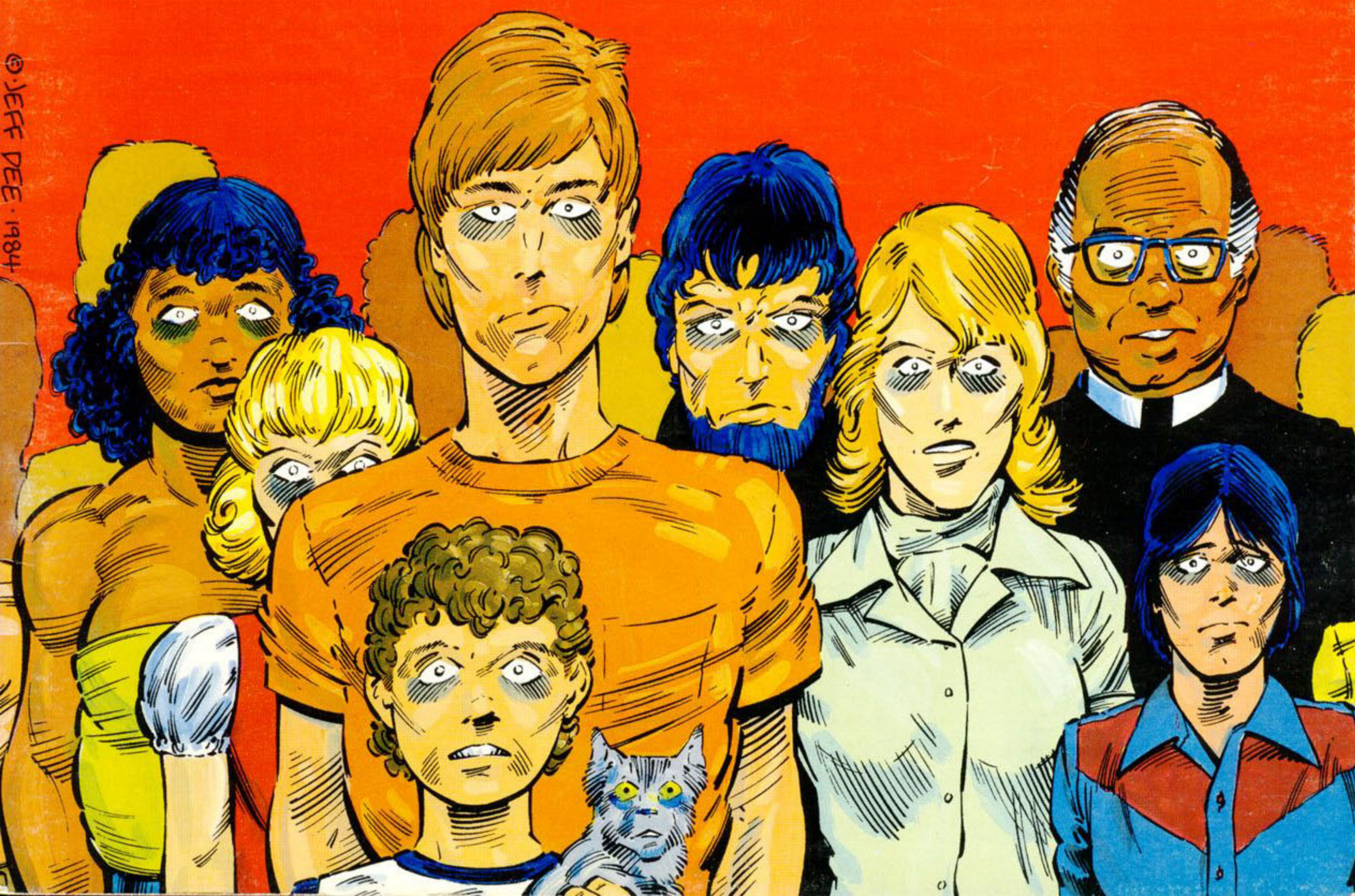


THE DAWN OF DNA

BY KEN CAMPBELL



THE DAWN OF DNA

A VILLAINSTM AND VIGILANTES ADVENTURE

WRITER: KEN CAMPBELL
ILLUSTRATOR: JEFF DEE



P.O. BOX 182
ROSLYN, N.Y. 11576

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With great thanks to the White Light & Friends:

Lady Astral (Paula Valador)

Sensoror (Dan Baldwin)

Nightshadow (Pheroze Geegeebhoy)

Titanium (Richard Durrer)

White Knight (Grant Millard)

Chameleon (Simon Van Duffelen)

Hellspawn (Steve Wilson)

Bazooka Boy (Lowell Gross)
if he ever gets out of the mental ward . . .

And, of course, Planet Earth, in hopes it can come
to grips with Doctor DNA.

Note that this **Villains and Vigilantes** adventure comes with cut-apart counters to represent the various villains and persons discussed herein. Other useful counters have also been included to create a full assortment for use within your campaign.

These counters must be cut out to be used and are in the scale recommended in the basic **V&V** rules for such counters. Players may wish to glue the counters to even heavier card stock before cutting them out.

It should be noted that the counters are bound into this book as the center pages to facilitate removal by simply opening the staples and then rebending them with any hard, blunt instrument. They can also be cut out from the book, but be careful to only cut the card in the center of the book and not the actual pages of the adventure pack.

These counters have been added to the format of these adventures in response to player suggestions and FGU plans to continue to add counters to new **V&V** products. We do try to respond to suggestions that will improve the value of our products.

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1: IT BEGINS

THE ERRANTS

The Errants are a villainous group with an ever-changing membership, but they have always been led by Adonis. They have primarily operated in Europe from a secret headquarters somewhere in the Swiss Alps. The group's direction and activities reflect their leader: thefts, rip-offs and robberies, designed to give the Errants, and most particularly Adonis, all the luxuries desired. Hedonistic fulfillment is the Errant goal. They shy away from murder and similar things, preferring to simply 'take the money and run'. Because of this (though they have accomplished a few major jobs) they are not considered particularly dangerous.

Because of all of the above, Doctor DNA decided the Errants would be useful to his plans for world domination. Understanding Adonis's weaknesses, Doctor DNA has baited accordingly. He instructed Shee-Ariel (one of his major supervillain acquaintances) to 'get in good' with Adonis for a few months, then subvert him to accept the offer Doctor DNA would make him. And, true to his form, Adonis could not pass up the riches Doctor DNA promised if the Errants would render their services in North America. And, as it so happens, Doctor DNA's choice in North America is Our Fair City.

Told to 'wait for orders' in Our Fair City, the Errants get restless and begin some small jobs on their own initiative. Here the players get their first glimpse of the Errants and their powers.

A SPERM BANK?

Yes, the storage facilities of Horizon Research (a privately controlled genetics research enterprise) were successfully broken into on a Sunday night. It seems only the sections dealing with human sperm storage were entered. It is puzzling, though, that nothing seems to have been disturbed.

The heroes will hear of this incident on the news, through contacts, or some other source, at the GM's discretion. Although the event seems small and unimportant, there should be something about it that does intrigue them.

These are the clues available at the scene. Successful discovery of the clues by the PCs depends upon their actions, questions, Detect Hidden rolls, etc.

- On the otherwise spotlessly clean floor of the storage vault which was entered there can be found the squashed body of an insect. Further investigation will reveal that it is a cockroach. This is highly irregular, given the carefully sterilized environment maintained in this section of the building.
- The door into the vault was torn from its hinges by someone immensely strong, though fingerprints have been wiped clean (GM: actually the combined efforts of Adonis and Magnetrone were employed to rip down the door, but the players are not liable to discover this).
- Throughout the building, there are no other signs of forced entry . . . nor did security guards detect any intruders that night.
- Questioning the guard on duty that evening in the storage vault section will indicate he detected nothing untoward until early the next morning, when he found the vault door ajar. (GM: This guard was administered a pill by Doctor DNA, and was programmed not only to let the Errants into the building, but also to forget the entire incident afterward. A deep Mind Probe will detect memory lapses, but the guard can provide no further clues).
- The only other access into the vault would be via the building's airshafts . . . but these are barred, screened, and filtered heavily to prevent contamination. If inspected, there will be no sign of tampering there.
- Broken seals show that storage cabinets within the vault were also opened, but the seals on the individual frozen sample containers are still intact.
- Routine analysis of the stored samples failed to detect any contamination, substitution, or other tampering. The researchers here will hint, however, that more thorough (and thus, more expensive) analysis has **not** been made
- If strongly urged by the player characters, the executives at Horizon will consent to conducting the more extensive investigations mentioned above. Their findings: **all** the samples have been genetically modified.

(GM: Depending upon the level of technology used in your campaign, the scientists at Horizon **may** be able to identify the particular type of genetic variant present as that which has been found most commonly in the chromosomes of super-powered individuals. However, though all the samples have been changed, they have **not** all been changed in exactly the same way.)

This was the first official Errant assignment; to accompany Doctor DNA during the break-in. The Doctor did something to the samples and then wandered off again.

DRUGS ON THE STREET

Before Karl Reshetnyk became the infamous Scuz, he had always had an interest in chemistry. Now that he has gone fully over to the side of evil, he applies these talents to nefarious purposes. Scuz makes lots of side money producing narcotics which he then sells to the street pushers.

The author suggests that the name 'Scuz' be introduced to the player characters in the following situation:

In a seedier part of town gun shots can be heard to ring out. A figure can be seen running from an alley near a bar, a pistol in hand (.38 special). The person will attempt first to get to his car (a beat-up old Ford), but when he realizes that he is being closed-in upon, he will open fire until the gun is empty and then run into the backways.

If taken in by the player characters, \$20,000 worth of narcotics are on his person. He claims that the new boss-man in the city is 'Scuz'. That is all he knows.

The Drugrunner

Name: Roscoe Watt	Side: Evil
Level: 2	Age: 32
Weight: 175 lbs.	Basic Hits: 4
Strength: 12	Endurance: 9
Agility: 11	Intelligence: 13
Charisma: 12	Reactions from good: -1 Evil: +1
Hit Points (6)	Healing Rate: 1
Damage Mod.: -	Accuracy: -
Movement Rate: 32 inches ground	
Power: (45)	Carrying Cap.: 230 lbs.
Basic HTH: 1d4	
Detect Hidden: 10%	Detect Danger: 14%
Origin & Background: USA, Crime and Sports.	
Other Information:	
Pistol: +3 to hit, 1d8 damage	
Knife: +1 to hit, HTH + 1d2 damage	

The gunshots that were heard resulted from Roscoe's flight from police detectives, who will arrive on the scene shortly after the hero(es) apprehend Roscoe. They will handle the interrogation and assist any heroes however is possible.

PIPER CUB IN DISTRESS

While pleasure roving over Our Fair City's suburbs (in the area of Malton, where a secondary, but busy airport exists to service Our Fair City), a small private plane seems to have run into some difficulties. Of course the heroes will notice the plane, apparently on fire, desperately trying to make it to the airport. Whether or not it can be saved is largely dependant upon the heroes powers.

The plane weighs 2200 pounds and carries four passengers (two male and two female), all of whom are terrified and cannot be counted upon for assistance.

Whatever happens, the following information can be learned (survivor accounts, death bed utterances, eye-witness accounts, etc.) provided the player characters ask the right questions. Questioning should take place once the survivors have been hospitalized and doctors give the go-ahead.

- The pilot rented the plane for the night.
- The pilot is Gavin Hart, address 64 Jolliffe Drive, Malton.

- Neither man on the plane has a criminal record, but both of the women have histories of prostitution.
- The plane was cruising safely, then suddenly a wing exploded into flames (Hart's account).
- An official FAA investigation will find no fault with the aircraft.
- Hart is not telling all. He **knows** why the wing burst into flames, but he doesn't want to believe it. He doesn't think anyone else would believe him, either, if he told them he saw a 'fireball' rushing toward his plane . . . and it was **thrown** by a **flying woman** . . . in a cape . . . kinda sexy looking . . .
- Hart was on a joy ride with his business partner, one Cameron Prendergast, and two young women. Hart, being married, would rather his wife not know the true nature of the female presence, insisting 'They were Cameron's kid sisters from Swansea.'
- If Hart is personally visited (assuming he survived), it will be obvious that he is reluctant to talk; he is hiding something. Although he is scared, bully treatment will only make him dig his heels in and be more uncooperative.
- If Hart is personally visited (assuming he survived), it will be obvious that he is reluctant to talk; he is hiding something. Although he is scared, bully treatment will only make him dig his heels in and be more uncooperative.
- If Prendergast is visited, he will be found to be really weird. His unemotional nature is striking, and he is absolutely uncooperative. His reactions are slow. This is all very odd, as his friends would describe him as a real active and outgoing kind of guy. (see 'A Plague of Zombies' for an explanation.)
- If the women are questioned, they will also behave as described above for Prendergast.

What actually happened to the airplane is Ariel's doing. Bored and frustrated, she was simply letting off some steam. The plane just happened to be there.

If the player characters make a completely safe rescue, they may split 2000 experience points. For each of the four passengers who die, take away 400 points from the total. Up to 200 points may be subtracted to account for damage inflicted to the plane, and up to another 200 points may be removed to reflect damage inflicted on the ground as a result of crashes, etc. GM's option as to Charisma bonuses.

A PLAGUE OF ZOMBIES

Doctor DNA, through his insidious and diabolical research and his innate affinity to bio-chemical manipulation, has developed a pill (known as 'The Pill' to the Errants) which is capable of virtual genetic brainwashing. The formula and manufacturing process still need further refinement, but soon Doctor DNA will be able to produce enough of these pills to literally alter the genetic code of every living human in North America!

In the meantime, the Errants have been provided with some of these pills as a subtle means of silencing troublesome people. ('But only in emergencies, right Adonis?' Doctor DNA has warned).

After Ariel went on her lunatic rampage and fireballed that aircraft, the Errants called an emergency meeting (Ariel is not officially a member and was not invited). The Errants were concerned that Ariel might give away their presence in Our Fair City.

