

# ICONS

SUPERPOWERED ROLEPLAYING

OFFICIAL GAME ADVENTURE

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## SINS OF THE PAST

By Theron Bretz

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# SINS OF THE PAST

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 the 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 campaign, 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 superheroic game, it's nearly impossible to predict what range of powers will be available in any given group of PCs, much less what their 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 the adventure, 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 will occur. 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 NPCs 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 campaign.

## 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 impart a degree of heroic legitimacy to newer characters. In **Icons**, inheriting the mantle of an established character is a ready-made source of Qualities and Challenges. A hero might benefit from the instant recognition an established 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 his rogue's gallery as well, and the new hero finds himself menaced by villains merely because he'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. Today, comics such as *Captain America*, *Justice Society of America*, and *JSA All-Stars* feature many second and even third generation superheroes.

## CREDITS

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Of course, mining an increasingly distant past is not without its problems. Chronologically speaking, most surviving Golden Age heroes should be pushing ninety. Granted, comics tend to have some degree of time compression and dilation, but many players and GMs may have some trouble accepting active heroes who were around to kick Hitler's butt. *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 (GM ONLY)

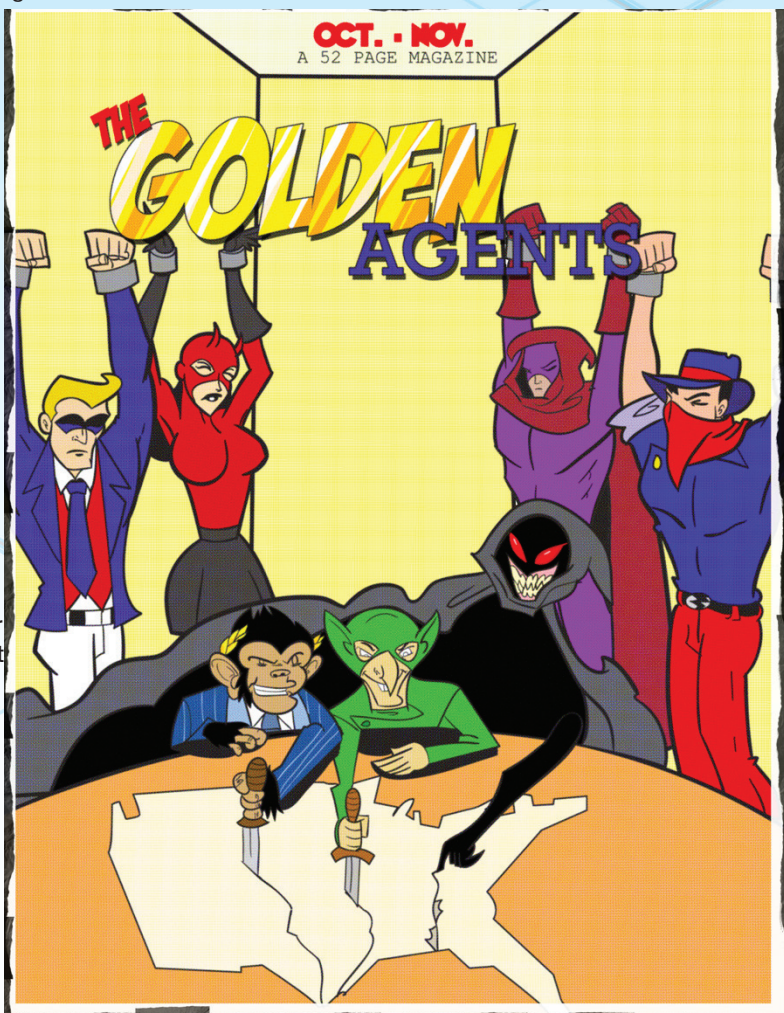
The Golden Agents were the first superhero team. Founded in the early days of the Second World War, they fought the Axis abroad and the nefarious Sin-Dicate at home. Over the years, their membership waxed and waned, but a core group of seemingly ageless heroes remains active to the present day.

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 captured by the heroes, he used his power over luck to escape before his trial and he 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 (due to their solo exploits) 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 worth of payments to private investigators later, he had the secret: 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...



## ADVENTURE SUMMARY

**Sins of the Past** takes place over the course of two days. In typical comic book fashion, the non-combat portions advance fairly quickly, passing 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 wealth, 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 quietly infiltrates the home of Madeline Currie, and murders her using Life Drain, which gives all the appearance of a sudden but natural death. The next day, other members of the Sins raid Currie's laboratory, setting off a huge 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 PCs in putting out the blaze.

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

Investigating the fire, the characters learn that a unique chemical compound was stolen from the private lab of Madeline Currie, President of Currie Industries. They also encounter members of the Sins of the Past, a group of younger villains with ties to the Sin-Dicate. 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 itself 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, more members of the Sins of the Past interrupt and kidnap her. Again, they manage to elude capture, but by this point the heroes will 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, badly beaten. The other half of the Sin of the Past attacked them during a private funeral 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 will die. The transfer is to be conducted at midnight (in three hours) at the Golden Agents Museum. From the descriptions of the Sins of the Past, it will be clear each one is somehow connected to an original member of the Sin-Dicate. Also, by studying their criminal records, the heroes will have a better idea of who they're facing.

