, trying to enhance it to identify the costumed figures. A character with Wizardry spent Determination to stage a séance to ask Madame Curious how she died, learning her secret identity in the process. In each case, as the GM, I decided how these efforts could affect the villains' plot and adjusted accordingly: the tape revealed someone who matched the description of WMII (a fairly minor bit of information), and it didn't hurt anything for the heroes to know that Madame Curious and Madeline Curry were the same person so early in the adventure. In fact, the latter item may have actually helped them piece things together.

MADELINE CURRIE'S LAB

Assuming the heroes investigate the lab and bring any pertinent specialties (Criminology, Investigation, and Science being the most obvious) or powers to bear, they can uncover the following bits of information.

- Dr. Currie's private lab was extremely well-protected. It sat in the heart of the Currie complex, guarded by extensive electronic sensors, a host of biohazard failsafe precautions, and a door that rivals a bank vault. The door has been physically torn from its hinges, clearly the work of a super-strong individual.
- Inside the lab, it's obvious the fire began here. Everything flammable is charred, plastics and metals are melted, and ash blackens the remains of one of the world's largest chemistry sets. The remains of the lab computers show signs of having been deliberately destroyed before the fire was set and the hard drives are missing.
- The words "SINS OF THE PAST" are painted on the soot-stained wall.
- Heroes succeeding on an Awareness (4) test spot some strange tracks in a pile of ashes on the floor. They appear to be handprints, a bit larger than an adult male, but with unusually long fingers. A major or better success identifies them as the footprints of a chimpanzee.

- A rack of heavy canisters sits along one wall. One canister is missing. It's clear from the deposits of soot that it was moved after the fire started. A barely legible tag on the rack reads "LXRVT."

THE ELIXIR VITAE

Four years after the end of the war, the Golden Agents fought an extraterrestrial menace in Mexico ("The Case of the Cosmic Cortez!"). The aliens, disguised as an army of Conquistadors, attempted to enslave the local population. In the course of fighting them off, the heroes were bombarded with strange energies emanating from the alien spacecraft.

After the battle, Madame Curious analyzed the energy and made a remarkable discovery: the Golden Agents' bodies were now imbued with this strange radiation. In concert with a secret formula she devised, the aging process was slowed to a crawl.

Unfortunately, the source of the mysterious energy vanished when the invaders fled the solar system, so there was no way to share this discovery with the rest of the world. As a result, only John Q. Public, Hellion, Dust Devil, Lodestone, Madame Curious, and Will Scarlet were able to reap its benefits. Madame Curious kept a steady supply of her formula, which she dubbed "the Elixir Vitae" in her dramatic fashion, for her allies.

Over time, the heroes learned they needed more and more regular treatments to maintain their youth. While the chemicals comprising the Elixir were neither rare, illegal, nor expensive, the constant need did limit the Agents' ability to undertake missions where they might be deprived of it. As younger heroes came on the scene, the Golden Agents took a step back, working locally and acting in a more advisory capacity.

After thirty years, Will Scarlet decided he'd had enough of his unnatural longevity. Despite the protests of his friends, he decided he preferred to live out his days naturally. Unfortunately, like a rubber band that's been stretched to the limit, his years of cheating old age snapped back on him with a vengeance. Within days he began aging noticeably, and within weeks he was dead of natural causes. Even though they were still at the peak of their powers, from that point on, the Golden Agents became more cautious, embracing their role as symbols of the Greatest Generation rather than taking an active hand in the superheroic community.

Gremlin learned of the Elixir Vitae, but not that it only works on those exposed to the alien radiation. As a result, his initial plan, to steal the Elixir for himself and deprive the Golden Agents of any more can only be partly successful. Nonetheless, without the Elixir, the Golden Agents begin to noticeably age throughout the remainder of the adventure.

THE SINS APPEAR

As the heroes discover the missing canister, the air is split by a strange electrical humming sound. A point of actinic blue light appears in the middle of the lab at about waist height. It extends out into a line, reaching from the floor to a height of about seven feet, then widens to about five feet. Through the field of energy step four oddly costumed figures. A woman's voice says, "All right, look around and see if you can find a reagent, then wipe the place one more..." she trails off upon seeing the heroes. "Never mind that, we've got company. Sins, let's take these nobodies down!"

The four newcomers are:

- The speaker is tall woman with blue skin, wearing utilitarian clothing. She holds a device which apparently opened the portal in thin air (Tesseract).
- A ghostly figure that seems constantly in shadow (Wraith).
- A figure in power armor, apparently a woman (WMII). If the heroes examined the security footage from earlier, they may recognize her as the figure that tore the door off the lab. She is also the most notorious of the Deadly Sins, so a hero with a criminal or law-enforcement background or specialty may be able to identify her on sight.
- A blond woman wearing a red and black bodysuit. Her face is painted in a similar motif (Miss Fortune).

These are four members of the Deadly Sins, Gremlin's team of second-generation villains. They've been sent back to the lab seeking a possible reagent that works to activate the Elixir Vitae and to remove any evidence (other than the spray paint) their original strike may have left behind. As far as they're concerned, the heroes are just another piece of evidence to remove.

Initially, the Sins fight to defeat the heroes and knock them unconscious, then complete their mission.

- **Tesseract** immediately enters hand-to-hand combat, trying to tie up other close-in fighters.
- **WMII** lays down cover fire with her flechette guns, and tries to keep any ranged fighters occupied.
- **Wraith** uses her Darkness and Phasing to sow confusion and to use her Life Drain from surprise. Since she doesn't have to touch someone to use it, she can easily hide in the shadows, weakening foes.

- **Miss Fortune** dives for cover, and then uses her Probability Control to influence things for her allies. If someone targets her, she defends herself with her pistol.

COOL THINGS THAT CAN HAPPEN

- There's lots of wreckage in this lab, including plenty of broken machinery that can be thrown or toppled onto someone.
- While most of the chemicals have burned off, there are still heavy storage tanks sitting in racks throughout the room.
- While much of the electronics is similarly ruined, there's still enough to carry an electrical charge, should someone with the appropriate powers come up with a creative way to exploit it.
- There are various large puddles remaining from the fire fighting. Someone with water or ice powers could exploit this.
- There's a hole in the ceiling which could allow the fight to spill out of the lab.

If the fight turns against the Sins, they flee, either together through Tesseract's dimensional portal, or individually. Given there is no reagent for the Elixir, whether the Sins actually defeat the heroes or merely escape by the skin of their teeth and has no direct bearing on the rest of the adventure. Either way, the heroes should be left with a few bruises, some mysterious foes, and a few possible clues.

