DETERIORA

AND THE

AGENTS OF DESTRUCTION

CHAPTER TWO
At the Indiana Historical Society, our hero and the great compiler meet with Merry Do-Good.

Great idea, hero! Let's go.

Our storage is a mess! We don't know what we have, and there's an incredible backlog.

We find our intrepid museum worker, I. M. Hero, in consultation with his mentor, the great compiler!

I agree we face some big obstacles. Do you have an idea for addressing them?

Go on, I'm listening.

Chapter Two

I spoke briefly with someone at local history services! I think she can help.
Meanwhile, in the lair of Emperor Apathy, in the fortress of uncaring, Deteriora is calling upon one of her agents of destruction.

PHWEEEET!!!

You whistled?

Enter... The Obfuscator!!!

Wait, that's not standard practice, is it?

Look! Look! Have you ever seen one of those?

So, I've been researching my family history...

Do you validate parking stubs?

I am the master of distraction! I'll use my powers of disorientation to distract the museum workers from their goals!

Hi... What are you doing? Nothing important, right?

Have I renewed my membership?

I would like to donate my personal collection of over a thousand photographs.

The Obfuscator worked his magic, employing any trick to distract the museum staff from their work.
A job well done. The staff are all well distracted.

Where else can I wreak havoc?

For starters you need to focus your people on what's important.

Who's that?

Little did he know that hero and the compiler were receiving some timely advice from local history services.

Where else can I wreak havoc?

Soon, with the staff confident in the knowledge of their goals and intentions, the obfuscator has been negated!

Upon returning to the museum, they find the staff in a frenzy... but they share Merry's advice, get input, and begin to formulate a plan of action for the museum!

What yet might the forces of evil have in store for hero and the intrepid museum staff? And who will we meet in the next chapter? Tune in next time for the answers...