The immediate problem is the passengers from the plane, Adonis pointed out. They may have seen Ariel up there, and that would definitely ruin everything. Something is needed to be done immediately about them. All agreed, at Scuz's insistence, that 'The Pill' be used to silence the passengers: 'Killing them is far too crude, especially for such cultured individuals as ourselves.'

The pills were administered to all concerned. The Errants got to Prendergast and the women in time, but didn't quite make it to Hart in time (see his conversation with the heroes in 'Piper Cub in Distress').

If the heroes pay a return visit to Hart they will find him surprisingly different, rather like Prendergast. Mrs. Hart is really quite puzzled. 'Gavin just hasn't been the same since the day the insurance people came to visit.' One was a sort of dopey looking woman, and the other was a very handsome man who wore lots of jewelry, she will recount. 'They all went into Gavin's den in the basement for a couple of hours. Don't know what they talked about. But, it was after that that Gavin began to act . . . strange . . . he's not the same anymore y'know? Like he was someone else.'

If the player characters investigate, they will find that Mr. Hart's insurance company, and all others they ask, have no knowledge of these two people.

(Note: A personality is a complex thing. When The Pill wipes the previous personality from the very genetic template itself a great

deal of rebuilding is necessary. Otherwise the result is a very empty person. The Errants [and Ariel] have not a clue as to what is involved in this rebuilding process. As such, they end up with people who are little more than 'zombies'; no depth, no real personality, just surviving on instinct and simple programmed instructions.

Such 'zombies' are very susceptible to properly emplaced suggestion.)

Concurrent with this, numerous people in Malton will suddenly fall under this inexplicable 'emotional death'. Once can even begin to pick out the 'zombies' from a distance. (But, remember, they are still, by law, private citizens, breaking no laws, and should not be hassled continuously.) Also, it appears that the song 'Homo Sapien', by Pete Shelley, is a hot number on the Malton record charts. Every zombie seems to be listening to it (even the folks from the old age home), almost all the time.

The reason for the growing number of zombies is Errant incompetence. As they bungle the brainwashing of one, another needs to be done. Perhaps a member was seen in costume, so the witness must be silenced, and so on; every possible problem is dosed with the Pill. It begins to get out of hand, but the Errants continue on.

As far as the musical tastes of Malton go, there is no real importance in this, except that Miragi thought it would be enormously funny if all these people under the influence of The Pill should really 'groove' on the song 'Homo Sapien'. She has, thus, been programming this desire into most, then selling the record to the retail outlets in Malton to meet the sudden demand.

This is a possible lead, as disc shop managers will all recall Miragi (if they too are not zombies), and certainly find her to be weird.

As these events snowball, and the 'zombie' population of Malton grows, Malton will come a little more to the attention of the outside world. Strange reports start coming out of Malton:

- People in Malton sure are weird
- There have been some real weird types going about canvassing for something or other (i.e. the Errants going about making 'zombies')
- People you've known for years suddenly act as if they've never even met you
- Senior citizens are seen wandering about aimlessly, some even listening to this modern electronic music
- The airport is even playing 'Homo Sapien' on the muzak system

Some police officers have also been infected. These constables will always favor fellow 'zombies' (or an Errant). They are also a little too ready on the trigger concerning the citizenry — including super-heroes!

THE DESTRUCTION OF MALTON

Ariel is furious! Furious at this waste of the Pills! Furious at the blatant stupidity of the Errants! All they have done is make Malton stand out like a sore thumb! Idiots!

She feels she must do something to rectify this disastrous situation. So, in her own inimical style, she has decided to destroy Malton, yep, the whole town. This will act as a sort of 'smoke screen' to all the unusual events that have been transpiring there . . . so she reasons . . .

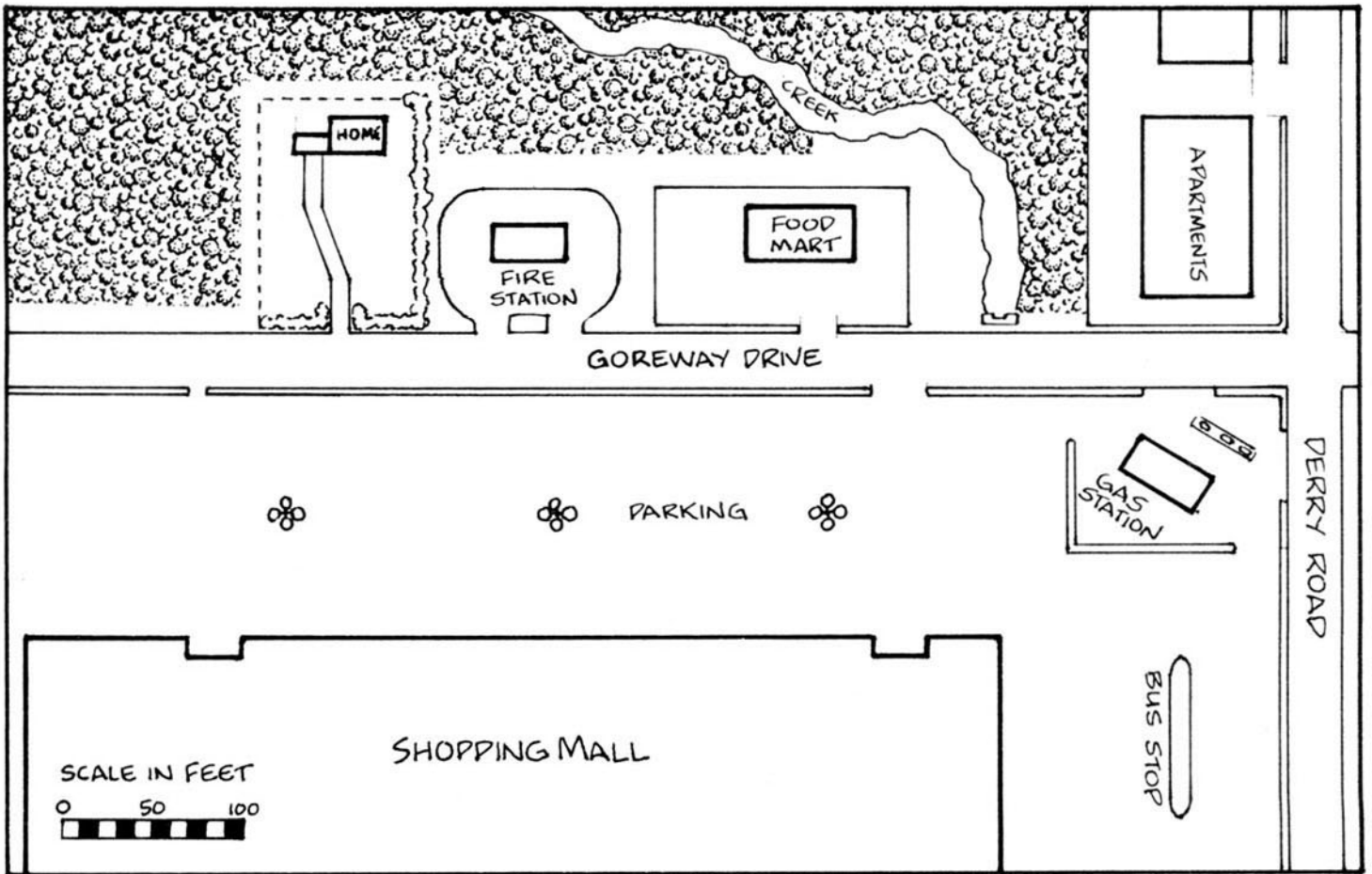
One night, starting near midnight, she will begin. It will only take about thirty minutes; maybe more, depending upon complications. She has rested up for the occasion. She has had some Shredders go about laying demolition charges in schools, the fire station, intersections, the water tower, bridges, etc. While these are being set off, Ariel will cover from the air, wildly fireballing anything that moves.

If heroes show up, Ariel will keep them away from her person by creating diversions (there will be plenty already), such as fireballing another airplane, or perhaps an apartment building. (She is also keeping the demolition charges on the water tower as her 'ace in the hole': thousands of tons of rushing water). In this way she will make her escape, if possible. If apprehended, she will detonate the water tower with a switch hidden in her costume.

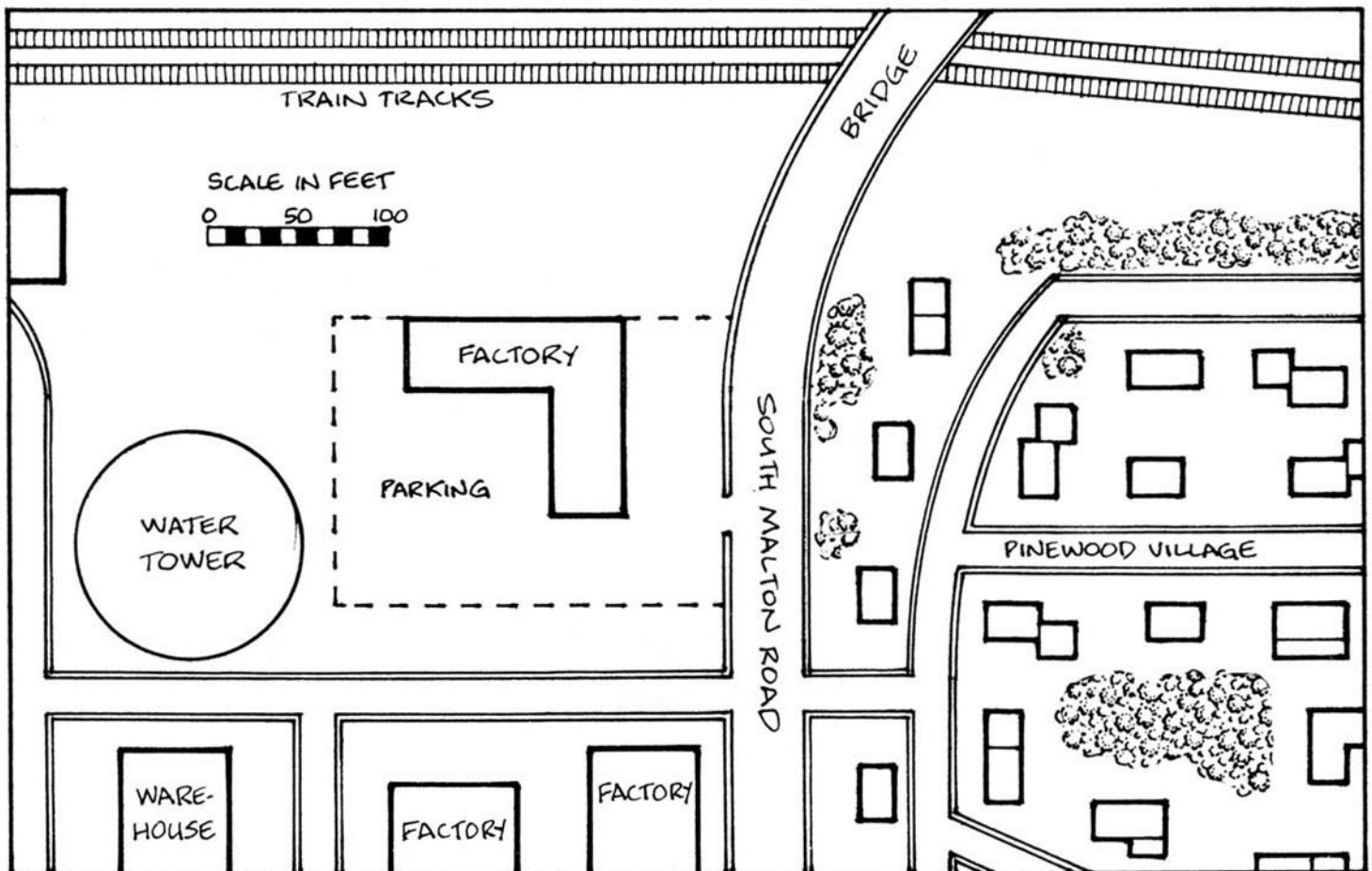
It is likely that the Shredders running about in the dark will not be noticed, but it is possible; each player character should have one roll to Detect Hidden . . . on a success a Shredder will be spotted. Unfortunately they are rotten information sources.

By the next morning Malton is a smoldering ruin. Police from all over have cordoned off the area. But, our heroes know at least one thing — Shee Ariel is involved and that means big trouble.

If Shee Ariel is apprehended, she will escape within a few days. Depending upon how she is guarded and incarcerated, it may even be necessary for the Errants, urged by Adonis and the Doctor, to break her out. This is up to the GM to resolve.



TWO MAPS OF MALTON



DAWN IS RISING OVER THE SLEEPY LITTLE TOWN OF MALTON... THE DAWN OF **DNA!** IT IS A MORNING THAT WILL NEVER BE **FORGOTTEN...** OR WILL IT? THE PEOPLE OF MALTON SEEM TO BE FORGETTING **EVERYTHING!!!** SOMETHING HAS GOT TO BE DONE, BUT **WHAT?** THAT'S FOR YOU TO DECIDE IN THIS SUPER-MYSTERY FOR THE **VILLAINS & VIGILANTES™** SUPERHERO ROLE-PLAYING GAME!



KENNETH CAMPBELL: WRITER

JEFF DEE: EDITOR/ARTIST

SCOTT BIZAR: EDITOR-IN-CHIEF

JACK HERMAN: MAN WITH TWO BRAINS

2: THE PLOT THICKENS

PHASE ONE: SHREDDER ATTACK!

As a result of the heroes' battle with Shee-Ariel, the Errants decide to take steps to eliminate them. This is phase one:

One Shredder (or more if the GM feels it would be better balanced) will be assigned to the leader (or else the most popular and powerful) of the player characters. The Shredder is to locate the hero, follow, and at the best available opportunity, 'dispose' of the nuisance.