GM'S TIP

As this is the heroes' first encounter with the Sins, try to stack the deck against them a bit, awarding Determination Points as necessary to facilitate the Sins' escape. Miss Fortune's luck powers should come in handy here. While it's certainly possible for a group of heroes to win this fight, try to tip the balance towards the villains. It's a good opportunity for the heroes to blow off steam and learn a bit of the Sin's tactics.

Of course, if the heroes do manage to capture one or more of the villains, it's up to you to improvise. The Sins aren't going to spill their guts to the authorities and may well be capable of escaping them later. At worst, the Sins might be short-handed later in the adventure, a fact that can work to the heroes' advantage.

INVESTIGATION

Should the heroes wish to investigate their attackers and have an appropriate means of doing so, they can dig up the following information:

- **Tesseract** is a martial artist and telepath. She claims to be the daughter of Doctor Dagon, an assertion supported by her odd appearance and the technology she wields. She also claims to be the rightful ruler of a dozen parallel dimensions. Given her career as a mercenary criminal, this last claim seems rather dubious.
- **WMII** appears to stand for Widow-Maker II. A spiritual, if not actual heir to the original Widow-Maker, this one is apparently a woman, judging from the configuration of the armored suit. WMII works primarily as a freelance assassin, only taking contracts on male targets.
- No information is available on **Wraith** or **Miss Fortune**, though a Good (5) Occult or Magic Detection test identifies Wraith as some sort of supernatural creature.

CHAPTER THREE: DUST TO DUST



This chapter takes place at the funeral of Madame Curious. In true comic book fashion, the easiest way to transition between the previous scene and this one is to simply declare that the necessary time has passed, and the funeral is beginning shortly.

In the comics, a funeral is almost as good an excuse for a superpowered throw-down as a wedding. In this case, however, it's just a funeral. It's an opportunity for roleplaying and information gathering. There is ample combat to come, so this is a moment of calm before the storm.

Prior to the funeral, Anita Randall contacts the heroes. "They're keeping the press away from the funeral, but I need to talk to you. I've uncovered some

very interesting information regarding that fire, but I can't give it to you over the phone. Meet me at Ordway Park at seven. I'll be waiting near the Space Rocket."

She doesn't reveal any further information at this time and attempts to call her back go unanswered.

The funeral takes place as scheduled at Memorial Hill Cemetery, the final resting place of many notable heroes and heroines. At the moment, it's also a gathering of many living heroes and heroines, together to mourn the passing of Madame Curious in relative privacy.

Populate the funeral with notable characters from your own setting. If the player heroes are a newly-established team, this is a great, if somber, way to introduce them to the wider world of their costumed colleagues.

When the heroes arrive, Hellion and Dust Devil greet them warmly, thanking them for coming. Even at a glance, it's obvious there's something more wrong with them than just grief over their friend's death. Both look haggard, significantly older, as if they've aged a decade overnight. If the characters mention it, the Golden Agents are evasive. Dust Devil turns the subject to the fire and the heroes' powers. Hellion just turns away and excuses herself. If the PCs bring up their encounter with The Sins or anything from the lab, they express a professional interest, but claim ignorance in the matter. If the heroes bring up LXRVT, they trade a tense glance, claim ignorance, and excuse themselves.

Lodestone and John Q. Public appear similarly aged but are busy exchanging pleasantries with other VIPs.

FAREWELL TO A FRIEND

After a few moments, the memorial service commences. After the religious pleasantries, John Q. Public stands to deliver a eulogy.

"Friends, you all know me, and for once, I find myself almost at loss for words. We are gathered here to say farewell to one of America's—the world's—greatest heroines. For decades, Madame Curious stood as one of the finest examples of what humanity had to offer. She had no superpowers, but her mind and her scientific gifts performed wonders, wonders she shared with the world at every turn. I was lucky to stand beside her and call her my friend.

"I remember the first time we met. It was before Pearl Harbor, but there were rumors of war buzzing all around. I'd gotten wind of a robbery, some experimental airplane fuel the Nazis wanted to get their hands on. I tracked those spies for days, and just as I was about to bust in on them, their hideout fills up with this green gas and they all keel over unconscious. Just

like that. When I look around, I see this little slip of a gal wearing a gas-mask and a lab coat. She just took them all out without throwing a punch.

"When I asked her how she found the place, she showed me this whatchamahoesit and said it "Sniffed out the fuel." That was just how she was, always thinking, always coming up with a better way. If Dusty wanted to blow a building over, she'd come up with a way to turn all the nails holding it together to rust before he'd even get his wind going.

"Throughout her life, she fought the good fight. And now that she's gone, well, the Golden Agents will never be the same. Fare thee well, dear friend. Fare thee well."

As he finishes and returns to his seat, Dust Devil leans over and whispers in his ear. They look back at the heroes for a moment, and turn their attention back to the ceremony.

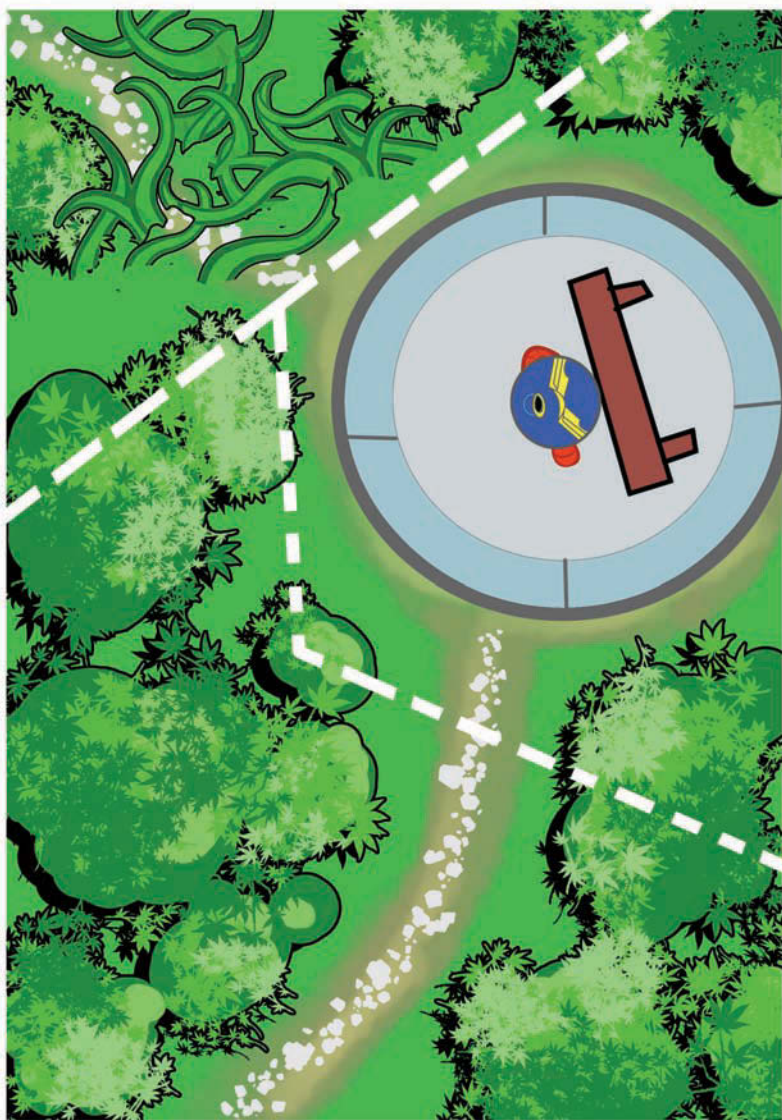
As soon as the funeral ends, Lodestone teleports his teammates away with his mystic portal before the characters can speak to them.