The Golden Agents reveal the truth about their ageless condition and why the Elixir will only work 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."

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

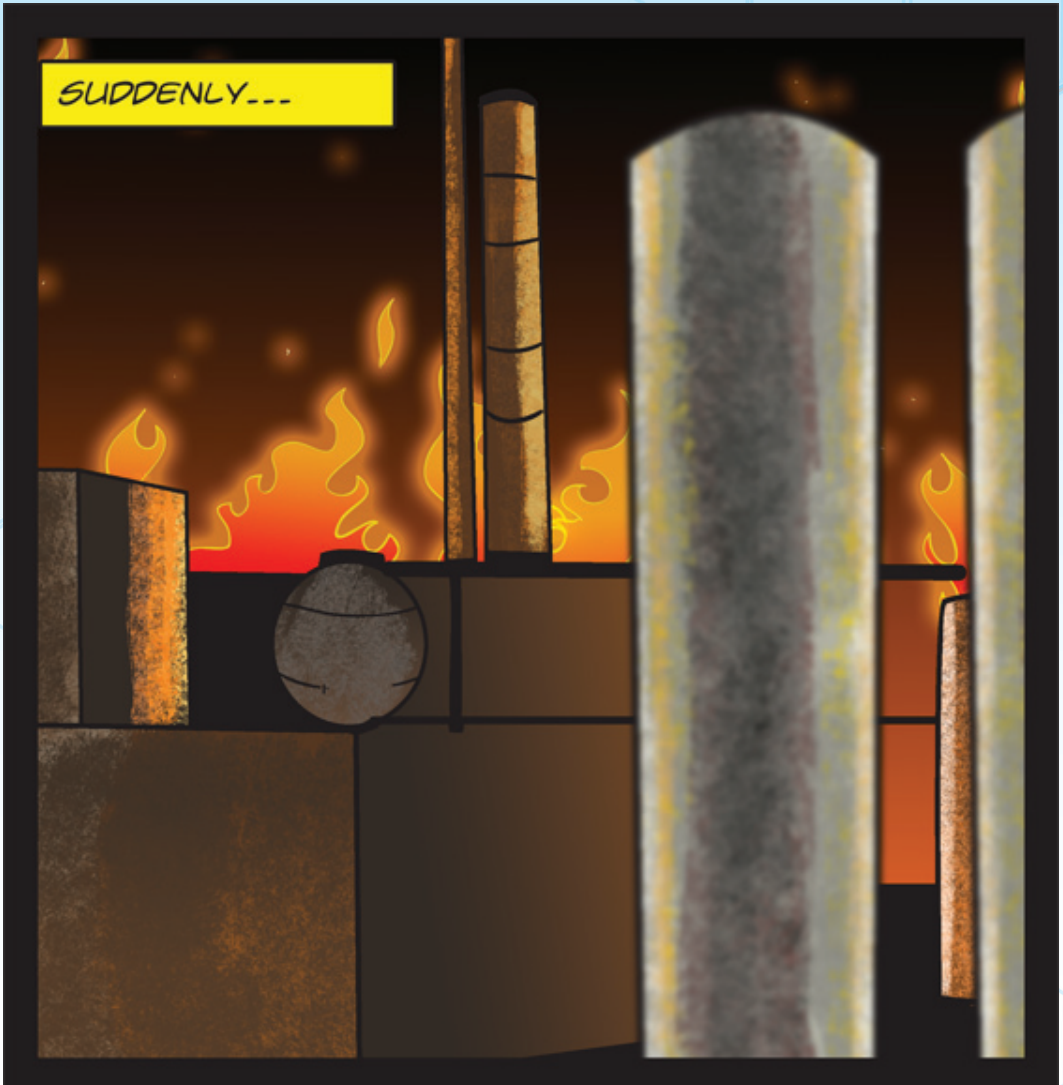
## CHAPTER 1: RED HOT CURRIE!

**Setup:** It's early evening in the big city and the Currie Industries Chemical Plant is ablaze! The full complement 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 potentially toxic smoke taint the air overhead.

The chemical plant sits on the edge of a large 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 large chemical storage tanks in the rear of the compound.

The main fire locations are:

- The Currie Industries Chemical Division -- a three story, cross-shaped building, with a domed structure in the center. The main building is engulfed in flames when the heroes arrive.
- Two Support Buildings -- both are beginning to burn.
- Chemical Storage Tanks -- Not currently on fire, but they almost certainly will be soon.
- Madeline Currie's Private Laboratory. Very much on fire.



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

## ***ACTION!***

Obviously, how the heroes choose to assist in fighting the fire will vary wildly based on their Powers and Specialties. In essence, the fire is 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.

### **Cool Things That Can Happen During The Fire:**

- **Falling debris!** Beat a difficulty 5 Coordination test or take Bash 4 damage.
- **Fire and heat threaten you!** Beat a difficulty 4 Coordination test or take Blast 5 damage.
- **Toxic Smoke!** If you have Life Support – Breathing, then no effect, otherwise, beat a Difficulty 4 Strength test to hold your breath or take 7 Affliction damage.
- **Someone spots a security guard trapped on the roof of the main building!** How do you get him down?
- **The fire sets off the storage tanks!** This creates a Blast 5 effect out to extended range. Beat a difficulty 6 Awareness test to find cover in time or take the damage.