The attack comes at night, and bait is given. The GM must decide, after careful consideration, what would be an appropriate lure for the PC hero. Once the bait is decided upon, it is implemented and whether or not the hero senses the ambush is up to the PC.

NOTE: Shredders are ruthless to the extreme and will use their assassin skills and resourcefulness to the fullest. They will never check morale. It has been ordered, in this case, to fight to the death.

If the player character loses, the Shredder will attempt to slay him. Allow it one additional automatic hit for normal Shredder HTH damage . . . at that point pedestrians, security guards, police, etc. will arrive on the scene and force the Shredder to flee (it has also been ordered to leave no clues and not be seen).

If the player hero wins, the Shredder may be captured alive, and if so, the player character(s) may attempt to interrogate it. Good luck, since Shredders are both deaf and dumb.

PHASE TWO: MONGO

Having followed Ariel's suggested course of action, Adonis has decided to go all the way. He has decided to call in what he likes to consider his 'secret weapon' — Mongo!

Any of the player characters can be the target of Mongo, but preferably not the entire group. Adonis, after having Mongo smuggled into the country (not all that easy), will release him to search out his prey. He will move about (rather like a bulldozer). Adonis, being aware of, how shall we say, Mongo's limitations, has decided it is best that someone sort of babysit or guide him — he has sent Cockroach along. The Cockroach is to help Mongo out where necessary, to advise if need be.

The Cockroach cannot ignore the opportunities for power here! He has been given this . . . human tank . . . this walking battleship . . . all for himself! Sure, Mongo didn't take very well to the idea of converting to Roach Worship, but there are other ways to manipulate him. . .

Mongo doesn't mind the Cockroach. 'But Mongo don't like bugs. No bugs.' Other than that, he figures 'da Roach is okay guy.'

Although the mission Adonis and Ariel have planned for Mongo does not begin until he reaches Our Fair City, Mongo cannot help but get involved right away. Cockroach has to escort Mongo from a suburb (Scarborough) to Our Fair City. They are going to take the main highway in — Cockroach driving and Mongo sitting in the back of the pickup truck.

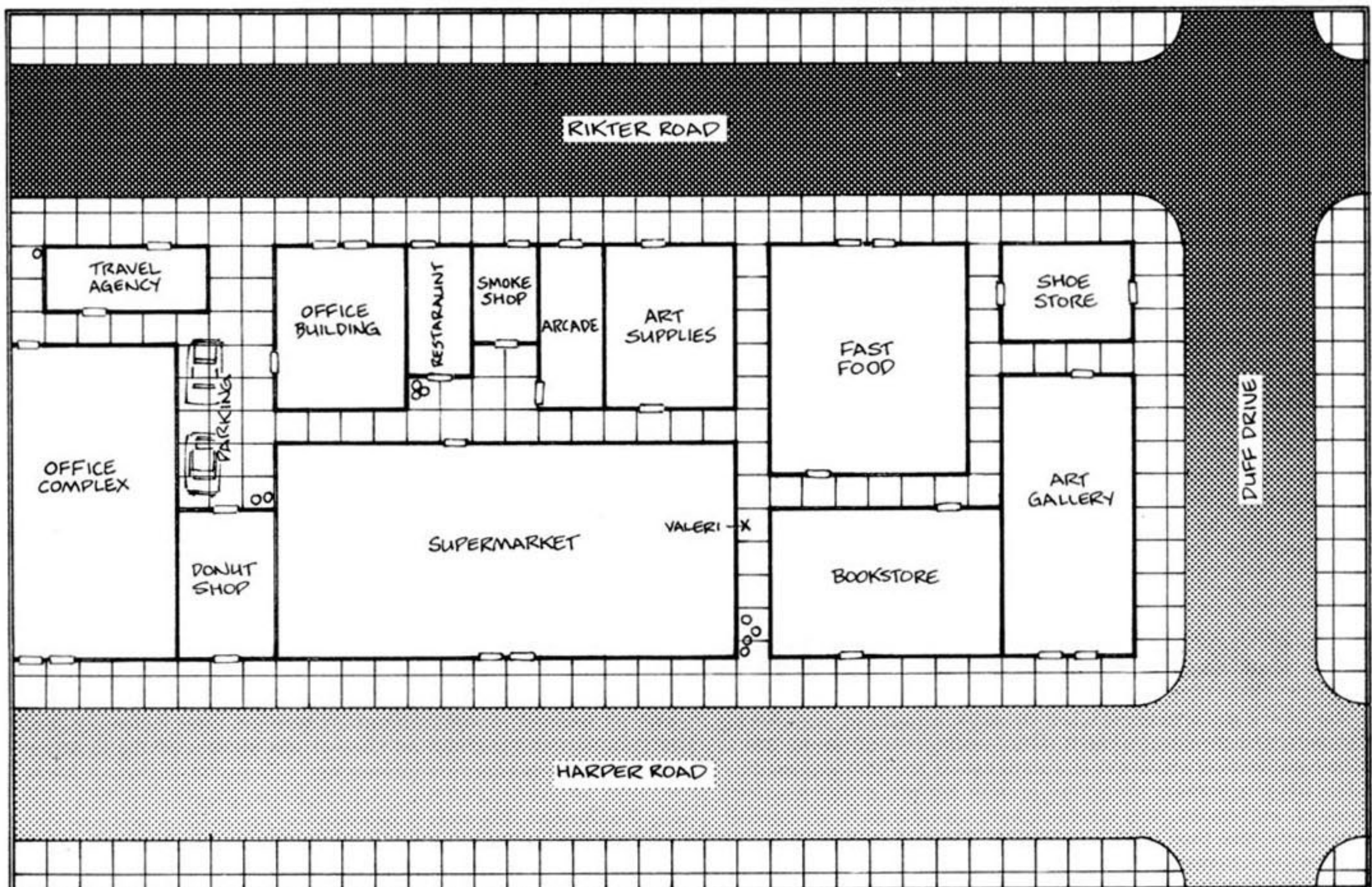
It is very likely that the two will be noticed. If the police attempt to apprehend them, Mongo will begin running amok (especially if he is hurt). From that point on, the journey to Our Fair City will be on foot and straight through anything in the way. Cockroach will just tag along.

Needless to say, it won't be long before the player heroes hear of that.

PHASE THREE: SWEET YOUNG THING

One hero (only one, a male, as chosen by the GM) will be passing by, in whatever manner natural, when suddenly the air is filled with a scream! Good gosh, it sounds like a young girl in distress! What foul play is afoot here?! The scream came from that alley way over there!

Hastening over to investigate, the hero will see an abused-looking young girl (late teens or early twenties?) struggling to her knees, and will hear something moving away into the alley-maze behind all these buildings (a Shredder). Only if the hero rolls successfully for Detect Hidden will he spot the shadowy figure slinking away. The Shredder will not do battle (as per Ariel's orders) and only wants to escape — unless the main thrust of the trap (explained below) fails; then it will move in to engage the player character.



Regardless of what happens with the Shredder, when the hero returns, the girl will still be there. The PC's heart will break as he sees this innocent young thing trying to calm herself down, her sandy blonde hair all tossed, her clothes torn badly. What foul creature was it that would do something so despicable? Her big blue eyes look up at the PC, pleading for help, but obviously full of gratitude for his being here. (GM: At this point, secretly check to determine if the hero Detects Danger). As the player character helps the girl (actually Valeri, an Errant) to her feet, he will be lucky if he notices her reaching into her jacket and pulling out a poison coated dagger!

The dagger has the normal combat statistics for a knife (see rule-book) and Valeri not only has surprise, but also +4 to hit on her first attempt (unless the PC Successfully detected danger, in which case they both roll for initiative and resolve combat normally). The knife administers a dose of poison on the first successful and damaging hit it inflicts, but thereafter the poison is gone.

If the PC takes the dose of poison, he must roll 1d20 as a saving roll against his Endurance score each and every between turns phase until either he fails his or rolls a 20, in which case he is **immediately** incapacitated (i.e. all his remaining hit points go away) or he rolls an exact score of 1, in which case he is miraculously spared any further effects of the poison due to immunity, high Endurance, etc.

If the PC loses, either to Valeri or to her Shredder backup, he will be left for dead, whether or not he really is dead. If Valeri defeated him, she will assume the poison did its work, and in fact, the character will have to spend about two weeks in the hospital to overcome the poison effects, unless he had rolled a one on his save. If the Shredder defeated him, it will flee, taking Valeri along with it.

If the PC wins, the player character(s) may interrogate Valeri (and the Shredder as well, for what good it will do them). It is not necessary for Valeri to 'spill the beans' about her compatriots, though the GM may allow her to divulge some minor facts in order to pique the player characters' interest.

PHASE FOUR: THE MEETING

Ariel (either disgusted at the lack of success, or impatient) will finally, through the news media, demand a meeting with all local superheroes. Communications between the two sides can go on for a bit (the GM can have some fun here), but eventually Ariel will want a face-to-face meeting, which could be translated as combat — to those who understand Shee-Ariel. The place is something that the GM will have to decide (with PC input and suggestions), and here the Errants are going to have an ambush planned — this one large scale.

Ariel's suggestion is the local racetrack — if this is acceptable to the player characters, use the map provided. (Again, the Errants are not happy with this idea, but Adonis has been, again, 'convinced' by Ariel.) The Errants **insist** on the players showing up for the meeting on time, however many representatives they send, or else the Errants will have to take it out on Our Fair City.

As the time of the meeting approaches, Ariel and her Shredders will cause diversions about the city. These diversions (disasters of some sort) are intended to 'draw off' some of the heroes (who rush to the rescue). It is assumed that they will be taken care of when they arrive back on the scene — by which time the Errants are expected to have the first group of heroes finished off. Each player character who goes directly to the meeting must roll **over** his current Charisma score (or roll a 20) to avoid losing 1d4 points of Charisma, due to both bad press for failure to respond to the call and personal regret or disinterest about the situation (disaster) ignored. (GM: **some** of the PCs will have to go to the meeting, or else **all** will lose two Charisma points when the Errants run amok, causing hundreds of thousands of dollars in damage and personal injury and blaming the **player characters** for bringing on the rampage by failing to negotiate).

Roll once on the table below for each player who **does** respond to the diversion the Errants have set up for him. It is unnecessary to

actually play these events out, just assume that each disaster situation will be personally tailored for the abilities of the PC in question and roll 1d20 plus one for each experience level the character has reached over 4, minus one for each level he is under level four:

Modified d20		Charisma*	Reward \$
1 or less	Player bungles badly, looks foolish	-1d8	nil
2-3	Player fumbles rescue	-1d4	nil
4-5	Player is unable to avert disaster	-1d2	nil
6-7	Player barely averts disaster	-	d10 x 100
8-9	Player averts disaster, w/difficulty	-	d12 x 100
10-11	Player handles it reasonably well	+1	d20 x 100
12-13	Player averts disaster very successfully	+1	d20 x 200
14-15	Player saves the day with flair	+2	d20 x 300
16-17	Player outdoes himself, crowds cheer	+2	d20 x 400
18-19	Player makes spectacular rescue	+3	d20 x 500
20+	Crowds roar, flags wave, player gets coverage on TV	+3	d20 x 600

* Charisma Modification Qualifying Roll applies; see rules, p. 20.

The police are not expected to be at the meeting. If they are, Ariel will not show. She 'only wants to talk'.

Ariel will be somewhat late. If the entire superhero group decides to leave, Miragi (who has been invisible and listening to the heroes the whole time) will whisper in someone's ear to stay. Between giggles (she finds the heroes' surprised look a riot), she informs them that Ariel will arrive at any moment, just wait. She'll do her best to keep them at the site of the meeting.

Ariel will arrive in a grand style: a giant fireball comes screaming across the skies, landing out-of-sight somewhere. 'There she is, the show-off,' announces Miragi.

She will come driving up in a jeep, Scuz beside her (which she is none too thrilled about). Striding purposefully towards the heroes and demanding to know who is the spokesperson, she then delivers a bombast concerning Adonis (his beauty and all), the Errants (she tries feebly to build them a wicked image), her own incredible superiority, and how the heroes can never stop them. The heroes have meddled long enough!

A maniacal cry erupts from her throat (a battle-cry), and at this point, all the available Errants (plus three Shredders and Mongo, if also free) will come charging forward to joint battle. If their numbers are not overly impressive, morale will be very low.

A mighty battle will ensue.

NOTE: The GM may decide, if things are going very strongly against the heroes, to have the missing ones suddenly return! Otherwise there will be two battles, one with the initial 'negotiation team' and one with the second group who took time out to avert other disasters (assuming the first group is defeated by the Errants). Errants may flee if they are being demonished, but if a rout begins they will **not** bother to take hostages.

If the meeting does not take place, due to no-shows by either the player characters (dealing with diversions) or the Errants (because of police interference), the Errants will arrange for another meeting, under the same conditions, as soon as possible.

If the players win, the Errants can be persuaded to divulge information on Dr. DNA . . . however, they claim to have no idea where he is and were simply waiting for his instructions . . . nor do they know what his ultimate goals are.

If the Errants defeat all the player heroes, they will go on a rampage as described above. In this case, however, they will do it simply to humiliate the player heroes (-2 to the Charisma of each PC). Immediately thereafter they'll be summoned by Doctor DNA and will disappear from Our Fair City, leaving the player characters free to face Our Fair Citizens' anger.

3: DOCTOR DNA

The time is going to come when Dr. DNA is ready to make his big appearance and announce himself to the world. It is up to the GM to decide when this occurs, and at this point deliver the following speech.

Dr. DNA is anxious to get going with his plans, and is equally interested in 'playing' this villain-vigilante game that is so popular. Preparations have been made (see The Pill Factory), and so he begins, perhaps a little prematurely.