CHAPTER FOUR: A WALK IN THE PARK



Ordway Park sits in the heart of the city, a lovely bit of green space amidst the skyscrapers. The Space Rocket mentioned by Anita Randall is the centerpiece of the playground, a forty foot tall climbing tower shaped like an Apollo rocket. A variety of platforms afford views of the park and a series of slides spiral around and through the body of the “rocket.” During the day, hordes of laughing children play on it. At night, it’s a favorite destination for first dates.

The “Rocket” sits in a circular area filled with gravel. Four “fins” provide stability for it (while doubling as slides).



Anita Randall seems to have anything but romance on her mind. She paces nervously, checking the sky every few moments. When the heroes arrive, she visibly relaxes and lets out a sigh. "Thank goodness you're here. I couldn't tell you this over the phone. I think I know why the fire was set at Currie Industries. I think Madeline Currie was..."

Before she can complete this sentence, she's interrupted by a blast of flame between her and the heroes, leaving a smoking crater in the playground gravel! Enormous walls of thorns burst from the ground, encircling the Space Rocket! Once again, the heroes find themselves under attack by members of the Deadly Sins!

This time, the Sins are represented by their male contingent: Inferno, Little Augie Caesar, and Bramble.

Inferno is presently a white-hot flaming figure flying over the conflict. If he's taken down, his costume is gold with red highlights.

Little Augie Caesar is an adult chimpanzee. He wears a pinstriped suit with a gold laurel wreath on his head. Strapped across his back is a vintage Tommy-Gun.

Bramble is an enormous plant man. At full growth, he stands twenty-four feet high, but he's difficult to spot because he blends in with the wall of plants he summons and controls. As a result, the overall effect is like being attacked by a wall of animate plants.

The Sins are out to grab a hostage and they plan on hitting hard and fast to pull it off. As soon as Inferno's blast goes off, Augie Caesar rushes in, grabs Anita, and ducks into the Rocket Ship, climbing towards one of the higher observation platforms. If he makes it to the top, he leaps from the platform to the higher branches of Bramble's plant wall and clambers down the other side with Anita in tow, running off to a nearby van, and driving to their hideout.

Bramble encloses the heroes and tries to grab anyone who attempts to take to the air. His primary goal is containment. Once the hostage is secured, he transfers his consciousness to a nearby thorn bush (his Teleportation), and makes his escape, leaving the now inanimate wall of plants behind as an obstacle.

Inferno provides air cover with his fire blasts. If a hero manages to get airborne, Inferno singles him out for special attention. Unless he's shot down, he shouldn't have to worry about getting captured, but his overconfidence might be his downfall.

As with the previous encounter with the Sins, most of the bad guys should get away, as this encounter represents another setback before the heroes' eventual triumph. Should the heroes successfully foil the kidnapping attempt, the Sins' plan can go ahead, they just have a little less leverage in the final encounter.

FROM THE PLAYTEST

In playtesting, the heroes usually defeated this encounter, capturing Augie Caesar and Inferno and freeing Anita. Bramble usually escaped thanks to his spontaneous growth power. In the grand scheme of things, this worked out okay. The Deadly Sins had their manpower reduced slightly, but the heroes were able to chalk one up in the “win” column before the big finish.

COOL THINGS THAT CAN HAPPEN

- The rocket ship is treasure trove of possibilities. The spiral stairway running up it, the various platforms inside, and the slides can accommodate a host of stunts.
- The Sins could threaten the venerable local landmark in any number of ways. How could the heroes face the local children if any harm came to the rocket ship?
- Inferno can set Bramble's wall of plants alight, trapping the heroes in a massive ring of fire!

AFTERMATH

If the heroes prevent Anita's abduction: She is understandably shaken up and may even be injured. She tells the heroes that she's discovered that Madame Curious was actually Madeline Currie *and* Olivia Currie. It's likely the heroes have already figured this out, but it's news to her and the rest of the world. Before they can exchange any more information, they receive an emergency call from the Golden Agents. They need immediate assistance at the Currie Mansion!

If the Sins manage to get away with Anita: The heroes may want to pull out the stops to track her down. If they try to do so, the escaping Sins trigger a one-off piece of stealth technology (courtesy of Tesseract) to prevent the heroes from following or finding them. Award Determination Points accordingly. Immediately thereafter, the heroes receive an emergency call from the Golden Agents. They need immediate assistance at the Currie Mansion!

CHAPTER FIVE: REVELATIONS



The Currie mansion sits on a hillside affording a glorious view of downtown. Under normal circumstances, the lush grounds provide a tranquil spot to take tea or enjoy a leisurely spell in the shade. Tonight, they look like a battleground. Trees are uprooted and small fires burn in the gardens. A group of figures huddle beneath a canopy, the sort one sees used for graveside services.

As the heroes make their presence known, Lodestone approaches them. He looks even older than he did before, like a man in his late 70s. His costume hangs on him limply, and he sports a large bruise on his chin.

"We were just trying to say goodbye in our own way," he says, a bewildered look on his face. "We weren't ready for them, weren't expecting it."