## ***FROM THE PLAYTEST***

During the first two playtests of this adventure, the PCs 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 the action declaring that 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 mistaken impression that the PCs are responsible for the fire.

## THE GOLDEN AGENTS

In the early days of World War II, when the costumed Mystery-Man was still a novelty, 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 super 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 the 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 Golden Agents' stats can be found in the appendix at the end of this adventure.

Shouting his trademark battle-cry, "With liberty and justice – for all!" John Q. Public leaps into the fray, targeting the most physically imposing PC. Dust Devil will try to counter 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 additional air support, waiting for a PC 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. So it is for this fight scene. It's a chance for the PCs to get a little more action in against actual opposition while trying to convince the senior heroes that there's been a terrible mistake. The GM should let the fight go on for a page or so, then let the heroes 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 to Retcon that they had teamed up in the past, pleading them to come to their senses. Each option was completely appropriate to the genre.

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

## AFTERMATH

Immediately after the fire is out, John Q. Public rather stiffly apologizes on behalf of the Golden Agents. *"Sorry, kids. We were dealing with 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 Awareness 3 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 PCs speak to firefighters or police, they can learn a number of valuable facts.

- 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 PCs were the bad guys). The security cameras near where the fire was set were badly damaged, so it's impossible to tell who was responsible from the remaining video.
- 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 seems 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 to me. 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 the heroes aren't camera shy she will ask them some general questions about fighting the fire and what it was like joining forces with the 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 will diplomatically avoid the topic of the Golden Agents attacking the heroes unless the heroes bring it up themselves. Even so, such information will 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 will wrap up with, *"Finally, can I get your reaction to the death of Madame Curious, one of the founding members of the Golden Agents?"*

This news broke just before the fire, and would certainly explain why the elder heroes were 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 will pop up again in the course of this adventure. Anita could become a recurring character in your own campaign. If a PC has an open Quality or Challenge available, she can fill either role quite handily.

## CHAPTER 2: ASHES TO ASHES

This portion of the adventure assumes the heroes will wish to 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 a Police or Fire Department Connection, 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" below.

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. 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. 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 their wagons, so to speak. Any attempts to reach them via phone will be routed to an answering service. The heroes, however, will 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.

Looking into Madeline Currie's background reveals a woman of exceptional qualities who earned a Doctorate in chemistry prior to World War II, who founded the company during the war, and who runs it to this day. Photos show her to be quite remarkably well-preserved, given her age. 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. However, per her wishes, the company has yet to announce her death, a move intended to prevent the public from learning Madame Curious's secret identity. Anyone attempting to reach her through the company will be told she is unavailable or out of the country and will be referred to the corporate press office.

### *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 in 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 PCs 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*

**Setup:** As mentioned above, investigating the scene of the fire could mean dodging the police and corporate security unless a PC has an appropriate Quality to help pull strings. Assuming the heroes investigate the scene and bring any pertinent Specialties (Criminology, Investigation, and Chemistry are the most obvious) or Powers to bear, they can uncover the following bits of information.

- Ms 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 fail safe 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 broken before the fire was set and the hard drives are missing.
- On a soot-stained wall is spray painted the words “SINS OF THE PAST.”
- Heroes making 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 extraordinarily long fingers. Someone with a Specialty in Anthropology, Biology, or similar Specialty can recognize them as actually being 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 was 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 had become 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 wondrous 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 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 heroes' 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 even more cautious, becoming 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 energies. 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 will begin to noticeably age throughout the remainder of the adventure.

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, "OK, 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 (Tesseract). She holds a device which apparently opened the portal in thin air.
- 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 an appropriate 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 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.

The Deadly Sins' stats are available in the appendix at the end of this adventure.

### ***TACTICS OF THE SINS***

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

- Tesseract will immediately enter hand-to-hand combat, trying to tie up other close in fighters.

- WMII will lay down cover fire with her flechette guns, and try to keep any ranged fighters occupied.
- Wraith will use her Darkness and Phasing to sow confusion and try 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 will dive for cover, and then use her Probability Control to influence things for her allies. If someone targets her, she'll defend herself with her pistol.

### *GM's Tip*

As this is the PCs' first encounter with the Sins, the GM should try to stack the deck against the heroes a bit, awarding Determination as necessary to facilitate their escape (Miss Fortune's luck powers should come in very handy here). While it's certainly possible for a group of heroes to win this fight, the GM should try to tip the balance for the villains. It's a good opportunity for the heroes to blow off some 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 again in the GM's hands to improvise. The bad guys (girls in this case) aren't going to spill their guts to the authorities and may well be capable of escaping. At worst, the Sins might be short-handed later in the adventure, a fact that can work to the heroes' advantage.

### Cool Things That Can Happen During The Fight:

- 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 many 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 will attempt to flee, either together through Tesseract's dimensional portal, or individually. Given that there is no reagent for the Elixir, whether the Sins actually defeat the heroes or merely escape by the skin of their teeth is up to the individual GM 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.

## AFTERMATH

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 world-class martial artist and telepath. She claims to be the daughter of Doctor Dagon, an assertion supported by her odd appearance and the strange technology she wields. She also claims to be the 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. Obviously 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.