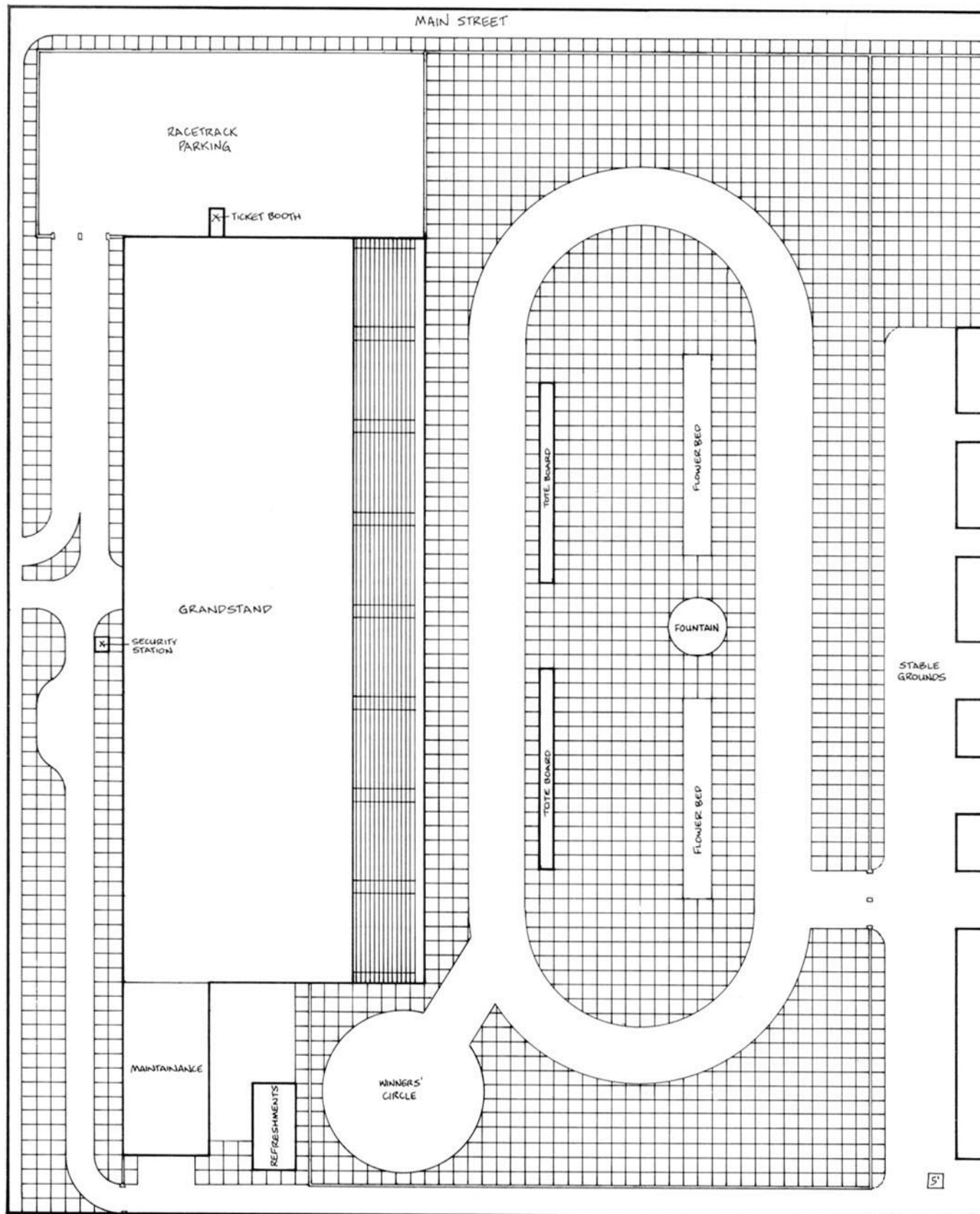
Dr. DNA's speech will be delivered anonymously, on videotape, to each of the major television networks around the world. It will

also be beamed to communications satellites from automatic transmitters dotting the globe, and audio tape versions of the speech will turn up at various major radio stations.

'To Our Fair City and the world:

'I am Doctor DNA.

'My origins are obscure. Do not attempt to comprehend me. Suffice it to say that your human species has summoned me here . . . Now, that for which I was initially assigned does not need to be done. Your



world is different. It is not typical. As such, standard precepts and practices cannot be used. A new direction is needed. A new chapter for the text. This is a supreme challenge, and I shall accept it.

'Since my arrival and the acquiring of this body I use, I have been busily establishing myself on this piece of dirt you call home. It has taken several months to become fully conversant with your primitive tongues and customs. Truly, I can say that you are a barbaric species, little more than savages, or rats in a cage. But . . . there does exist

among you already on this infantile stage, numerous natural examples of what you would term 'Homo Superior!' This is incredible and, needless to say, fascinating. I am privileged in that I have been chosen to study you, humans: and I shall not fail in my endeavors to better you even further.

'I come to you now as a benevolent conqueror, all you superheroes and supervillains. I do recognize your superiority over common humanity. As such, you should join with me, not be submissive watch-

dogs, or scrounging thieves! World rule shall be attained by myself, for I am what you have summoned — Doctor DNA. The power shall be mine, and I now formally offer all Homo Superior the opportunity to rule with me. Together, all power is simply had. Divided we waste enormous potentials, not to mention thousands of innocent lives.

'Make no mistake — you cannot defeat me. I am eternal in this universe of Time-Space. I need not die. I do not wither with age. Only my wrath will be increased manifold with each interfering incursion. The elimination of the Errants was expected. They were but a diversion whilst I implement my true plan, here in Your Fair City. Remember the Errants were but fools; mere mortals. Each new diversion will be deadlier than the last. And soon I will release on the world my DNA Deficients! Humanity will know their horrors!

'So come now to me, all Homo Superior. Let us join hands and establish rule over this world, to have effective and purposeful direction. The victory is mine regardless, so do not fight. Earth will be mine to hold, and the people all my DNA denizens to control!'

Shortly after the broadcast of this speech, various supervillain (and some 'hero') teams will begin disappearing periodically, only to reappear shortly afterward as 'agents' of Dr. DNA.

At this point the GM may, if he desires, arrange a battle between his players and some already established NPC group which has allied itself with Dr. DNA. If the players lose, they are not harmed in any way. Rather, they are lectured on the futility of opposing the Doctor and set loose. If the players win, their captives can be interrogated and the location of Dr. DNA's secret base will be discovered.

If some other means is necessary for the players to locate the Pill Factory, use the following:

One of the captured Errants, most probably Miragi, decides to trade that information for a lighter sentence. The Errants insist on divulging the location only in the presence of the player characters, as protection from the other Errants and from Dr. DNA himself.

THE PILL FACTORY

Finally, after arduous work and expense, Dr. DNA has set up the production facilities for 'The Pill.' (It is rumored that he has at least one other such base in Western Europe.) Located in the more scenic outlying areas of Our Fair City, it can be entered by an innocent looking cave entrance. Down here, the evil and detestable Dr. DNA has gathered a handful of scientifically trained personnel to handle the mass production, and a large complement of 'goons' to provide general security. Also here, if any are left, are the Errants.

This facility will produce enough of the Pill to effectively take over all of Our Fair City! All will become zombies in the control of the evil Doctor! And knowing the importance of Our Fair City to the politics of our Beloved Country — gee, Doctor DNA could well be on the way to taking over! Holy Cow!

PHYSICAL DESCRIPTION:

All exterior walls of the Pill Factory are of solid granite, hidden by a false inner wall of plasterboard on hardwood supports. Behind this false inner wall run conduits for electricity, water, ventilation, etc.

The inner walls are entirely plasterboard on hardwood frames, once again containing utility conduits.

Exceptions to these standards are: (1) the interiors of the elevator shafts, which are carved out of solid granite and support utility conduits but which have no plasterboard covering, (2) the exterior walls of Level 0 which resemble the elevator shafts, and (3) the interior walls on Level 0, which are molded concrete and, once again, are crisscrossed with utility conduits.

It should also be mentioned that, periodically, the interior walls on all levels may hide steel support beams.

The floors, except on Level 0 which has concrete poured over solid granite, are poured concrete over a steel framework. This may be carpeted or tiled over, of course.

The ceilings, except on Level 3 which is of solid granite laced with steel support beams, are of the false, suspended variety hung one foot below the floor of the level above and which conceal, of course, various utility conduits. Clearance throughout the Factory is eight feet from floor to suspended ceiling.

All doors in the Factory are of the ordinary wooden variety.

INHABITANTS:

The following individuals will be residing in the Pill Factory at the time of the players' attack:

1. Dr. DNA himself. He will be in his secret laboratory, but if an alarm sounds he will immediately move to confront the intruders.

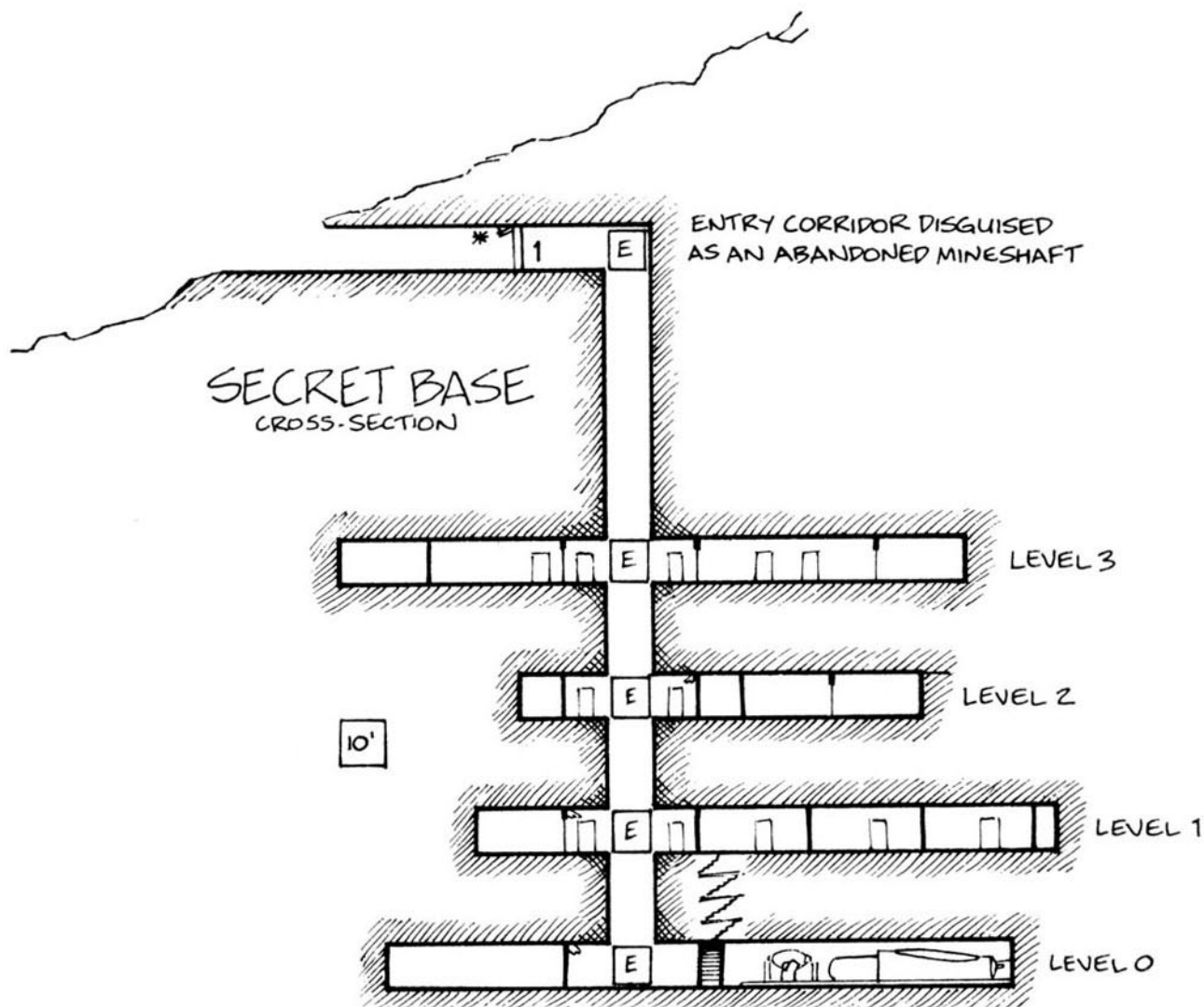
2. Any Errants still on the loose. They will be in their guest quarters, except for one on duty in the monitor room and others possibly in the sick bay on Level 1 if they've been chewed up badly enough by the player characters. If an alarm sounds, all Errants in good fighting condition (except whichever one is posted in the monitor room) will move to confront the intruders.

3. Goons. Ten to twenty will be present, variable by the GM depending upon how badly the player characters outnumber Dr. DNA and his Errants. See stats below. Half the goons will be on duty at any given time, with the rest in their quarters, recreation, etc. Those on duty can be posted at the guard stations detailed in the Map Key.

4. Twelve scientists/technicians. They will be scattered throughout the complex at the GM's whim . . . They are not suited for combat and serve no real purpose other than to get in the way . . . except for the two head scientists who have high-security ID cards (see below). The term 'scientist' is used loosely here, as most of the creative work is done by Dr. DNA and his 'scientists' were selected to have only enough competence and expertise to do what they're told.