Indeed, this was intended to be a private memorial service, attended by the Golden Agents and a few long-time members of the mansion's staff. Unfortunately, the Deadly Sins decided they didn't need an invitation. If the heroes previously told Dust Devil and Hellion of their encounter with the Sins at Currie Industries, they'll identify their attackers as any of the female Sins who evaded capture.

All of the Golden Agents are similarly aged and battered. It's clear they couldn't have possibly put up a fight against the Sins, even if they hadn't been taken by surprise. Fortunately, neither the Agents nor the staff members are seriously hurt, just shaken up. Hellion is nursing a white-haired gentleman in a business suit. John Q. Public introduces him as Jeffery McAllister, Madeline Currie's attorney.

"Jeffery was here to deliver an item Madame Curious entrusted to his firm: a box containing the formula for the Elixir Vitae. It's one of her concoctions, a chemical that's kept us young over the years, but we must it regularly. We've already begun aging, and it will only get worse. They took the box, but it won't do them any good. It only works on the fi - I mean four of us, now. Without it, we probably won't last a week."

At this moment, he's interrupted by his wrist communicator beeping. He answers, receiving the following message, delivered by what sounds like a very old man.

"Hello, old friends...it is I, The Gremlin. I have the Elixir Vitae. I have robbed you of your youth, and soon your lives and your reputations. You will provide me with the means of activating the formula, or I will reveal all your secrets, all the sins of your past. You will deliver it to my agents at midnight at that tomb you call a museum."

If the male Sins succeeded in kidnapping Anita Randall, he adds the following: "Tell those young upstarts that if they want to see the Randall girl again, they'll keep their noses out of this."

Of course, in true heroic style, the John Q. Public shrugs this off as an empty threat. "I'm not about to let this bunch of punks think they can call the shots. We whupped the original Sin-Dicate. These are just a bunch of wet-nosed brats."

Bluster aside, it's clear the Golden Agents are all-too-aware they can't fight the Sins in their current condition. They've called the heroes because they know they can't do this alone. They can fill the heroes in with more details on the Elixir Vitae, including the fact that Madame Curious devoted much

of her research time trying to find a way to share it with the world at large, but never found the means to do so. To their knowledge, she was the only person who knew how to synthesize the Elixir. A science-minded hero might be able to analyze a sample and recreate it, but it would almost certainly take more time than the Golden Agents have left. Even then, there's no way to convince Gremlin and the Deadly Sins that it doesn't work for anybody else.

Special thanks to John McMullen for helping the author fill an Elixir-shaped plot hole in the original version of this adventure! Take an extra point of Determination, John!

If asked about Madeline Currie's/Madame Curious' death, the Golden Agents really aren't sure. She seemed to die of natural causes, quite suddenly. Her body showed no signs of aging. But with the fire and theft of the Elixir Vitae, they're assuming the worst.

If asked about Gremlin, Dust Devil fills in some details: "He was always an odd one with the Sin-Dicate. We knew he was out there, but never on the front lines. All the same, he really seemed to have it in for us. It's weird, because the rest of those varmints were bad guys we'd fought in the past. They all got together to gang up on us. Gremlin just came out of nowhere. We haven't seen hide nor hair of him for probably thirty years. I guess we just figured he was dead."

CHAPTER SIX: MIDNIGHT AT THE MUSEUM



The heroes have only a few hours to figure out a plan of action for the final confrontation with the Sins. Assuming they wait for the Sins to come to them (see **What If The Heroes Go After Them?** for other possibilities), the GM should give the players time to come up with a plan for neutralizing the villains and rescuing Anita Randall (assuming the villains have her).

By this point in the adventure, the heroes should have gained some Determination Points and have a good idea of the Sins' tactics. They also

have the advantage of setting up an ambush for the villains, so now is the time for all of the setbacks and heartache of the earlier battles to pay off for the good guys.

WHAT IF THE HEROES GO AFTER THEM?

In any superhero game, there are powers that can circumvent the best laid plans of writers and Game Masters. In this adventure, a single captured villain interrogated by Telepathy could spill important details, chief among them, the location of the Deadly Sins and their hostage, although the Sins could move, if they know their location may be compromised. Gremlin and Miss Fortune's powers can help explain any "lucky breaks" you decide to give the villains in this regard.

Still, if things go off-script and the players decide to take the fight to the villains, the best course of action is to go ahead and roll with it. You might not get to use the museum for the final conflict, but setting up the villains in an abandoned factory allows for all manner of interesting terrain. The Deadly Sins are intended for use in an ongoing series; in this case, the series just takes off in its own direction a bit prematurely.

The important thing is to let the heroes be heroes, not to railroad them into a single course of action.

THE GOLDEN AGENTS MUSEUM

The Museum is housed in a converted four-story brownstone which served as the Golden Agents' original headquarters. It sits in the heart of downtown and is a popular destination for tourists and historians.

The interior space of the first and second floors has been completely emptied out, creating a large vaulted display space. The third floor houses special and traveling collections, and the fourth floor contains an archive of the Golden Agents' adventures and administrative offices

GROUND FLOOR

A. Entrance: The Golden Agents Museum is open every day (except Christmas and Thanksgiving) from 10 A.M. to 6 P.M. Admission is Free. At night, the door is locked and secured with high-end commercial electronic security. A night watchman usually guards the place, but given the impending confrontations, the Golden Agents send him home.

B. Waxworks: When guest enter the museum, the first thing they see is an impressive tableau of wax figures representing the Golden Agents during

World War II. The agents, in action poses, appear to have parachuted in from the mocked up C-47 troop transport located overhead at C+. The waxworks are quite good and the costumes and equipment are either original items or faithful reproductions.



C. Displays: A series of display cases devoted to friends, allies, and lesser-known members of the Golden Agents, including Rex Radium, The Green Swami, Hillbilly McCoy, Lady Falcon, Gangbuster, and any other NPCs the GM cares to add. Each is represented by a wax figure in costume, surrounded by news clippings, magazines, and other pertinent artifacts. If the GM so wishes, one or more artifact might still be useful in a fight. One display is marked “Hall of Dishonor,” and tells the story of Mr. Lucky, a fifth-

columnist who tried to betray the Golden Agents from within. His display contains newspaper stories about his arrest and subsequent escape.

C. The Golden Goose: A mocked up fuselage and wing of a C-47 transport plane emerges from the wall and looms over the room above the **C** displays on the right of the map. It's painted to look like "The Golden Goose," the Golden Agents' air transport during the war. A figure of John Q. Public hangs from a parachute harness below, and a figure of Will Scarlet stands ready to jump out.