## CHAPTER 3: DUST TO DUST

This portion of the adventure takes place almost entirely at the funeral of Madame Curious. In true comics 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 roleplay and information gathering. There is ample combat to come, so this is a moment of calm before the storm.

Prior to the funeral, the heroes are contacted by Anita Randall. *"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 near the Space Rocket."*

She won't reveal any further information at this time and attempts to call her back are not answered.



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, gathering together to mourn the passing of Madame Curious in relative privacy.

GMs should populate the funeral with notable characters from your own campaign setting. If the player heroes are a newly-established team, this is a great, if somber, way to introduce them to the wider world.

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 significantly older, as if they've aged a decade years overnight. If the PCs 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 busy exchanging pleasantries with other VIPs.

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. And when I look around, I see this little slip of a gal wearing a gasmask 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 whatchamahoosit 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 gathers up his teammates with his telekinetic field and flies them away before the PCs can speak to them.

## CHAPTER 4: A WALK IN THE PARK

**The Scene:** 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 granite. Four “fins” provide stability for it (along with 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 directed 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!



### ACTION!

This time around, the Sins are represented by its male contingent: Inferno, Little Augie Caesar, and Bramble. Again, their stats are available in the appendix.

- 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 sentient plants.

## TACTICS OF THE SINS

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 will leap from the platform to the higher branches of Bramble's plant wall and then clamber down the other side, with Anita in tow, run off to a nearby van, and drive 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 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 will single 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, and they will just have a little less leverage in the final encounter.

### FROM THE PLAYTEST

In playtesting, the heroes generally defeated this encounter, capturing Augie Caesar and Inferno and freeing Anita. Bramble generally escaped thanks to his "Teleportation" trick. In the grand scheme of things, this worked out well. 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 During The Fight:

- 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 also 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 sets Bramble's wall of plants alight, trapping the heroes within a massive ring of fire.

### AFTERMATH

Regardless of the outcome, before the heroes can catch their breath, they receive an emergency call from the Golden Agents. They need immediate assistance at the mansion of Madeline Currie!

## CHAPTER 5: 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.

The Sins attack was to deliver a message in the form of a note:

*"I have the Elixir Vitae. I have robbed you of your youth. You will provide me with the means of activating it, or I will reveal all of your secrets, all of the sins of your past. You will deliver it to my agents at midnight at that tomb you call a museum."*

The letter is signed, "The Gremlin."

If the male Sins succeeded in kidnapping Anita Randall, the female Sins gave the Golden Agents the following message: *"Tell those heroes that if they want to see the Randall chick 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. At this point, they reveal the truth of the Elixir Vitae, including the fact that there is no reagent. They are the only four people on Earth that it works on. 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 duplicate the mysterious radiations. But getting Gremlin and the Deadly Sins to believe this seems an impossible task.

If asked about Madeline Currie's/Madame Curious' death, they really aren't sure. She seemed to die of natural causes, very 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 heard hide or hair of him for probably thirty years. I guess we just figured he was dead."*

## CHAPTER 6: MIDNIGHT IN 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 The Bad Guys” below 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 and have a pretty good idea of what sort of tactics the Sins will bring to bear. 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 THE BAD GUYS?*

Given the wide range of possible powers and power levels a group of PCs might possess. In any superhero game, there are powers that can very easily circumvent the best laid plans of writers and GMs. 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.

If this happens in your game 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 campaign; in this case, the campaign 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-storey 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

#### **Areas of Interest in ground floor the Museum:**

- **Entrance:** The Golden Agents Museum is open every day except Christmas and Thanksgiving from 10 AM to 6 PM. 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 confrontation, the Golden Agents will send him home.
- **The Wax Tableaux and the C-47 :** 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 fuselage and wing of a C-47 transport plane that emerges from the wall and looms over the room. It’s painted to look like “The Golden Goose,” the Golden Agents’ air transport during the war. The waxworks are quite good and the costumes and equipment are either original items or faithful reproductions.
- **Member 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.

- **War Wagon:** On a raised dais is a heavily armored 2½ 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 is, however, heavily armored and quite heavy (Strength 7 Test to lift).
- **Rogue’s Gallery:** 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 inlaid 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:
  - 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. This is Doctor Dagon, “The Wizard of the Nth Dimension.” As the signage points out, Dagon was actually a scientist from Earth who used technology while calling it magic.
  - 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. This is the Gray Ghoole, Maker of Monsters. Warped by ancient texts of alchemy, he used his forbidden knowledge to turn first himself and then others into creatures of nightmare.
  - A beautiful woman, tall, with red-gold hair and a flawless bronze complexion, smiles evilly as holographic “flames” dance on her hands. This is Inferna, Queen of the Fire People, a lost race the Golden Agents encountered on one of their many adventures. For unknown reasons, she pursued them back to civilization and made war upon them many times.
  - A Silverback male gorilla, standing upright, wearing the robes of a Roman Emperor. This is Big Julie Caesar, the Gorilla Mob Boss. Born a normal gorilla, he was the unfortunate 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 far more effectively and violently deposed his master. After that, Big Julie Caesar ran the mobs unopposed.
  - A small woman wearing a lab coat and gas mask, who carries a large modified flit gun (an old-time insecticide sprayer). This is the Deadly Orchid, whose mastery over botany rivaled the chemical knowledge of Madame Curious.
  - A man wearing a black costume with a skull mask, who carries a whip and a rapier. This is the Widow-Maker, a savage killer from the desert southwest who tried to make a widow out of Hellion on several occasions.
  - A slightly built figure wearing a green costume with large stylized “ears.” He holds a deck of playing cards. This is the Gremlin, 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.