GOON LISTS:

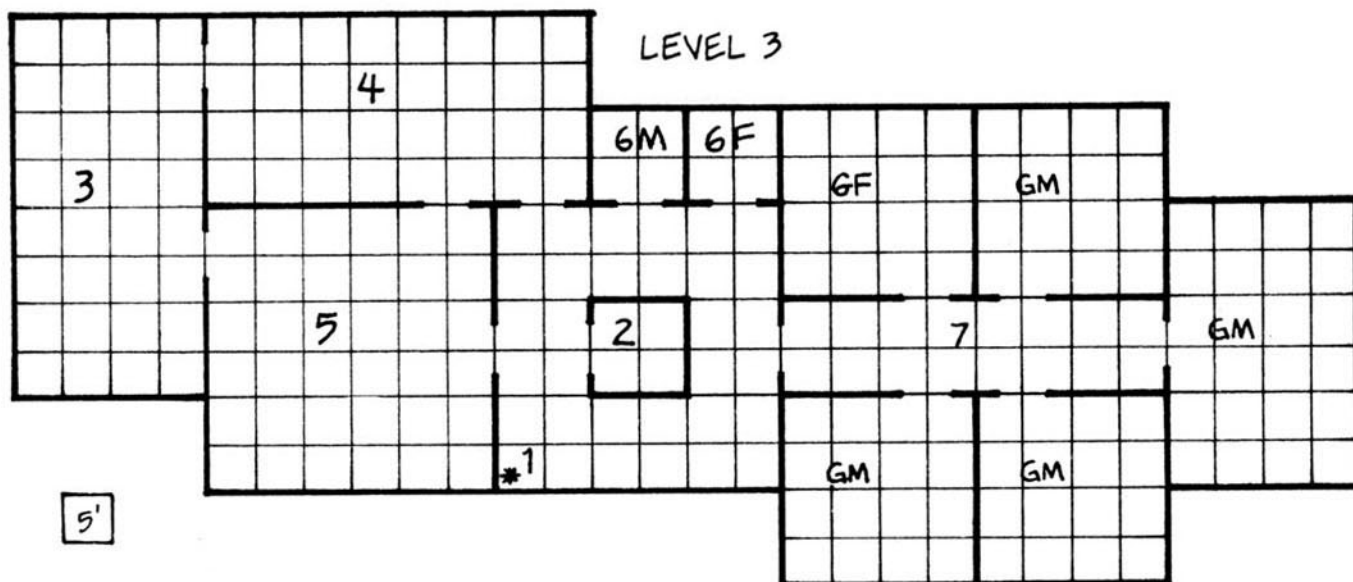
No.	Sex	Weight	ST	EN	AG	IQ	CR	Hits	Power	Damage	Accrcy	Carry	HTH	Move	Level
01	M	150	14	14	07	06	10	5	41	-1	-2	311	1d6	35"	1
02	M	230	09	13	10	14	04	8	46	-	-	234	1d4	23"	2
03	F	180	12	06	11	12	09	4	41	-	-	210	1d4	29"	1
04	F	100	11	09	16	10	12	5	46	+1	+2	112	1d3	36"	2
05	F	150	11	07	11	14	09	3	43	-	-	153	1d4	29"	1
06	M	150	05	15	09	15	09	6	44	+1	-	122	1d4	29"	1
07	M	150	17	10	12	08	07	7	47	-	+1	444	1d6	39"	2
08	M	220	12	09	09	07	12	6	37	-1	-	290	1d6	30"	1
09	M	230	06	12	07	09	11	4	34	-	-2	163	1d4	25"	1
10	M	210	11	10	14	11	15	7	46	+1	+1	245	1d6	35"	4
11	M	170	14	07	12	12	11	5	45	+1	+1	293	1d6	33"	3
12	M	180	07	14	10	12	16	5	43	-	-	157	1d4	31"	1
13	M	170	08	13	10	05	12	4	36	-1	-	155	1d4	31"	1
14	F	170	14	15	09	10	11	9	48	-	-	361	1d6	38"	2
15	M	160	11	09	13	07	10	5	40	-	+1	179	1d4	33"	1
16	F	110	11	10	15	11	13	5	47	+1	+2	129	1d4	36"	3
17	F	100	08	10	13	11	11	4	42	+1	+1	76	1d3	31"	1
18	M	170	09	07	11	07	08	3	33	-1	-	113	1d3	26"	1
19	M	170	09	11	10	07	12	4	37	-1	-	156	1d4	30"	1
20	M	140	07	13	16	12	13	6	48	+1	+2	116	1d3	36"	4



MAP KEY:

1. Guardposts: There will be at least one guard per station, armed with a submachine gun (HTH +3 to hit, 1d10 - 3 damage per bullet, fires 4-round bursts, range = A x 6). If more than ten guards are at the Factory the guardpost manpower will be increased by +1 in as many guardposts as the excess active guards can fill. Extra guards at any post will be armed with shotguns. Each guardpost has an intercom box, for communicating with the monitor room and other guard stations.

2. Elevator Stations: The elevator can be summoned to any station by pressing a single call button alongside the elevator door. There is only one elevator available, and it moves at a rate of one floor per turn. Inside are buttons numbered 4 (top level) to 0 (lowest level). A small card slot is below button 1: only proper ID cards inserted here will allow access to levels 1 and 0. Dr. DNA and his two top scientists are the only ones to possess these ID cards.



3. Kitchen: Your basic mess hall type setup, huge kettles and chopping blocks, cabinets of utensils, freezers, tiers of broilers and ovens, etc. Off-duty goons may be found here, as well as off-duty technicians.

4. Dining Room: This room contains several long tables lined with seats. Off-duty goons and technicians may be found here.

5. Lounge: Contains sofas, low tables piled with magazines, comfortable chairs, and a false fireplace on the southern wall. Off-duty goons and technicians may be found here.

6. Washrooms: (M) Male or (F) Female facilities.

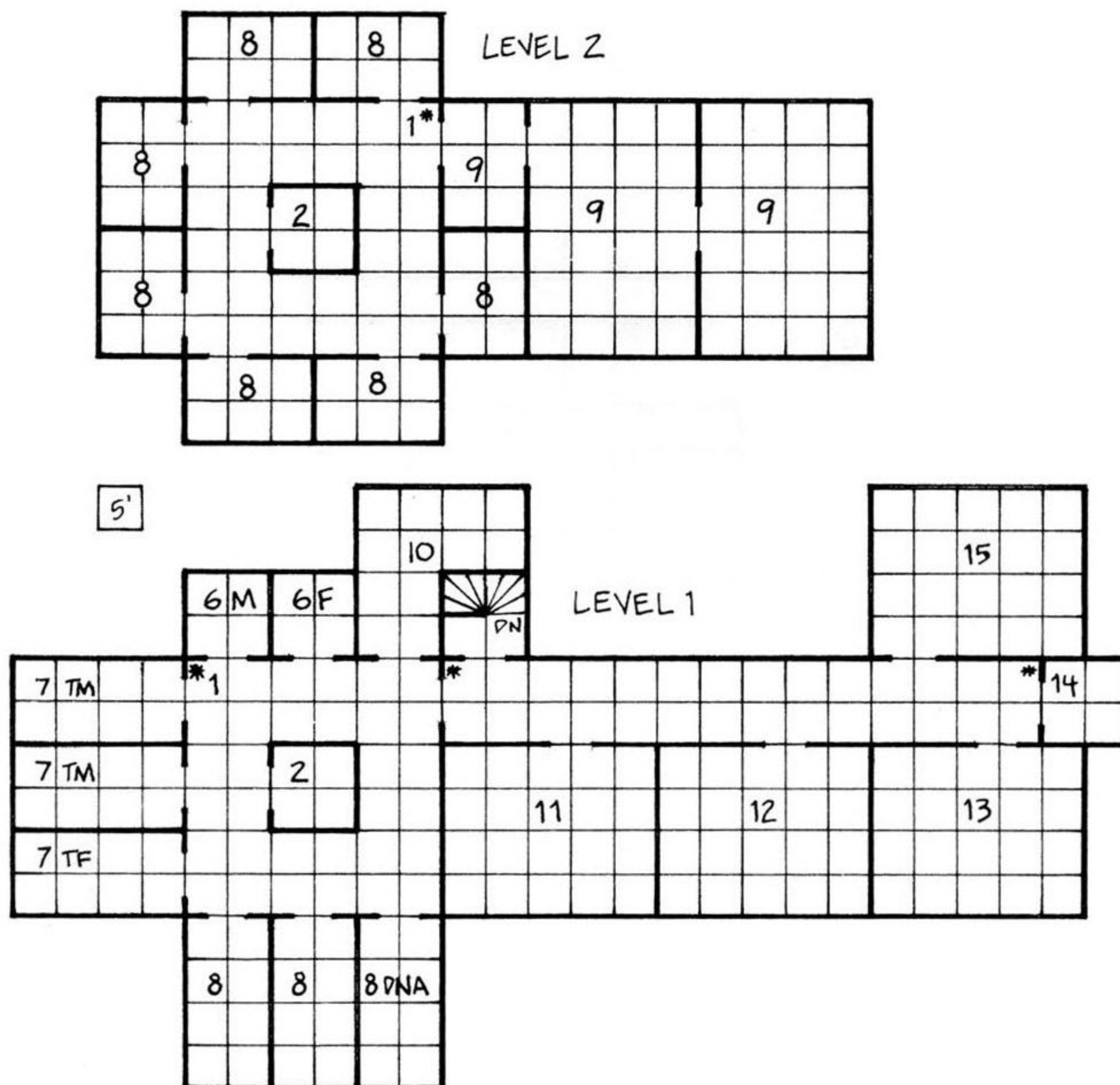
7. Barracks: Segregated into rooms for Male Technicians (TM), Female Technicians (TF), Male Guards (GM), and Female Guards (GF). Each room is lined with bunks, cabinets, and footlockers. Any off-duty technicians or guards not off lounging around elsewhere will be found sleeping in these rooms.

8. Guestrooms: These are comfortable private suites, including

Dr. DNA's own quarters (marked 'DNA'). The setup in each is similar to that of a hotel room, including a small private washroom in each.

Dr. DNA's room has an added feature: a secret door of six inch thick superalloy (Structural Rating = 30) concealing a boobytrapped escape slide. The first person down the slide will pass unharmed, but the next to follow will trigger an electric-eye resulting in an explosion equivalent to VERY large bomb (HTH +6 to hit, 3d10 damage with a ten inch blast radius). The explosion will not only cave in the escape slide, but also most of the Pill Factory. Everyone inside will have a minute or so (about four turns) to get out, after the bomb goes off and the cracks in the walls start to grow . . .

9. Recreation Complex: These rooms contain coin-operated vending machines and arcade games, pool tables, and (in the easternmost room) a small court for tennis, basketball, etc. Off-duty technicians and guards may be found in these rooms.



10. Video Monitor Room: All cameras and intercom units are monitored here. If no Errants are present, a goon or technicians will man this post.

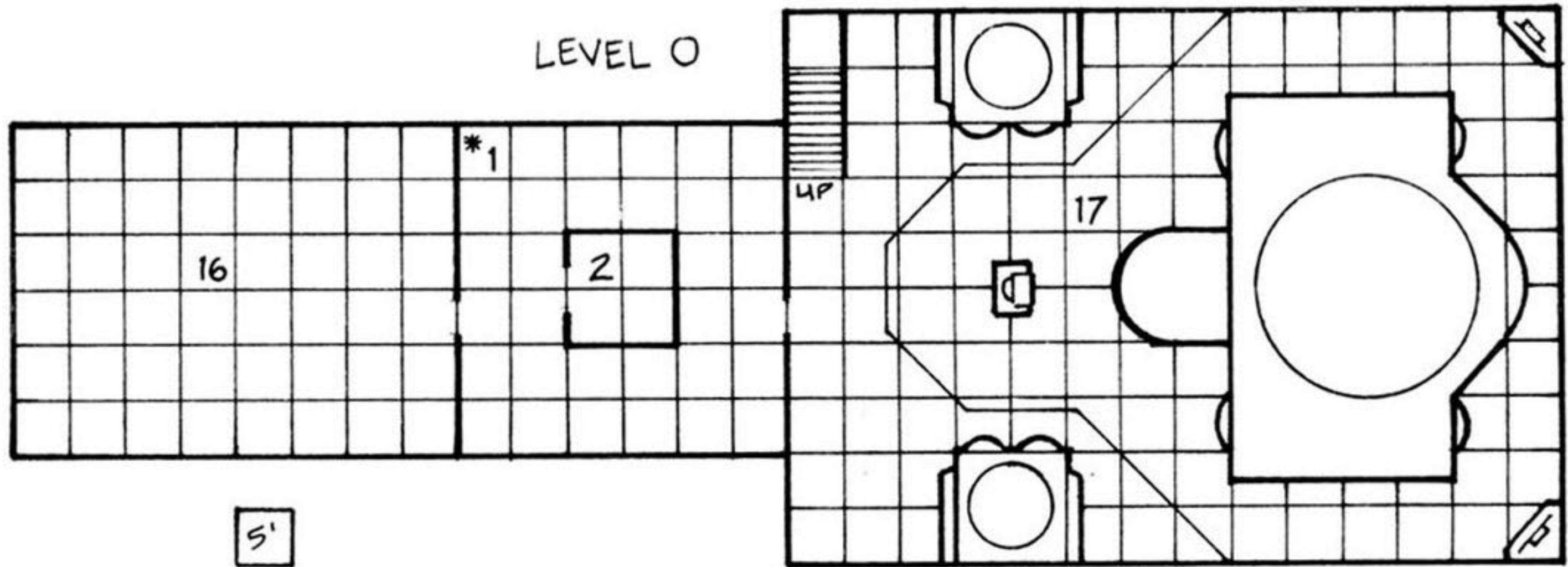
11. Chemical Storage: All sorts of chemicals and compounds are stored here and this room also contains some facilities for preparing and mixing chemical formulae. The door to this room is reinforced with metal and is kept locked at all times. A technician/inventory clerk will be posted here.

12. Pill Production Room: Most of the on-duty technicians will be here, overseeing the production process and equipment. The machinery for making Pills is rather delicate, so one good punch should knock the system out.

13. Research Facility: This is a library of books, videotapes, microfilm, etc. and also contains a computer system programmed for hypothetical chemistry experimentation. A technician/librarian will be posted here.

