

Inherent Violets

The Plot

(1)

Old crimes are being committed. Banks are being robbed in black and white by gangsters who escape into the modern world where they came from.

It turns out all these were foiled by the Pinnacle Squad, a bunch of junior heroes who became the Pinnacle League,

....and the things they did though history are being erased,

(2)

....and replayed in the real world for profit by **BIG BAD**

....to repay the Lyceum for their part in the plot

.... to remove the Pinnacle League from history.

(3)

The heroes are going to have to infiltrate **BIG BAD**'s lair, restore the pocket dimension the League are trapped in, and get out before the non-existence reaches their first saving of the world from **BIG PURPLE**.

The Sessions

Act 1 - Setup

- Foil a bank robbery
- When they succeed, the bank resolves into a **Flask's Coffee** shop with the same layout.
- Research produces the first couple of the above
- Attack by the first real villain they faced, **SMALL BAD**.

Act 2 – Rising Action

- Fight off a couple of minor things
- Find an invoice from the **Lyceum** to **BIG BAD**.
- Attack by **BIG BAD** begins (Capture/Escape?)

Act 3 – Resolve

- Maybe an assist from background NPC?
- Defeat **BIG BAD**
Maybe?
- Free the Pinnacle League
- Help the Pinnacle League defeat **BIG PURPLE**.

NPCs

Big Bad

Silver? Archvillain, probably tech/magic type. Entire aim is to take out the Pinnacle League forever due to <backstory>

Small Bad

1920s villain, so Golden Age, blank canvas, really.

Big Purple

Galactica level, but golden age. Wants to reshape the universe into strict hierarchy, facts don't care about your feelings, logic bastard.

Lyceum

Guild of mercenary wizards, grand Wizard wants to give magic to all the peoples of the world, but needs to absorb the power of all the superhumans in the world to do it. Hired by Big Bad to deliberately fail at that in return for a dump-truck full of money. Not appearing in this picture.

The Pinnacle Squad / League

Golden Age hero squad, this'll depend on Legacy/Protégé playbooks being in play, but at least two with NPC links to players. Justice League/Avengers/etc

Locations

1920s bank / Flask Coffee

Opening scene, being robbed.

Team HQ of some kind?

TBC

Small Bad fight location

TBC

1920s crime scene A

TBC

1920s crime scene B

TBC

Big Bad lair

TBC

Cells? If capture

TBC

Hideout? If assist

TBC

Big Purple emergence (Champion Park?)

TBC