D. The War Wagon: On a raised dais is a heavily armored two-and-a-half ton truck, painted red white and blue. During the war, this was the "War Wagon," the Golden Agents' personal ground transport. After the war, it was the first of several versions of the "Justice Jalopy." It's fully restored, though the engine is disabled. It does, however, have Good (5) Damage Resistance and is Incredibly (7) heavy.

E. Restrooms and stairs up to the second and third floors.

F. The Tableau of Infamy: A raised dais where wax figures depicting the Sin-Dicate are arranged in threatening poses. On the wall behind them is one of the few authentic relics of this criminal enterprise, a large seven-sided tabletop with an inlayed map of the world. The table bears the scars from multiple knives being stabbed into it. From left to right facing the dais, the Sin-Dicate are:

- **Doctor Dagon, Wizard of the Nth Dimension:** A wiry man with blue skin and pointed ears. He sports an oily goatee and mustache and carries a ray pistol that looks like a magic wand. As the signage points out, Dagon was actually a scientist from Ohio who wore "space-man makeup" and used high technology while calling it "magic."
- **The Gray Ghoole, Maker of Monsters:** A hunched figure of a man with gray skin and a rat-like visage. He wears tattered robes, and wicked claws gleam at his fingertips. Warped by ancient texts of alchemy, he used his forbidden knowledge to turn first himself and then others into creatures of nightmare.
- **Inferna, Queen of the Fire People:** A beautiful woman, tall, with red-gold hair and a flawless bronze complexion, smiles evilly as holographic "flames" dance on her hands. The Fire People were a lost race the Golden Agents encountered on one of their many adventures. For unknown reasons, Inferna pursued them back to civilization and made war upon them many times.
- **Big Julie Caesar, the Gorilla Mob Boss:** A male Silverback gorilla, standing upright, wearing the robes of a Roman Emperor. Born a normal

gorilla, he was the pet of a Mad Scientist called Professor Zero, who raised his intelligence to human levels. Eventually, Julius (as he was called then) decided he could run Zero's operations more effectively and violently deposed his master. After that, Big Julie Caesar ran the mobs unopposed.

- **Deadly Orchid:** A small woman wearing a lab coat and gas mask, armed with a large modified flit gun (an old-time insecticide sprayer). Her mastery over botany rivaled the chemical knowledge of Madame Curious.
- **Widow-Maker:** A man wearing a black costume with a skull mask, who carries a whip and a rapier. Widow-Maker was a savage killer from the desert southwest. The arch-enemy of Dust Devil, he tried to make a widow out of Hellion on numerous occasions.
- **The Gremlin:** A slightly built figure wearing a green costume with large stylized "ears." He holds a deck of playing cards. The Gremlin was the shadowy master of fortune and luck.

While none of the equipment on this dais is anything other than plastic and metal replicas, it might provide a handy hiding spot from which to launch an ambush.

G. Lab Replica: A replica of Madame Curious' original laboratory stands within a glassed in area. While everything is a harmless reproduction, when the power is on, beakers bubble, "chemicals" emit fumes, and an authentic Jacob's ladder throws sparks.

H. Elevators: Great (6) weight cars with Incredible (7) Strength cables.

I. Displays: These cases feature newspapers, magazines, military medals, letters of thanks from world leaders, and photographs of the Golden Agents with many celebrities, both superpowered and not.

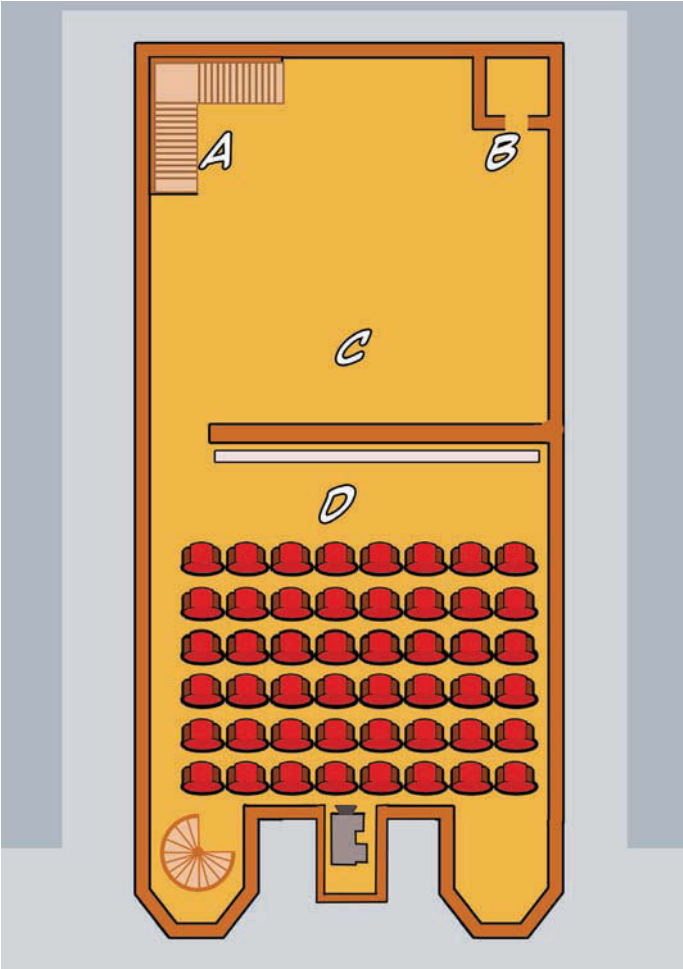
FROM THE PLAYTEST

In playtesting, the Heroes managed to convince the Golden Agents to let them take their places, using a combination of illusion and disguise to fool the Deadly Sins long enough to get the drop on them. Give your players some time with the map to come up with a plan. Describing the map in detail can give them a sense of history and set up a host of tactical opportunities.

SECOND FLOOR

The second floor of the museum was the third floor of the original building.

- A. Stairs:** The stairs are Great (6) Strength material overall.
- B. Elevator:** The elevator car has Great (6) weight overall and Incredible (7) Strength cables supporting it.
- C. Special Exhibits Area:** This space is used for touring shows and special collections. It also serves as a reception hall for fundraising events. At the moment, the space is devoted to a collection of World War II bond drive posters featuring the Golden Agents and other superheroes.
- D. Theater:** This small theater shows documentaries about the Golden Agents, as well as newsreels and adventure serials.



The topmost (fourth) floor consists entirely of office space and file rooms.