- **Madame Curious’ Laboratory** . 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.

### *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 as well and setting up a host of tactical opportunities.

## Areas of interest on the second floor of the Museum:

The second floor of the museum is actually the third floor of the original building.

- **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.
- **Theater:** : This small theater shows documentaries about the Golden Agents, as well as newsreels and adventure serials.

The Topmost floor consists entirely of office space and file rooms.

## ACTION!

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

- 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 will serve as a possible getaway vehicle for some of the Sins.
- Tesseract will open a dimensional door into the museum entrance and will step through, along with a cloaked and hooded figure (Gremlin) and Miss Fortune, who will demand the Golden Agents surrender the reagent to her grandfather immediately.
- If Gremlin believes the Golden Agents are present, he throws off the cloak, revealing an old man wearing the long-forgotten costume of...Mister Lucky! "You fools! You never knew. But I found out your secret! And I shall tell the World the truth of your selfishness!"
- Should they meet with any resistance, they will immediately announce it via radio to the rest of the team. Tesseract immediately engages the opposition in hand-to-hand combat, with the combined Probability Control of Miss Fortune and Gremlin keeping her safe.
- Inferno is stationed in the skies overhead. When word of resistance comes down, he will power-dive through the roof of the Museum, burning his way down to the ground level. This will take him a page to complete, but it makes for a great entrance. He will then try to burn the place to the ground and the heroes with it.
- Wraith will surreptitiously enter the building and stay to 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. At the first sign of resistance, he will grow and try to tear the wall off the building.
- WMII is assigned tactical overwatch. Before the van pulls up, she'll be keeping an eye on the rooftops and will attempt to eliminate any potential opponents she sees lurking outside the museum (don't forget her Super Senses). Once the fight breaks out, she will enter the building through a window on the office level and make 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.

## ADVICE TO THE GM: RUNNING A BIG FIGHT

This final encounter has the potential to be a very large fight. Between eight supervillains, four aged Golden Agents, and the PCs, 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 NPC an obvious action. Some of the Sins are better suited for front-line combat; others are lurking threats or even 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 Attributes and what looks good.

Third: Remember that the PCs are the stars of the comic. The Sins are competent, but they've got plenty of ways to fall. Hopefully, the heroes will know enough about them to tag their Challenges, but feel free to give the players a little nudge, particularly if they're new to the game.

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 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 Stuff That Can Happen Before and During the Fight:

- 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 an excellent fortress (Invulnerability 6) or projectile.
- The "Golden Goose" is quite heavy, should someone pull it (or pieces of it) down.
- 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 large-scale projectile as well.

## AFTERMATH

Ultimately, this scenario will end differently for every group. Assuming the good guys win, there's still one last matter for the GM to determine: the fate of the Golden Agents. This will really depend on the GM's personal tastes and the sort of tone he wants to set for the game. In a darker, more modern-tinged game, some or all of the Golden Agents may die heroically in this final battle while passing the torch on to the PCs.

Alternatively, the PCs may salvage the remaining Elixir Vitae from Gremlin, allowing the heroes a few more weeks of life, or even duplicating the formula to keep them around. In the end, it's your game, so find the end for them that best suits your desires.

# JOHN Q. PUBLIC



## QUALITIES

*EPIPHET: THE PUBLIC'S DEFENDER*

*MOTIVATION: JUSTICE FOR ALL*

*CATCHPHRASES: "WITH LIBERTY & JUSTICE FOR ALL!"  
& "TIME TO THROW THE BOOK AT YOU!"*

## CHALLENGES

*PERSONAL: SET IN HIS WAYS*

*SOCIAL: STUBBORN & BULL-HEADED*

*WEAKNESS: AGE (SEE DESCRIPTION)*

## ABILITIES

**PROWESS**

**COORDINATION**

**STRENGTH**

**INTELLECT**

**AWARENESS**

**WILLPOWER**

0 1 2 3 4 5 6 7 8 9 10

**HEIGHT: 6'1**

**WEIGHT: 185**

**FIRST APPEARANCE: GOLDEN AGENTS #1**

## POWERS

**ARMOR Device - Suit**

**FAST ATTACK (2 per)**

**LAW BOOK - STRIKE**

**LAW BOOK - BLAST**

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

**MARTIAL ARTS- exp**

**ACROBATICS**

**LAW - exp**

**STAMINA**

**11**

John Justice was an aspiring District Attorney who ran afoul of Mob Boss/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.

Like the other Golden Agents, As John ages throughout the adventure, reduce his Physical stats by 2 to reflect the rapid aging (to a minimum of 1).