14. Pill Storage: This is a large vault with one inch thick steel walls and door. The door is, of course, locked.

15. Dr. DNA's Private Laboratory: Only Dr. DNA can get in here without force as his ID card is required to unlock the door. This room is lined with tubes, full of boiling chemicals, and permanently smells of acid and less identifiable substances. On a slab in the middle of the room lies an almost-human figure, reminiscent of the movie 'Frankenstein.' This is the first of the Doctor's 'DNA Deficients' in production.



The Doctor will destroy all his work and notes stored here rather than allow it to be captured. The door to this room is reinforced with steel and there is a secret exit as in Doc's private quarters

16. Storage: All manner of odds and ends are stacked here and shelved in a semblance of order.

17. Powerplant: Power is generated chemically here, via a process devised by the Doctor. Chemical heat is changed into electricity, producing no waste. The process is not dangerous, though physical contact with the mechanism can cause burns.

4: THE NASTIES

ADONIS

Identity: Eric Anton 'Angel-Face' Goloubef
Side: Evil Sex: Male
Age: 28 Level: 7
Powers:

1. Special Weapon/PowerSceptre: HTH +4 to hit, +1d12 damage, usable twice per phase (see multiple attack rules)
 2. Heightened Strength +12
 3. Heightened Charisma +27
 4. Heightened Endurance +10
 5. Invulnerability -15
- | | |
|---------------------------------|--------------------|
| Weight: 195 Lbs. | Basic Hits: 4 |
| Agility Mod.: - | Strength: 24 |
| Endurance: 26 | Agility: 15 |
| Intelligence: 10 | Charisma: 42 |
| Reactions from Good: -8 | Evil: +8 |
| Hit Modifiers: 9.6 | Hit Points: 39 |
| Damage Mod.: +1 | Healing Rate: 2.8 |
| Accuracy: +2 | Power: 75 |
| Carrying Cap.: 1602 lbs. | Basic HTH: 1d10 |
| Movement Rate: 65 inches ground | |
| Detect Hidden: 8% | Detect Danger: 12% |
| Inventing Points: 3.5 | Inventing: 30% |

Origin & Background: French, Performing Arts and heir to an \$8 million fortune plus.

Legal Status: Suspected, but not Wanted. No record.

The leader of the Errants, and truly their main driving and cohesive force. Adonis has kept the Errants alive, and is expert at settling group disputes (a 42 Charisma can be very effective).

Originally (and something he loves to talk about) he was involved in French avant theatre. He began with small-time robberies, which his girlfriends would always assist him on, if not do the entire operation themselves. His natural showmanship and love of the limelight eventually attracted the attention of the press, and they have had a love-hate relationship going on for years now. (Adonis is quite the rage with young school girls in France and Germany currently, much to the concern of parents and other decent folk everywhere. He is beginning to



develop a small cult following.)

Adonis still prefers robberies and thefts, always avoiding unnecessary violence (though heaven help the poor soul who would anger him to violence). All Errant activities are aimed at maintaining the high standard of living all members enjoy. This and his boundless self-love are his biggest flaws — he is hopelessly addicted to a pampered lifestyle. He is currently having an affair with Ariel, which he certainly finds quite . . . energetic . . .

Adonis is to be played with some comic feeling. He is extremely vain, and needs to continually hear just how gorgeous he is, how he is the smartest, the strongest, the sexiest, etc. Ariel supplies alot of this, as do all the Errants, but Adonis still expects to hear it from almost everyone in his presence . . . except that Dr. DNA . . .

Despite it all, he is not overly brave. Risking his 'perfection' requires the promise of fabulous rewards, or he won't even consider it. Prison breakouts are one of his specialties, and he has orchestrated several to date.

COCKROACH

Identity: Grant Hubert Gaffney

Side: Evil

Sex: Male

Age: 28

Level: 2

Powers:

1. Body Power: Clings to walls, ceilings, etc. and can move on them at normal ground movement speed.
2. Speed Bonus: +80 inches ground (and wallwalking) speed.
3. Heightened Endurance +8
4. Cockroach Control: controls up to 28 hit points worth (or 1400 pounds) of cockroaches. Each hit point (50 lbs. worth) of cockroaches fights at 4th level, attacking HTH for 1d3 damage and moving two inches per turn. Their general tactic, however, is to go for special attacks (against devices, or their opponent's eyes, lungs, etc.)

Phobia: Fear of attractive women, and of the whole concept of 'romance.' Charisma save.

Weight: 130 lbs.

Basic Hits: 3

Agility Mod.: —

Strength: 12

Endurance: 22

Agility: 14

Intelligence: 13

Charisma: 10

Reactions from Good: —

Evil: —

Hit Modifiers: 4.4616

Hit Points: 14

Damage Mod.: +1

Healing Rate: 1.5

Accuracy: +1

Power: 61

Carrying Cap.: 256 lbs.

Basic HTH: 1d6

Movement Rates: 128 inches ground/wallwalking

Detect Hidden: 10%

Detect Danger: 14%

Inventing Points: 1.3

Inventing: 39%



Origin & Background: U.S.A., Performing Arts (music) and Religion/Mysticism skills.

Legal Status: Wanted in Europe.

Grant Gaffney, more than all else in the world, wanted to be a singer of folk music, ballads of contemporary themes. Shunned socially due to his particular lack of grace and ugly face, his only expression was through his music.

He experienced mild successes in the mid-to-late seventies (with such numbers as 'The Whole World's a Compost,' 'And I Hate Your Face Too,' and 'The World Has Got So Many Nuclear Missiles That We're All Gonna Blow Up and Die Any Day Now.'). and had something of a small cult following, mainly composed of other social rejects. However, then he was struck by the accident that would change his life forever.

July 10, 1980 Grant Gaffney took a synthetic psycho-electric stimulant, the very night he moved into his lower New York flat above a Bar & Grill. As the sun set, and reality began to slip away, they came . . . from all corners . . . from all shadows . . . they blocked the doors, they covered the windows, there was no escape from the crawling cockroaches!

One can never truly know what transpired that night, but it is a trauma that Grant Gaffney has never recovered from. He attempted to continue his life, but his head had changed. He called for his followers to 'move in with the roaches, baby, try and see where their heads is at. You've gotta understand, they are the real masters of the world, they are the intelligent ones, the roach is the most sensual creature on Earth!' His next single, 'Sympathy for the Cockroach,' quickly ended his career and pushed Grant Gaffney to assume the supervillain personality of the Cockroach, thereby punishing America (and all the fashion models!), and further the 'Roach Dream' he envisions.

DOCTOR DNA

Identity: Unknown

Side: Evil

Sex: Male

Age: Unknown

Level: 5

Powers:

1. Cosmic Awareness: see V&V rules (page 11)
2. Heightened Endurance +17
3. Willpower: (Variant) as per type A/total mental and bodily control, but Dr. DNA always has this power on, at no power cost.
4. Chemical Power: Self-disintegration ability. Can consciously disrupt his own physical form, effectively ceasing to exist for 30 minutes. After that time he will automatically 'reintegrate' 3d10 yards from the original spot, consciously avoiding solid obstructions. PR = 8.
5. Transmutation: Usable only on living things, and can only change them to similar life-forms, i.e. humanoids remain humanoid and cannot be changed to plants, frogs, etc. Range = 96 inches, the victim slowly reverts to normal over a 24 hour period. Also usable to inflict cellular disruption damage instead of full transmutation; this mode of use inflicts 1d20 damage. Either use has a PR of 8 per attempt.
6. Heightened Intelligence +28
7. Body Power: Body-Change: Can switch bodies with any sentient creature within visual range. 75% chance of success; and if successful, Dr. DNA will find himself in control of his victim's body, including any physical and device-oriented superpowers he had, plus the Doctor retains all of his own powers. The victim may retain some mental/magical powers, but is otherwise trapped in the body of Dr. Lee Deline, a middle-aged and not particularly athletic male. Due to the 25% chance of failure (which would result in Dr. DNA's self-annihilation) he would never use this power except in a dire emergency.

Weakness: Very susceptible to bright lights, 5x normal chances of blindness from light attacks, and must shy away from any bright light source.

Weight: 195 lbs.

Basic Hits: 4

Agility Mod.: —

Strength: 21

Endurance: 30

Agility: 16

Intelligence: 48

Charisma: 20

Reactions from Good: —3

Evil: +3

Hit Modifiers: 25.1712

Hit Points: 101

Damage Mod.: +7

Healing Rate: 3.6

Accuracy: +2

Power: 115

Carrying Cap.: 1196 lbs.

Basic HTH: 1d10

Movement Rate: 67 inches ground

Detect Hidden: 34%

Detect Danger: 38%

Inventing Points: 12

Inventing: 144%



Origin & Background: Extradimensional, Biochemistry and Bioengineering skills, plus others...

Dr. DNA is new to our world and its criminal scene; attempts to research his background will be futile. In the few months he has been on Earth he has kept a low profile, assimilating Earth's culture and adapting to the body he has acquired. However, the body itself (if identified by looks, fingerprints, etc.) can be traced.

Dr. DNA inhabits the body of Dr. Lee Deline, a former employee of New World Genetics Labs. Dr. Deline disappeared on a stormy night a year ago from his office in San Diego, and his disappearance coincided with the bizarre death of nightwatchman Mike Nelson. Nelson died of massive cellular disruption, and Dr. Deline is still wanted in connection with that death.

But Dr. Lee Deline is just a memory now. His body has been 'taken' by another entity. Dr. DNA is a member of a race from some other dimension, beings of pure mental energy which can only manifest themselves in our world by stealing a material host-body. Nothing more can be surmised about this race without a visit to their home dimension — a trip which would be unthinkable by any material being.

One of these entities is sent to (or, actually called by) a material species, such as ourselves, when the ability of genetic manipulation is attained. Then, being the only such entity on the world, and having incredible powers, the entity proceeds on its own mysterious and esoteric mission.

But, when one of these entities arrived on Earth, it found it was not almighty! Earth had already developed mutant status! This changed things immensely for this particular thought-creature and it had to do some major rethinking — something, it seems, these beings are not well-suited for (unless this particular one is just a 'bad model'). For reasons unknown, it has perverted its original benign purpose. In becoming Dr. DNA it has dedicated itself to the conquest of Earth... one way or another.

The statistics presented here for Dr. DNA represent him in a still growing state. His learning capacity is remarkable, so triple his rate when using learning (see V&V, 2.9). The GM should also assume him to have at least a working knowledge of almost every conceivable field.

In addition to his normal superpowers, Dr. DNA has a special ace-in-the-hole. This is an ability which most do not know of — the ability to Body-Change. This may sound like a wonderful ability, but he would **never** use it except in the direst of emergencies, because it is not foolproof, nor something his kind practice regularly. Every attempt at it carries a chance of failure (with a 100% chance of really large amounts of pain), and failure means the end of existence for Dr. DNA. When one understands the megalomaniac self-esteem he has developed, one can see why he would hesitate to risk his own magnificent existence. But prisons can be escaped from... and knows he never will age...

Players may find Dr. DNA a trifle unusual for a supervillain. He looks like a well-dressed man of 30 or so. He sports a Fu Manchu mustache and is slightly graying at the temples. He stands tall, has a calm tenor voice, and invariably wears a tailor-made three piece suit. Something did go awry in the 'possession' of Dr. Deline's body.

Nothing major, unless it became public knowledge, but Dr. DNA has a very low tolerance to seeing bright lights. Hence, he constantly wears tinted, wire-framed, designer glasses with a small 'Dr. D' monogram in 24k gold on the lower left lens.

MAGNETRON

Identity: Charles Franz Brenndorfer

Side: Evil

Sex: Male

Age: 22

Level: 2

Powers:

1. Magnetic Powers Device: Magnetic Capacity = 1300 lbs., able to set-up magnetic defense (see V&V, p. 14), Magnetic Blast with 13 inch range doing up to 1d10 damage (see V&V, page 14), can manipulate objects magnetically (lasts twelve turns per charge expended)(p. 14). The device holds ten charges (magnetics PR of 5 = 1 charge).
2. Armor B: ADR = 81, no additional abilities.
3. Invulnerability: 10 points (device)
4. Life Support Device: 1% per hit point taken that Life Support systems may malfunction.
5. Flight Device: maximum speed = 180 MPH, eight hours of flight available before refuelling.

Weight: 154 lbs.

Basic Hits: 4

Agility Mod.: —

Strength: 13

Endurance: 11

Agility: 11

Intelligence: 13

Charisma: 8

Reactions from Good: +2

Evil: -2

Hit Modifiers: 1.32

Hit Points: 6

Damage Mod.: —

Healing Rate: 1

Accuracy: —

Power: 48

Carrying Cap.: 254 pounds

Basic HTH: 1d6

Movement Rates: 35 inches ground, 792 inches flying (115" magnetic)

Detect Hidden: 10%

Detect Danger: 14%

Inventing Points: 1.3

Inventing: 39%

Origin & Background: Canadian, crime skill.

Legal Status: Wanted in many countries worldwide.



Tired after years of doing nothing (he dropped out of school when he was in grade 8) and just being a general failure, Charles Brenndorfer decided to do something about it. He would make enough money to support his mother the way she deserved to be supported - like they were rich folks or something.

While working as a janitor for JCN Electronics in Montreal, he heard about some suit they were constructing that would make a guy unstoppable. This was it! One night he brought a gun he had purchased, kidnapped the scientist on duty, and took the suit. He forced the captive scientist to teach him how to operate the contraption. Then, he headed off for the big cities, like New York, Paris, and Tokyo, making (rather, taking) his money as he went, and being sure to mail back enough for mom.

However, the suit's patrons were less than pleased with its theft. It is uncertain who these patrons are, but they have tried criminal activities to get it back. They still hunt after Magnetron, and have just recently killed his mother. This sent him into shock, and his motives are now a little more confused, and certainly grimmer.