SHOWDOWN WITH THE SINS

There are many ways the final confrontation can play out, and in a superheroic game, there are far too many variables to take into account. Assuming all seven of the Deadly Sins are still at large, these are their general tactics. The GM should adjust accordingly should they have taken any losses.

- **Little Augie Caesar** pulls up in front of the Museum in an unmarked van. If the Sins kidnapped Anita Randall, he has her trussed up in the back, along with the canister marked LXRVT. He gets out and slides the rear door open, revealing this to anyone viewing from inside the Museum, brandishing his Tommy gun in a threatening manner to make his intentions clear. If need be, the van serves as a getaway vehicle for some of the Sins.
- **Tesseract** opens a dimensional door into the museum entrance and steps through, along with a cloaked and hooded figure (Gremlin) and Miss Fortune, who demands the Golden Agents surrender the reagent immediately.
- Should they meet with any resistance, the Sins immediately announce it via radio to the rest of the team. Tesseract engages the opposition in hand-to-hand combat, with the combined Probability Control of Miss Fortune and Gremlin aiding her.
- If **Gremlin** believes the Golden Agents are present, he throws off the cloak, revealing a decrepit old man wearing a red leather jacket and yellow jodhpurs, the long-forgotten costume of...Mister Lucky?

“You fools! You never knew that the Gremlin was actually your old friend Mister Lucky all along! But I found out *your* little secret! And I shall tell the world the truth about your selfishness! The high and mighty Golden Agents ... America’s beloved heroes—selfish! All these years, you’ve had the secret of eternal youth and kept it for yourselves! No more! If you won’t share it, then I’ll deprive you of it!”

If anyone tries to reason with him, it doesn’t go well.

“LIES! Even now you lie! Destroy them, my Sins! Turn this museum into a mausoleum!”

- **Inferno** is stationed in the skies overhead. When word of resistance comes down, he power-dives through the roof of the Museum, burning his way down to the ground level. This takes him a page to complete, but it makes for a great entrance. He then tries to burn the place to the ground with the heroes in it.

- **Wraith** surreptitiously enters the building and stays in the shadows; ready to ambush a target of opportunity should there be any resistance.
- **Bramble** lurks in the alley between the Museum and a corner store, outside location 1 on the first floor map. At the first sign of resistance, he grows and tears through the wall into the building.
- **WMII** is on tactical overwatch. Before the van pulls up, she keeps an eye on the rooftops, attempting to eliminate potential opponents she sees lurking outside the museum (don't forget her Super Senses). Once the fight breaks out, she enters the building through a window on the top floor and makes her way down the staircase, using it for cover and striking unexpectedly. After all, one doesn't become one of the World's top assassins by engaging in a straight-up fight.

FOR THE GM: RUNNING THE BIG FIGHT

This final encounter has the potential to be a big fight. Between eight supervillains, four aged Golden Agents, and the heroes, there's more potential action than can easily fit on a page. How do you keep it from becoming an enormous mess?

First: Don't give every GM character an obvious action. Some of the Sins are better suited for front-line combat; others are lurking threats or primarily focused on protecting their teammates. Let the active villains act and save the others for a dramatic surprise attack or improbable bailout.

Second: If the Golden Agents are present, let the players direct them. At this point, they are quite ineffective in a fight, but they might still get in a lucky shot. Don't worry about rolling tests for them; narrate the outcomes based on their abilities and what looks good.

Third: Remember that the players' heroes are the stars of this "comic." The Sins are competent, but they've got plenty of ways to fall. Hopefully, the heroes know enough about them to use their foes' qualities against them, but feel free to give the players a little nudge, particularly if they're new to the game. This can come in the form of some sage advice from the Golden Agents, if they are present.

Fourth: Unless you're running a grim and serious game, try not to kill the hostage. She's guarded by Augie, who may be a killer chimpanzee, but he's still quite capable of being distracted or taken down.

Finally: Always be open to the players' ideas. If it sounds like a viable plan and it feels true to the genre, let it work. In twenty-plus years of running superhero games, I've found that the players almost always have better ideas than I do.

COOL THINGS THAT CAN HAPPEN

The Museum is one giant playground for a superpowered battle. Read over the description and share it with the players during the planning stages. Here are a few possibilities to get you started:

- The PC heroes could replace any number of the wax figures, surprising the villains.
- One of the display weapons still works, for a limited time, allowing a surprise attack.
- The “War Wagon” makes for useful cover, with Good (5) Damage Resistance, or a projectile for a hero with Incredible or better Strength.
- The “Golden Goose” is also quite heavy, should someone pull it (or pieces of it) down with an Incredible (7) Strength test.
- Madame Curious’ “Lab” could be the source of a phony reagent, should the heroes resort to a bluff.
- The Sin-Dicate’s tabletop makes a fine (and fitting) large-scale projectile as well.

ENDGAME

Ultimately, this scenario ends differently for every group. Assuming the good guys win, there’s still one last matter: the fate of the Golden Agents. This depends on your personal tastes and the sort of tone you want to set for the game. In a darker, more modern-tinged game, some or all of the Golden Agents may perish heroically in this final battle, passing the torch on to the players’ heroes.

Alternatively, the heroes may salvage the remaining Elixir Vitae from Gremlin, allowing the Golden Agents a few more weeks of life, or even duplicating the formula to restore their youth or at least allow them a graceful “golden years” retirement. In the end, it’s your game, so find the ending that suits you and your players best.

The Golden Agents may well choose to treat the players’ heroes as their successors in various ways. This can range from a surprise last-minute arrangement made with their attorney to pass their resources on to the younger heroes, to surviving Golden Agents serving as mentors and advisors for the team, helping them to become the best heroes they can be.

JOHN Q. PUBLIC

PROWESS	GREAT	6
COORDINATION	FAIR	4
STRENGTH	AVERAGE	3
INTELLECT	GOOD	5
AWARENESS	FAIR	4
WILLPOWER	GOOD	5



SPECIALTIES

Acrobatics
Law Expert
Martial Arts Expert

QUALITIES

Stubborn and Bull-Headed
The Public's Defender
"With liberty and justice for all!"

POWERS

The Book: John wields a replica of a heavy law book as a weapon, doing Fair (4) Strike damage in hand to hand. Alternatively, he'll "throw the book" at his foe, as a Fair (4) Blast. If he uses this tactic, he needs a page of preparation recovering the book before he can use it again.

Law Suit: John wears what looks to be a red, white, and blue tailored business suit. However, it's been specially reinforced to provide Fair (4) Damage Resistance.