# LODESTONE



## ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 6'1

WEIGHT: 185

FIRST APPEARANCE: GOLDEN AGENTS #1

## POWERS

TELEKENESIS device -

The Lodestone Rod -- Attacking (Blasting), Defending & Movement.  
Stunt: Cage of Force (Binding)

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

Archaeology - exp

Occult - exp

Languages - mst

Power - expert

STAMINA

9

## QUALITIES

IDENTITY: GLOBE-TROTTERING ARCHAEOLOGIST

EPITHET: WIELDER OF THE LODESTONE ROD

MOTIVATION: PROTECT THE WORLD FROM EXTRA-  
DIMENSIONAL HORRORS

CATCHPHRASES: "SON, I'VE SEEN THINGS THAT WOULD  
TURN YOUR HAIR WHITE."

## CHALLENGES

ENEMY: THE WALKER 'TWEEN THE WORLDS

WEAKNESS- AGE (SEE DESCRIPTION)

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

Like the other Golden Agents, As Lodestone ages throughout the adventure, reduce his Physical stats by 2 to reflect the rapid aging (to a minimum of 1).

# THE HELLION



## ABILITIES

**PROWESS**  
**COORDINATION**  
**STRENGTH**  
**INTELLECT**  
**AWARENESS**  
**WILLPOWER**

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 5'9

WEIGHT: 145

FIRST APPEARANCE: GOLDEN AGENTS #1

## POWERS

**PITCHFORK - BLAST device**

**BULLWHIP - STRIKE**

Stunt - Trip - with a successful attack, Coordination vs Bullwhip or fall down

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

**ACROBATICS - exp**

**CRIMINOLOGY**

**INVESTIGATION - exp**

STAMINA

6

## QUALITIES

EPITHET - SHE'S A HELLION!

CATCHPHRASE- "YOU'RE IN FOR A DEVIL OF A TIME"

MOTIVATION- THRILL-SEEKER.

## CHALLENGES

SOCIAL - IN LOVE WITH DUST-DEVIL

WEAKNESS- AGE (SEE DESCRIPTION)

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.

Like the other Golden Agents, as Hellion ages throughout the adventure, reduce her Physical stats by 2 to reflect the rapid aging (to a minimum of 1).

# DUST-DEVIL



## ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 6'0

WEIGHT: 170

FIRST APPEARANCE: GOLDEN AGENTS #1

## POWERS

**HUMAN TORNADO** - Alternate form - Whirlwind 6, can be used for attacking, movement and blinding targets

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

PERFORMANCE -

ACTING

POWER - exp

STAMINA

6

## QUALITIES

EPITHET - THE HUMAN TORNADO

CATCHPHRASE- "LET'S GIT THEM VARMINTS!"

IDENTITY - AN OLD COWHAND (FROM THE RIO GRANDE)

## CHALLENGES

SOCIAL - IN LOVE WITH HELLION

WEAKNESS- AGE (SEE DESCRIPTION)

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, but it imbued him with the power of the whirlwind.

Like the other Golden Agents - As Dust-Devil ages throughout the adventure, reduce his Physical stats by 2 to reflect the rapid aging (to a minimum of 1).

# Miss Fortune



## ABILITIES

**PROWESS**  
**COORDINATION**  
**STRENGTH**  
**INTELLECT**  
**AWARENESS**  
**WILLPOWER**

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 5'11      WEIGHT: 160

FIRST APPEARANCE:

## POWERS

**PROBABILITY CONTROL -**

*Good & Bad luck*

**Pistol - BLAST (shooting)**

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

**BUSINESS**

**STEALTH**

STAMINA

7

## QUALITIES

**CATCHPHRASE-** "I GUESS IT'S JUST NOT YOUR DAY..."

**MOTIVATION:** VENGEANCE FOR MY GRANDFATHER

**CONNECTIONS:** PROFESSIONAL GAMBLERS

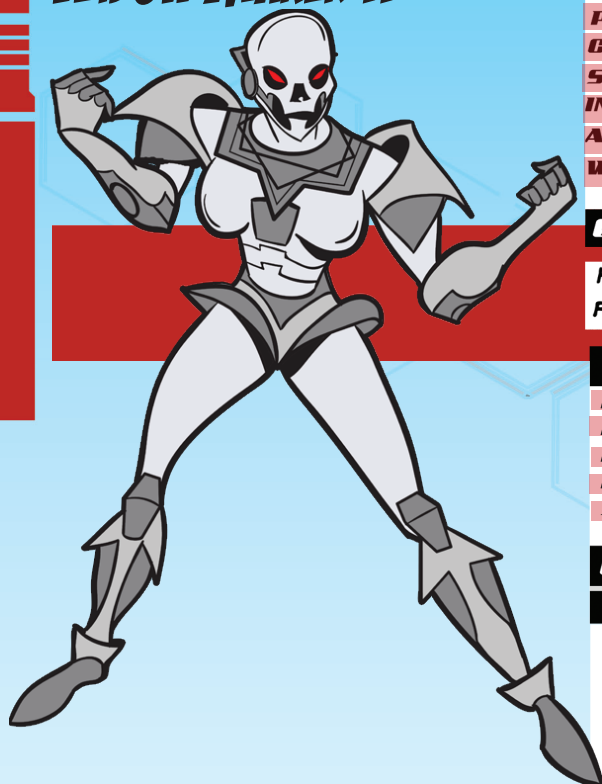
## CHALLENGES

**SOCIAL -** RECKLESS AND FOOLHARDY

**PERSONAL -** EASILY MANIPULATED

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 and easily led.