MIRAGI

Identity: Heidi Vandierendonck

Side: Evil

Age: 31

Powers:

1. Invisibility: PR = 1 per hour, see rules, page 14.

2. Illusions: Variant, PR = 0. Able to leave an afterimage of herself when turning invisible, and to control the illusion's actions. The illusion has visual, audible, and psionic components. Her favorite tactic is to create this afterimage at some distance from herself, to make her opponents think she has teleported.

3. Speed Bonus: +40 inches ground speed.

Special Requirement: Drug addiction. You name it, she takes it. GM's option to have her freak out whenever convenient.

Weight: 118 pounds

Agility Mod.: +2

Endurance: 8

Intelligence: 15

Reactions from Good: -1

Hit Modifiers: .936

Damage Mod.: +2

Accuracy: +1

Carrying Capacity: 126 pounds

Movement Rate: 71 inches ground

Detect Hidden: 12%

Inventing Points: 2.3

Sex: Female

Level: 3

Basic Hits: 3

Strength: 11

Agility: 12

Charisma: 13

Evil: +1

Hit Points: 3

Healing Rate: .6

Power: 46

Basic HTH: 1d4

Detect Danger: 16%

Inventing: 45%

Origin & Background: West German, 2 x Crime skill.

Legal Status: Wanted in Europe.



Miragi has lots of respect for Adonis and has worked with him for all of her criminal career. Her loyalty to him is unswerving, though her courage (the notable lack of it) does not often permit her to express it. Miragi will ALWAYS quit any combat once her power total is below 20.

She is usually on some drug or the other (preferring those with a more 'exuberant' nature), which often hampers her effectiveness — she gets too gung-ho, or spaced-out somewhere else. When 'cleaned-up' a bit, she is very quick of mind (although subject to 'foggy patches' in the brain-game), and even charming.

She is the weakest link in the Errant chain, the most likely to spill large amounts of information to our heroes, but Adonis is fond of her.

She really hates Scuz — 'God, gross me out the door!'

MONGO

Identity: Louis Sniderman

Side: Evil

Age: 34(?)

Powers:

1. 2 x Heightened Strength, +46.

2. Invulnerability: 16

3. Size Change, Larger: Hit Factor 3, Weight Factor 27.

Lowered Intelligence: -11, maximum IQ score = 4

Weight: 5400 pounds

Agility Mod.: -10

Endurance: 18

Intelligence: 2

Reactions from Good: -4

Hit Modifiers: 1.4168

Damage Mod.: -4

Accuracy: -6

Carrying Cap.: 746,348 lbs.

Movement Rate: 255 inches ground

Detect Hidden: 2%

Inventing Points: .7

Basic Hits: 108

Strength: 65

Agility: 2

Charisma: 23

Evil: +4

Hit Points: 154

Healing Rate: 54

Power: 87

Basic HTH: 8d10

Detect Danger: 9%

Inventing: 6%

Origin & Background: Western Europe, no obvious skills

Legal Status: Extensive record, currently an escapee from a mega-security prison in Switzerland.



Mongo's motivations are not clearly understood; he has worked for almost every villainous ring-leader (within the last 3-4 years), but for what reason we do not know. He will not cooperate with the authorities when captured.

His low IQ lends a single-mindedness, a powerful drive, and this is what makes him so effective. Once firmly established, his loyalties are simply unshakable.

One must be careful not to insult Mongo's obvious lack of mental prowess. Excess in this direction (and sometimes not so excessive) has been known to drive Mongo into a berserk fury (as witnessed in the obliteration of Tallahassee, May 1983).

Currently, Mongo considers Adonis his 'best friend in da world.'

Mongo's combat tactics almost invariably consist of picking up the biggest thing around (be it a truck, airplane, building, or whatever) and bashing it over his opponents' heads.

SCUZ

Identity: Karl Reshetnyk

Side: Evil

Age: 39

Powers:

Sex: Male

Level: 6

1. Chemical Power: One action to transform into an amoeboid glob of corrosive slime: any physical contact with Scuz's amoeba form carries a Chemical attack with Death Touch effects, PR = 0. In this form Scuz has minor stretching powers, and can fill a one inch cube, or cover a two inch by two inch flat area, or stretch to four inches long as well as seeping through cracks and vents and so forth. Movement only to change back to normal form. Scuz has Chemical (acid) defense when applicable, and can use his Death Touch even in his normal, humanoid form.

2. Heightened Endurance: +10

3. Heightened Defense: Due to Scuz's repulsive appearance and odor, -4 to be hit.

Weight: 160 pounds

Agility Mod.: -

Endurance: 24

Intelligence: 12

Reactions from Good: -3

Hit Modifiers: 2.31

Damage Mod.: -

Accuracy: -2

Carrying Cap.: 299 pounds

Movement Rate: 42 inches ground/slithering

Detect Hidden: 10%

Inventing Points: 3.6

Basic Hits: 4

Strength: 11

Agility: 7

Charisma: 19

Evil: +3

Hit Points: 10

Healing Rate: 2.8

Power: 54

Basic HTH: 1d6

Detect Danger: 14%

Inventing: 36%

Origin & Background: German**Legal Status:** In Europe, wanted on various charges.

Karl Reshetnyk could have been described as a self-made success. Certain allowances had to be made (as far as his methods were concerned), but he had advanced far in the field of toxic waste disposal. He had money and had just gone into private business, as a chemical disposal consultant. He had been working for numerous big companies, usually disposing of their wastes carelessly and illegally, then raking in big profits for little work. (To this day, he takes great pride in being responsible for at least 50% of the entire Erie area of New York. And, the Love Canal, that's my baby entirely! Made a mint on that honey.)

Life was good for a number of years. He never married, but who needed women when involved in such a vital and absorbing occupation? No, he was happy being alone. Until . . . that day.

Now, some may call it fate, or divine destiny, or even a good old cosmic sense of humor, but, regardless, it happened. One late evening, whilst overseeing Julio and his other illegal alien friends in the burying of some particularly toxic and non-biodegradable chemicals in an illegal area (a public park), a number of rusty and decaying old barrels tumbled off the truck and landed right on Reshetnyk. Julio and company ran over to see their boss literally dissolving right before their horrified eyes! Not wanting any trouble, they ran away, leaving the truck, the chemicals, and the remains of Reshetnyk. What that mixture of chemicals was will never be known, but, unbelievably, Reshetnyk did not die! Perhaps it would have been better for all concerned if he had, but instead Reshetnyk lived on as a weird, corrosive ooze! And he could actually move it about! Never being one to quit, he oozed about for a few days until he discovered he could turn back to his human form — or rather, what was left of it. Karl Reshetnyk, now the hideous Scuz, was rejected by society (let's see how many friends you could make with a permanent Death Touch and an odor like great mounds of festering Limburger cheese). He turned to crime to survive, and learned how to use his afflictions to launch his supervillain career.

SHEE—ARIEL

Identity: Doris Blanche O'Bryan

Side: Evil

Age: 40

Powers:

Sex: Female

Level: 12

1. 2 x Flame Power: PR = 2 to activate, PR = 2 per attack, PR = 1 per hour of flight. 45 inch range attack for 1d12 damage, max. airspeed is sixty-seven miles per hour. Flame defense while power is on.

2. Transmutation: 38 inch range, PR = 8 per attempt. Able to change anything into anything, though gasses must remain gasses and liquids remain liquids, etc. Only matter can be transmuted. Lasts five minutes, or only two minutes if an animate object is rendered inanimate or an inanimate object is animated.

3. Flight Device (Bat-wing Cape): Max. speed is 300 MPH, 20 hours of use per recharge.

4. Heightened Strength: +11

Weakness: Low Self-Control/Temper Tantrums

Weight: 125 pounds

Agility Mod.: -

Endurance: 18

Intelligence: 19

Reactions from Good: -5

Hit Modifiers: 13.8424

Damage Mod.: +3

Accuracy: +4

Carrying Cap.: 1343 pounds

Movement Rates: 67 inches ground, for flight see above

Detect Hidden: 14%

Inventing Points: 11.4

Basic Hits: 3

Strength: 27

Agility: 22

Charisma: 28

Evil: +5

Hit Points: 42

Healing Rate: 1.5

Power: 86

Basic HTH: 1d10

Detect Danger: 18%

Inventing: 57%

Origin & Background: American, crime skill**Legal Status:** Wanted by almost every nation in the world, she has a long record of convictions for an assortment of crimes.

Doris O'Bryan was the sixth child of seven, the daughter of well-to-do Irish-Catholic parents, their lineage long settled in the Vermont area. She enjoyed an upper-middle class upbringing, but was rather isolated from the other children. She has always had a violent temper, and this only served to further her sense of isolation by chasing off any true friends. Gradually, though, she grew accustomed to this sort of life and withdrew even deeper. During this time, not far from Doris' father's estate, she found a cave that led deep underground into an incredible complex of tunnels. These became her sanctuary, her place of reclusion. Exploring the tunnels and muttering to herself, the fateful day came when she stumbled across one certain cavern. It was the burial ground of an ancient Indian mage, though Doris did not know this. To her it was eerie and something about it drew her in, despite all her raging fears. It was not long before her curiosity brought her to toy with artifacts not to be toyed with, and she released a guardian spirit, in the form of an elemental of fire. Its sole purpose was to destroy whoever would intrude here. It engulfed the girl, but for whatever reason, the elemental was unable to consume the intruder — it went the other way around! After this frightening event, needless to

say, Doris ran home in terror, and told her family all about it. She could never locate that particular cavern again. She was forced shortly thereafter to begin sessions with a psychiatrist, which only deepened her anger and hatred, and which the 'demon' inside of her heartily fed upon, growing ever stronger. It slowly became one with her, until the day that she renounced her own identity, now claiming to be Shee-Ariel, daughter of fire and pain! She ran away for good. (Her father lost his law suit against the psychiatrist).

Ariel is now one of the more unstable villains (which is saying a great deal). After but a short conversation with her, it should be obvious that she is a certifiable, raving, lunatic. She is a madwoman, cruel, heartless, with a temper as fiery as her powers. It is her temper that often gets her into difficulties that her intelligence would have told her to avoid. All in all, her biggest weakness is her temper, followed closely by her strong attraction for the opposite sex . . .



Shee-Ariel's Recent History:

Shee-Ariel (or just Ariel) is a well-known, world-hated villainess. She is true-blue, honest-to-goodness, rotten-to-the-core, a no good nasty! As such, our heroes (once they realize that it is actually her involved) should be given at least a rough idea as to her powers. What they do not know, I am sure Ariel will quickly fill them in about. (Her cape of flying is relatively new, so player characters should not know of her ability to fly).

As her statistics will give testimony, Ariel is one tough-cookie, and no player-character is likely to have the capacity to handle her alone — this is as it should be. She is even tougher now that she has her odd relationship 'with those Shredder-things.'

Ariel's only tie to the Errants is her affair with Adonis. While she is very attracted to him, she finds the rest of the Errants absolutely detestable. And, she lets them know it. They are frightened by her temper and avoid her whenever possible (especially if Adonis is not there to quell her somewhat). She considers the Errants to be clowns, second-rates, plain goofs (though she will try to restrain herself from so saying when Adonis is present — after all, he is their leader). Ariel is probably right about the Errants, as their track record will attest to; many times she has saved their skins (if Adonis was involved) when the screwed up. So, she gets a sadistic pleasure from tormenting them. It is the least she can do because she hates them so much! But Adonis likes them . . . grr . . . oohh, the things one does for lust . . .

Vehemently hating her 'duty' of aiding the Errants, Ariel has not been in the best of moods recently (which is really saying alot! Ask any Errant!). But, she respects Dr. DNA, and he wants her to stay with those bums . . . but, she is getting bored . . .

SHREDDER

Identity: ?

Side: Evil

Age: ?

Powers:

1. Heightened Senses: Can see well in dim light, accute hearing
2. Natural Weaponry: Claws (+3 to hit, +6 damage)
3. Heightened Attack: +5 damage on all attacks
4. Invisibility: Only works if ample shadows are present, PR = 0, see V&V rules, page 14.

Weakness: Mute, but has limited telepathic link to Shee-Ariel.

Weight: 120 pounds

Agility Mod.: +2

Endurance: 18

Intelligence: 7

Reactions from Good: —

Hit Modifiers: 6.0984

Damage Mod.: +1

Accuracy: +4

Carrying Cap.: 414 pounds

Movement Rate: 54 inches ground

Detect Hidden: 6%

Basic Hits: 3

Strength: 15

Agility: 21

Charisma: 9

Evil: —

Hit Points: 19

Healing Rate: 1.5

Power: 61

Basic HTH: 1d6

Detect Danger: 11%



Actually Shredders are a race or species, not an individual villain. The term 'Shredder' is a colloquial name, the race is actually a branch of the distant Torgee worlds. Torgees use these creatures for assassins and bodyguards.

Torgees are in a period of intense outward expansion. Some several months ago an alien vessel crash-landed on Earth. The craft heralded from one of the Torgee worlds, Estudar. The ship was a scout-merchant ship, one of a number supported by the Torgee government, but sponsored by the business sector. All Torgees died in the crash, but a number of their 'assassins' survived (being more adaptable and capable). How many survived is unknown, as is how Ariel came to find them, and why they exhibit such a total loyalty to her. One is almost always with her now.

Shredders are a frightening sight. Bright light pains them considerably (even on their skin), so they always wear ample clothing. They are never encountered on a sunny day. They blend into shadows and darkness incredibly well, are very silent, and their glowing red eyes are terrifying (and sometimes a drawback in the dark, but they can close them and maneuver equally well by their sense of hearing).

Shredders never talk, although they can, to a limited degree transmit thoughts telepathically if the need really arises — which is practically never. However, they are in constant telepathic receptivity to Ariel. They can also use telepathy with each other.

Ariel did not corner the market on Shredders. There are a few others about (though their activities are unknown). These Shredders are also armed with laser pistols.

Shredders need never check morale.

One of their most beneficial peculiarities is that they literally disintegrate when killed, leaving few traces besides their clothing.