BACKGROUND

John Justice was an aspiring District Attorney who ran afoul of mob boss and mad scientist Professor Zero. When Zero's thugs targeted him, John Justice "died." In his place stood John Q. Public, the Public's Defender. Wielding a heavy law book, John first terrorized the Mob, then Nazis, then a host of supervillains over the years.

LODESTONE

PROWESS	FAIR	4
COORDINATION	GOOD	5
STRENGTH	POOR	2
INTELLECT	GREAT	6
AWARENESS	GOOD	5
WILLPOWER	INCREDIBLE	7

SPECIALTIES

Archeology Expert
Occult Expert
Linguistics
Power Expert (Lodestone Rod)

QUALITIES

Globetrotting Archeologist
Sworn Foe of the Sideways Realms
Wielder of the Lodestone Rod



POWERS

The Lodestone Rod: Lodestone carries this mystical artifact, so named because it acts as a magnet for magical energies. It is approximately four feet long, made of an alien metal, and capped with a trapezohedron-shaped crystal. It is effectively, an Amazing (8) Magic device with Mastery of Blast, Flight, Force Field, Telekinesis, and Teleportation. One of Lodestone's favorite stunts is to use the energies to create a "cage" of mystical symbols, Binding his foes in place.

BACKGROUND

Damien Ravenwood was already a world-renowned archaeologist when he found the legendary Lodestone Rod on a dig in Asia Minor. Transformed by its magic, he became a guardian of this dimension, opposing horrors that try to invade from the so-called "Sideways Realms," an astral wasteland between the dimensional borders.

HELLION

PROWESS	FAIR	4
COORDINATION	FAIR	4
STRENGTH	POOR	2
INTELLECT	FAIR	4
AWARENESS	AVERAGE	3
WILLPOWER	FAIR	4

SPECIALTIES

Acrobatics Expert
Criminology
Investigation Expert
Weapons (Bullwhip and Pitchfork)

QUALITIES

Look out, bub! She's a Hellion!
Thrill-seeker
"You boys are in for a devil of a time!"



POWERS

Bullwhip: For close-in work, Hellion carries a bullwhip that does Good (5) bashing damage. In lieu of damage, she can attempt to trip an opponent, requiring a Good (5) Coordination test to keep from falling.

Pitchfork: Hellion carries a pitchfork capable of delivering Incredible (7) Blasts of flame from a concealed gas cylinder in the handle. The fork itself does Good (5) slashing damage, although Hellion rarely strikes with it.

BACKGROUND

Allison "Allie" Heller grew up a tomboy heiress in the Hamptons. Bored by the role imposed on her by life, she found a way to break away from it when she foiled the attempted kidnapping of her cousin. When one of the kidnappers shouted, "Look out, bub, this one's a hellion!" she had her identity.

DUST DEVIL

PROWESS	GOOD	5
COORDINATION	INCREDIBLE	7
STRENGTH	AVERAGE	3
INTELLECT	FAIR	4
AWARENESS	AVERAGE	3
WILLPOWER	FAIR	4



SPECIALTIES

Acting
Power Expert (Human Tornado)

QUALITIES

In Love with Hellion
Old Cowhand From the Rio Grande
The Human Tornado

POWERS

Human Tornado: Dust Devil can transform himself into a raging whirlwind, affording himself the benefits of Gaseous Form, along with Great (6) Air Control.

As a human tornado, Dusty can attack opponents with Blasts of wind, bestow Flight upon himself and others, and Dazzle opponents with grit and dust.

BACKGROUND

Randolph “Dusty” DeVille was a singing cowboy with a three picture deal from All-American Productions. One night, he wandered away from the set and got lost in the desert. Drinking from a mysterious spring saved him from dying of thirst, and imbued him with the power of the whirlwind. He used that power to thwart saboteurs working behind the scenes of the film as Dust Devil, the Human Tornado!

MISS FORTUNE

PROWESS	AVERAGE	3
COORDINATION	AVERAGE	3
STRENGTH	POOR	2
INTELLECT	GOOD	5
AWARENESS	FAIR	4
WILLPOWER	AVERAGE	3



SPECIALTIES

Business
Stealth

QUALITIES

“Never bet against the house, fellas.”
Professional Gambler
Reckless and Foolhardy

POWERS

Probability Control: Thanks to her heritage, Miss Fortune is a living nexus of probabilities, allowing her to manipulate luck, more or less at will. She can use Incredible (7) Probability Control to affect either her own good luck or inflict bad luck on others.

Hold-Out Pistol: In true gambler fashion, Miss Fortune carries a hold-out pistol. That does Good (5) shooting damage, and despite being wildly inaccurate, it never seems to miss when the chips are down.

BACKGROUND

Miss Fortune is the granddaughter of the Gremlin, who won her powers for her in a card game. After her parents died in a freak boating accident on Lake Mead, she came to live with her grandfather in Las Vegas, where he taught her to use her powers to the fullest. Given her incredible luck, she’s a consummate adrenaline junkie, but due to her grandfather’s influence, she’s also weak-willed, spoiled, and easily led.

WMII

PROWESS	FAIR	4
COORDINATION	GOOD	5
STRENGTH	INCREDIBLE	7
INTELLECT	GOOD	5
AWARENESS	GREAT	6
WILLPOWER	FAIR	4



SPECIALTIES

Acrobatics
Cybernetics
Guns Expert

QUALITIES

The Deadliest Woman Alive
Won't Kill a Woman
"You're already a dead man."

POWERS

Armor: All of WMII's powers, apart from her prodigious strength, are housed in her technological armored battlesuit. It provides Good (5) Resistance to damage, as well as Life Support in the form of self-contained breathing and proof against toxins. The helmet contains a suite of sensors giving her Infrared Vision and Enhanced (+1) Hearing. Finally, flechette weapons are housed in the wrists, doing Good (5) shooting damage.

BACKGROUND

WMII is a mystery. Is she actually related to the original Widow-Maker, or simply an opportunist cashing in on his legacy? Where did she obtain her incredible strength or advanced armor? No one knows, or at least no one who knows is saying anything. What is known is that if you need a man killed, she's the woman for the job.

TESSERACT

PROWESS	GOOD	5
COORDINATION	GOOD	5
STRENGTH	GOOD	5
INTELLECT	FAIR	4
AWARENESS	FAIR	4
WILLPOWER	INCREDIBLE	7



SPECIALTIES

Dimensional Physics
Martial Arts Expert

QUALITIES

Daughter of Dagon
Interdimensional Monarch
Selfish, Spoiled Bully

POWERS

Telepathic: Tesseract inherited psionic powers from her mother. They include Great (6) Telepathy, and a Good (5) Mind Shield.