# WIDOW MAKER II



## ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 6'1

WEIGHT: 185

FIRST APPEARANCE:

## POWERS

INVULNERABILITY

LIFE SUPPORT (breathing & Toxins)

LEAPING

BLAST (Flechette Guns - Shooting)

SUPERSENSES (Infrared & +1 Hearing)

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

FIREARMS - exp

CYBERNETICS

ACROBATICS

STAMINA

13

## QUALITIES

EPITHET - THE DEADLIEST WOMAN ALIVE

CATCHPHRASE: "YOU'RE ALREADY A DEAD MAN."

## CHALLENGES

WEAKNESS- ALL OF WMII'S POWERS ARE BUILT INTO THE ARMOR. WITHOUT IT, SHE HAS NO POWERS AND

COORDINATION & STRENGTH OF 3

SOCIAL - WILL NOT KILL A WOMAN

WMII is a mystery. Is she actually related to the original Widow-Maker, or simply an opportunist cashing in on his legacy? 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



## ABILITIES

|              |   |   |   |   |   |   |   |   |   |   |    |
|--------------|---|---|---|---|---|---|---|---|---|---|----|
| PROWESS      | 5 |   |   |   |   |   |   |   |   |   |    |
| COORDINATION | 5 |   |   |   |   |   |   |   |   |   |    |
| STRENGTH     | 5 |   |   |   |   |   |   |   |   |   |    |
| INTELLECT    | 4 |   |   |   |   |   |   |   |   |   |    |
| AWARENESS    | 4 |   |   |   |   |   |   |   |   |   |    |
| WILLPOWER    | 7 |   |   |   |   |   |   |   |   |   |    |
|              | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

HEIGHT: 5'11      WEIGHT: 160

FIRST APPEARANCE:

## POWERS

|                                                                |   |   |   |   |   |   |   |   |   |   |    |
|----------------------------------------------------------------|---|---|---|---|---|---|---|---|---|---|----|
| DIMENSIONAL TRAVEL - device                                    |   |   |   |   |   |   |   |   |   |   |    |
| Stunt - up to 3 others                                         |   |   |   |   |   |   |   |   |   |   |    |
| LIFE SUPPORT - breathing, pathogens, toxins, radiation, vacuum |   |   |   |   |   |   |   |   |   |   |    |
| MIND SHIELD                                                    |   |   |   |   |   |   |   |   |   |   |    |
| TELEPATHY                                                      |   |   |   |   |   |   |   |   |   |   |    |
|                                                                | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

## SPECIALTIES

MARTIAL ARTS - exp  
DIMENSIONAL PHYSICS

STAMINA

12

## QUALITIES

IDENTITY - THE DAUGHTER OF DAGON  
CONNECTIONS: SERVANTS AND MINIONS FROM  
SUBJUGATED DIMENSIONS  
CATCHPHRASE - "YIELD TO YOUR BETTERS!"

## CHALLENGES

SOCIAL - SELFISH, SPOILED BRAT  
WEAKNESS - HER DIMENSIONAL DEVICE CANNOT WORK  
IN THE PRESENCE OF STRONG MAGNETIC FIELDS.  
PERSONAL - BULLY: SHE ONLY FIGHTS WHEN SHE  
KNOWS SHE CAN WIN.

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

# WRAITH



## ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: ?

WEIGHT: ?

FIRST APPEARANCE:

## POWERS

PHASING

ELEMENTAL CONTROL - DARK  
(creating, shaping)

LIFE DRAIN - useable @ close

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

OCULT - exp

STEALTH

STAMINA

8

## QUALITIES

EPITHET - THE LIVING NIGHTMARE

MOTIVATION - TO FEED ON THE LIVING

## CHALLENGES

WEAKNESS- CANNOT CROSS HOLY GROUND OR TOUCH  
SANCTIFIED OBJECTS

PERSONAL - CREATURE OF DARKNESS -2 TO ALL  
POWERS IN DAYLIGHT

SOCIAL - HORRIFIC AND UNSETTLING

The Wraith has few memories from before her awakening, though she's had decades 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.

# LITTLE AUGIE CAESAR



| ABILITIES         |   |   |   |   |             |   |   |   |   |    |
|-------------------|---|---|---|---|-------------|---|---|---|---|----|
| PROWESS           |   |   |   |   |             |   |   |   |   |    |
| COORDINATION      |   |   |   |   |             |   |   |   |   |    |
| STRENGTH          |   |   |   |   |             |   |   |   |   |    |
| INTELLECT         |   |   |   |   |             |   |   |   |   |    |
| AWARENESS         |   |   |   |   |             |   |   |   |   |    |
| WILLPOWER         |   |   |   |   |             |   |   |   |   |    |
|                   | 1 | 2 | 3 | 4 | 5           | 6 | 7 | 8 | 9 | 10 |
| HEIGHT: 4'        |   |   |   |   | WEIGHT: 110 |   |   |   |   |    |
| FIRST APPEARANCE: |   |   |   |   |             |   |   |   |   |    |