VALERI

Identity: Valeri Katrina Trulov

Side: Evil

Sex: Female

Age: 23

Level: 5

Powers:

1. Willpower, Type A

2. Heightened Expertise: Martial Arts Combat, +4 to hit

3. Heightened Attack: +5 damage to all attacks

Weight: 115 pounds

Basic Hits: 3

Agility Mod.: +2

Strength: 13

Endurance: 16

Agility: 24

Intelligence: 11

Charisma: 12

Reactions from Good: -1

Evil: +1

Hit Modifiers: 5.4

Hit Points: 17

Damage Mod.: +3

Healing Rate: .9

Accuracy: +4

Power: 64

Carrying Cap.: 219 pounds

Basic HTH: 1d4

Movement Rate: 53 inches ground

Detect Hidden: 8%

Detect Danger: 12%

Inventing Points: 2.7

Inventing: 33%

Origin & Background: Russian, Crime and Politics skills

Legal Status: Wanted by Soviet agents as a security risk, wanted in the US and Europe for more mundane crimes.

Daughter of a high-ranking Politburo official, Valeri Trulov defected in 1980 to the western world, 'to seek her fortunes' as she said at the time. This prompted a very large manhunt by the KGB and related agencies to find and return the girl to her father (this search is still on, although in a much more secretive manner; only top agents are assigned to this case, as she has learned too much).

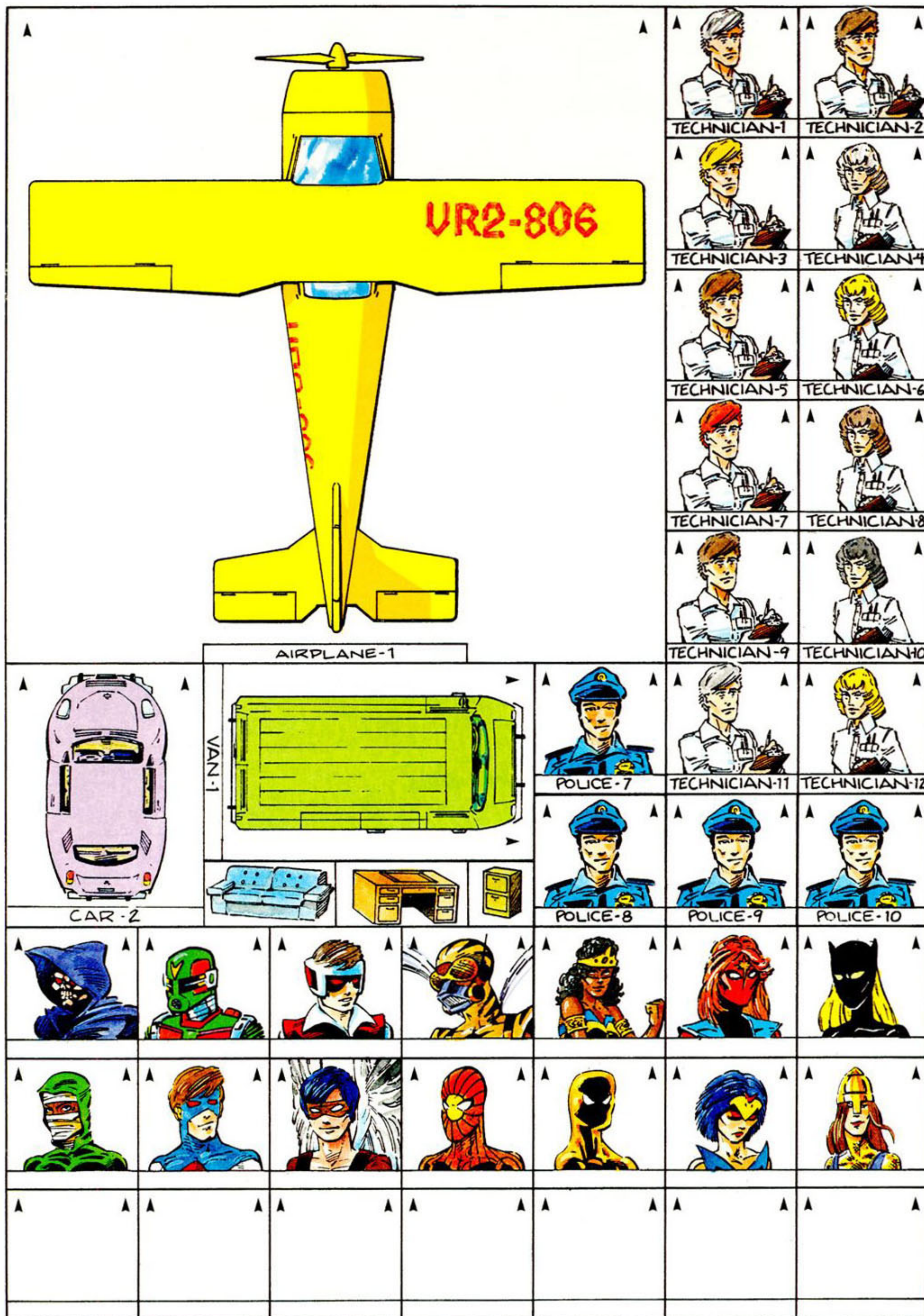
Whatever noble intentions young Ms. Trulov may have had, she lost them when she was kidnapped by the Errants (back when Shmergi was a member). Though Shmergi intended to deliver Valeri to the highest bidder, Adonis, adverse to this sort of thing, became quite enamoured by her charms and she fell madly in love with the supervillain. Adonis ditched Shmergi (which set into motion problems which still come back to haunt Adonis), and Valeri joined the Errants

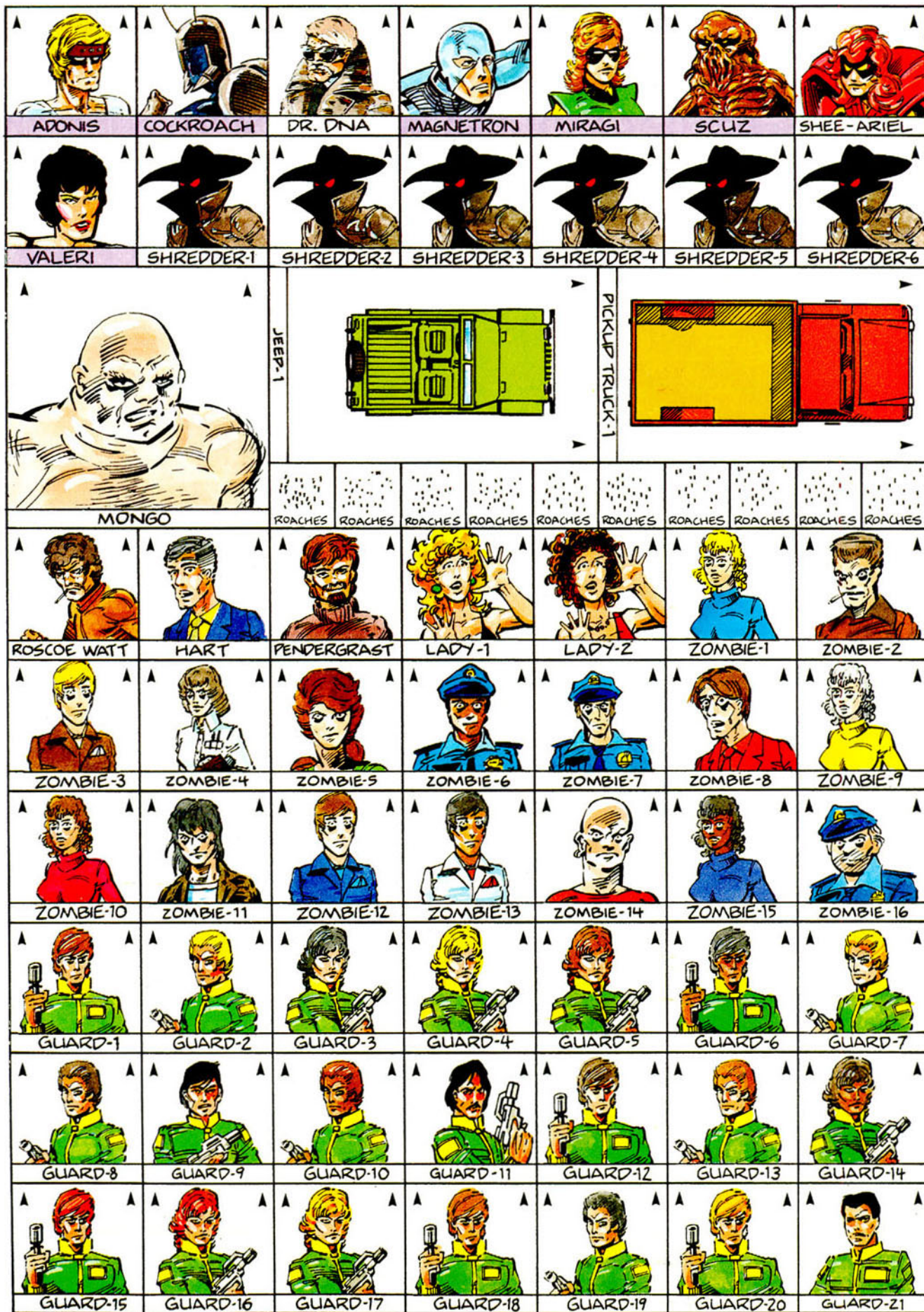
and began her life of crime to support her decadent western life-style. (She too, like Adonis, has a small cult following in the USSR, mainly among disgruntled young dissidents.)

Valeri is so completely in love with Adonis that she does not seem to take offense at his obvious promiscuous behavior, and even maintains a sexual loyalty to him. Only 'in the line of duty' would she ever allow another man to 'defile' her; but no man except Adonis has ever touched her and still remained alive.

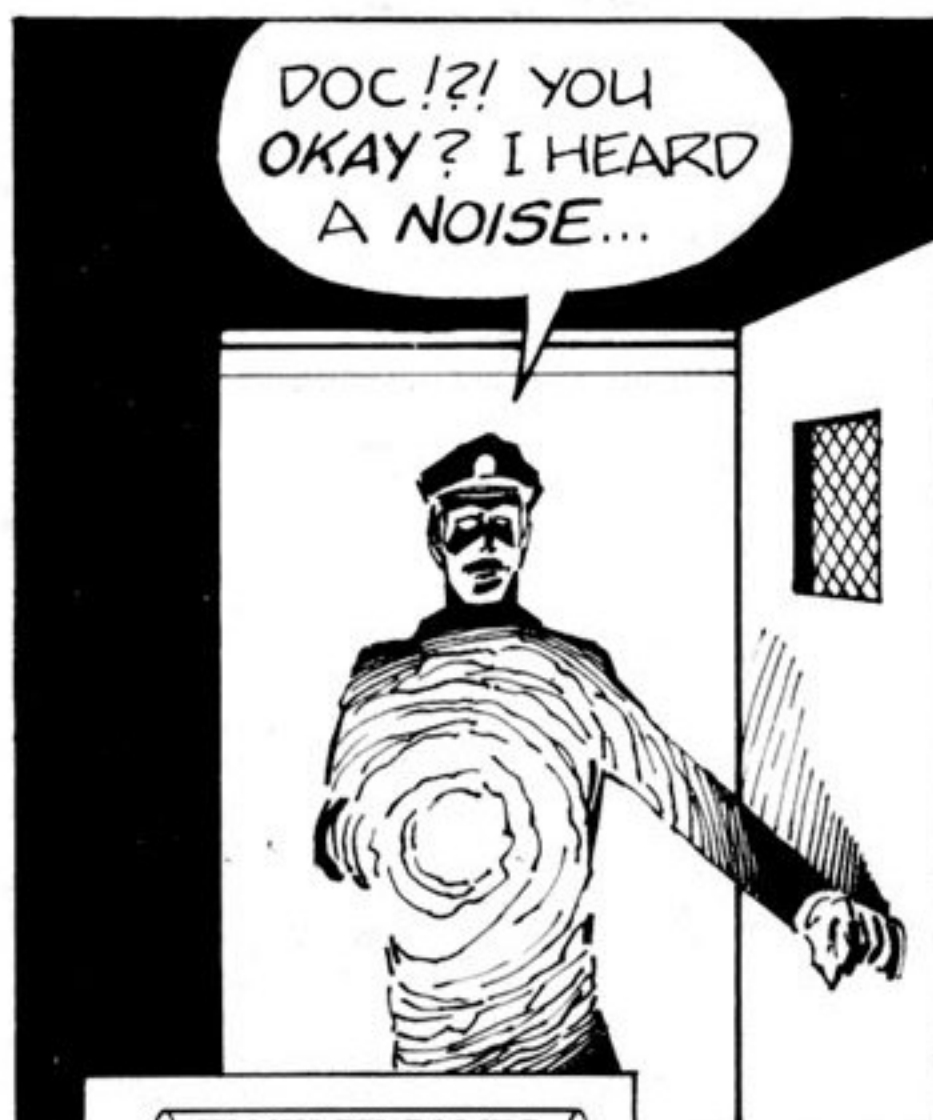
She received most of her training through Errant connections, and likes to think of herself as Adonis' personal bodyguard. Her sultry beauty and look of helpless innocence are her major weapons. She uses them well — her sensual embrace is oft followed by a razor thin blade stuck into her enemy's spine. Deceit is her art.







DAWN IS RISING OVER THE SLEEPY LITTLE TOWN OF MALTON... THE DAWN OF **DNA!** IT IS A MORNING THAT WILL NEVER BE **FORGOTTEN...** OR WILL IT? THE PEOPLE OF MALTON SEEM TO BE FORGETTING **EVERYTHING!!!** SOMETHING HAS GOT TO BE DONE, BUT **WHAT?** THAT'S FOR YOU TO DECIDE IN THIS SUPER-MYSTERY FOR THE **VILLAINS & VIGILANTES™** SUPERHERO ROLE-PLAYING GAME!



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