Nth Dimension Projector: Tesseract carries the latest evolution of her father's Amazing (8) Dimensional Travel device. It requires no test to succeed, and she can transport up to three people with her.

Exposure Kit: Traveling to strange new places to conquer them doesn't come without risk. Tesseract is equipped with a Good (5) range of Life Support devices for dealing with issues involving Breathing, Pathogens, Toxins, Radiation, and Vacuum.

BACKGROUND

"Tess" is the daughter of Doctor Dagon and a princess from a dimension whose name you can't pronounce. Therefore, she is royalty and should be treated as such, a fact the dimwitted residents of her father's home world can't seem to fathom.

WRAITH

PROWESS	AVERAGE	3
COORDINATION	FAIR	4
STRENGTH	POOR	2
INTELLECT	FAIR	4
AWARENESS	GOOD	5
WILLPOWER	GOOD	5



SPECIALTIES

Occult
Stealth Expert

QUALITIES

Horrific and Unsettling
Living Nightmare
Made Into a Monster to Feed on the Living!

POWERS

Creature of Darkness: The Wraith possesses Fair (4) Darkness Control. She constantly cloaks herself in a nimbus of darkness.

Insubstantial: The Wraith has Great (6) Phasing. She is unable to cross holy ground or pass through sanctified objects.

Life Drain: The cold of death radiates from Wraith, an Amazing (8) Energy Drain with the Life Drain extra, at up to Close range.

BACKGROUND

The Wraith has few memories from before her awakening, though she's had quite some time to think about it. As best as she can piece together, she was a housewife, living the American Dream, with a loving husband and two children. Then, the Gray Ghoole paid a visit to a PTA haunted house and all that changed—forever.

LITTLE AUGIE CAESAR

PROWESS	GREAT	6
COORDINATION	GREAT	6
STRENGTH	GOOD	5
INTELLECT	FAIR	4
AWARENESS	FAIR	4
WILLPOWER	AVERAGE	3



SPECIALTIES

Athletics Expert
Business
Wrestling

QUALITIES

Emperor of the Urban Jungle
“Hands off! You filthy, hairless ape!”
Intelligent, Talking Chimpanzee

POWERS

Prehensile Feet: Good (5) Fast Attack ability.

Simian Speed: Average (3) Super-Speed.

Tommy Gun: Fair (4) shooting damage.

BACKGROUND

After Big Julie Caesar took over the mobs, he began to think about his legacy. Experimentation with other gorillas revealed his intelligence owed as much to a natural mutation as Professor Zero’s experimentation. For years Big Julie searched for a suitable candidate for the treatments, finally finding one in a chimpanzee. Initially taken aback, Julie reflected that his idol, the human Julius Caesar, named his nephew heir to Rome, so surely he could do no worse. Naming the young chimp Augustus, he increased his intellect and raised him as his nephew. When Big Julie was bumped off, “Little Augie” took over the family business.

INFERNO

PROWESS	GOOD	5
COORDINATION	GREAT	6
STRENGTH	FAIR	4
INTELLECT	FAIR	4
AWARENESS	FAIR	4
WILLPOWER	GREAT	6

SPECIALTIES

Leadership
Power (Fire Control)

QUALITIES

Burn Down the World!
Exiled Prince of the Fire People
Hottest Thing on Two Legs

POWERS

Flames of the Fire People: A scion of the Fire People, Inferno inherited his mother's Amazing (8) Fire Control.

Inferno can attack with Blasts of flame and Create and shape fire at will. He defends himself with a flaming Force Field, and can take Flight, propelled by a gout of flames.

BACKGROUND

When the Golden Agents encountered the Fire People during the eruption of Surtsey, their queen Inferna became enamored of Will Scarlet and endured exile to follow him back to civilization. Sadly, his roguish ways and her propensity for cruelty brought their fiery romance to an abrupt end. Hatred replaced love and Inferna plagued Scarlet and the Golden Agents for the rest of her days. Inferno, the fruit of their short-lived relationship, carries on his mother's dream of retaking the Fiery Realms by force.



BRAMBLE

PROWESS	GOOD	5
COORDINATION	AVERAGE	3
STRENGTH	GREAT	6
INTELLECT	POOR	2
AWARENESS	AVERAGE	3
WILLPOWER	POOR	2

SPECIALTIES

Botany Expert

QUALITIES

"Beware my thorns!"

The Thicket That Walks Like a Man
Nature's Wrath

POWERS

Walking Plant: Bramble is a twenty to thirty-foot-tall, vaguely humanoid, mass of living plant life. This gives him Great (6) Growth and Damage Resistance, though it does impose a -1 penalty on his defenses and attempts to hide.

Plant Control: Bramble has Amazing (8) control over plant life with the Binding and Burst extras (controlling all plants in the area).

Spontaneous Growth: Despite his great size, Bramble can move almost instantly by growing a new body and abandoning the old (which rapidly withers and blows away) effectively Teleporting a Great (5) distance.

BACKGROUND

Created by Deadly Orchid to protect her "Child's Garden of Death," Bramble has long outlived his maker and, thanks to her indoctrination, sees himself as the embodiment of Nature's Wrath upon mankind.



THE GREMLIN

PROWESS	POOR	2
COORDINATION	POOR	2
STRENGTH	WEAK	1
INTELLECT	FAIR	4
AWARENESS	AVERAGE	3
WILLPOWER	FAIR	4

SPECIALTIES

Business Expert
Gambling Master

QUALITIES

"Just call me Mr. Lucky!"
Old and Feeble
Revenge-Obsessed

POWERS

Probability Control: Like his granddaughter, Miss Fortune, the Gremlin has Great (6) control over Luck, both good and bad.

Pistol: Gremlin carries a small automatic pistol that does Fair (4) shooting damage.

BACKGROUND

Harold Pearson was just born lucky; everything he did came up roses. Believing himself truly superior, he fell in with a group of pro-Nazi American Bundists. When war was declared on the Axis, Harold decided to use his incredible luck to destroy America's greatest symbol: the Golden Agents! Calling himself "Mister Lucky," he embarked on a crime-fighting career to win the heroes' trust. Unfortunately, his luck ran out and he was unmasked. When he escaped from the police, the world never heard from Mister Lucky again, but soon the Gremlin ways to make mischief with the Sin-Dicate!



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