| POWERS                          |  |  |  |  |  |  |  |  |  |  |
|---------------------------------|--|--|--|--|--|--|--|--|--|--|
| EXTRA LIMBS (prehensile feet) - |  |  |  |  |  |  |  |  |  |  |
| 2 attacks/round                 |  |  |  |  |  |  |  |  |  |  |
| SUPER SPEED                     |  |  |  |  |  |  |  |  |  |  |
| TOMMY GUN - BLAST (device)      |  |  |  |  |  |  |  |  |  |  |
| 0 1 2 3 4 5 6 7 8 9 10          |  |  |  |  |  |  |  |  |  |  |

| SPECIALTIES      |  |  |  |  |  |  |  |  |  |         |
|------------------|--|--|--|--|--|--|--|--|--|---------|
| ACROBATICS - exp |  |  |  |  |  |  |  |  |  |         |
| ATHLETICS - exp  |  |  |  |  |  |  |  |  |  |         |
| BUSINESS         |  |  |  |  |  |  |  |  |  |         |
| WRESTLING - exp  |  |  |  |  |  |  |  |  |  |         |
|                  |  |  |  |  |  |  |  |  |  | STAMINA |
|                  |  |  |  |  |  |  |  |  |  | 8       |

## QUALITIES

EPITHET - EMPEROR OF THE URBAN JUNGLE  
CATCHPHRASE - "YEAH, SEE?"  
MOTIVATION - TO PROVE HIS SUPERIORITY

## CHALLENGES

PERSONAL - INTELLIGENT, TALKING CHIMPANZEE  
SOCIAL - ATAVISM WHEN ENRAGED.

After Big Julie Caesar took over the mobs, he began to think of the future. How could he ensure his power and pass on his legacy? Experimentation with other gorillas revealed that his intelligence owed as much to a natural mutation as the Brain's manipulations. 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 raised his intellect and raised him as his nephew. When Big Julie was bumped off, Little Augie took over the family business.

# INFERNO



## ABILITIES

PROWESS

COORDINATION

STRENGTH

INTELLECT

AWARENESS

WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 6'2

WEIGHT: 185

FIRST APPEARANCE:

## POWERS

ELEMENTAL CONTROL - FIRE

(attack, create, defend, move, shape)

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

POWER

LEADERSHIP

STAMINA

10

## QUALITIES

EPITHET- THE HOTTEST THING ON TWO LEGS

CATCHPHRASE - "MY FIRE BURNS BRIGHTEST!"

MOTIVATION: BURN DOWN THE WORLD

IDENTITY: EXILED PRINCE OF THE FIRE PEOPLE

## CHALLENGES

PERSONAL: OVERCONFIDENT

SOCIAL: ARROGANT AND IMPERIOUS

SOCIAL: SECRET SON OF WILL SCARLET

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 rogueish ways and her propensity for cruelty brought their storybook 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 romance carries on his mother's dream of retaking the Fiery Realms by force.

# BRAMBLE



## ABILITIES

PROWESS  
COORDINATION  
STRENGTH  
INTELLECT  
AWARENESS  
WILLPOWER

0 1 2 3 4 5 6 7 8 9 10

HEIGHT: 6'4      WEIGHT: 225  
FIRST APPEARANCE:

## POWERS

GROWTH  
PLANT CONTROL (incl. Growth)  
TELEPORT (instant-growth)  
INVULNERABILITY

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

BOTANY

STAMINA

9

## QUALITIES

EPITHET- THE THICKET THAT WALKS LIKE A MAN!  
CATCHPHRASE - "BEWARE MY THORNS!"  
MOTIVATION - NATURE'S WRATH

## CHALLENGES

PERSONAL: SHORT TEMPERED  
APPEARANCE: ENORMOUS PLANT-MAN

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 Nature's Vengeance on mankind.

# THE GREMLIN



## ABILITIES

**PROWESS**  
**COORDINATION**  
**STRENGTH**  
**INTELLECT**  
**AWARENESS**  
**WILLPOWER**

0 1 2 3 4 5 6 7 8 9 10

**HEIGHT:** 5'5      **WEIGHT:** 120  
**FIRST APPEARANCE:**

## POWERS

**PROBABILITY CONTROL** -  
 Good and Bad Luck  
**PISTOL** - Blast (Shooting)

0 1 2 3 4 5 6 7 8 9 10

## SPECIALTIES

**BUSINESS** - exp  
**GAMBLING** - mst

**STAMINA**  
 5

## QUALITIES

**CATCHPHRASE** - "Just Call Me Mr. Lucky"  
**MOTIVATION** - REVENGE

## CHALLENGES

**SOCIAL:** OBSESSED  
**WEAKNESS** - VERY OLD. PHYSICALLY, THE GREMLIN IS INEPT, AND HIS CONTROL OVER HIS POWERS IS SLIPPING BADLY.

Some people are just born lucky. So it was with Harold Pearson; everything he did came up roses. Believing himself to be truly superior, it's not surprising he fell in with a group of pro-Nazi American Bundists. When war was declared on the Axis, he decided to try to use his incredible luck to destroy America's greatest symbol of hope, the Golden Agents. Calling himself Mister Lucky, he embarked on a brief crime-fighting career in order to gain their trust. Unfortunately, his luck briefly ran out and he was revealed. When he escaped from the police, the world never heard from Mister Lucky again, but the Gremlin soon found his own way to make mischief.