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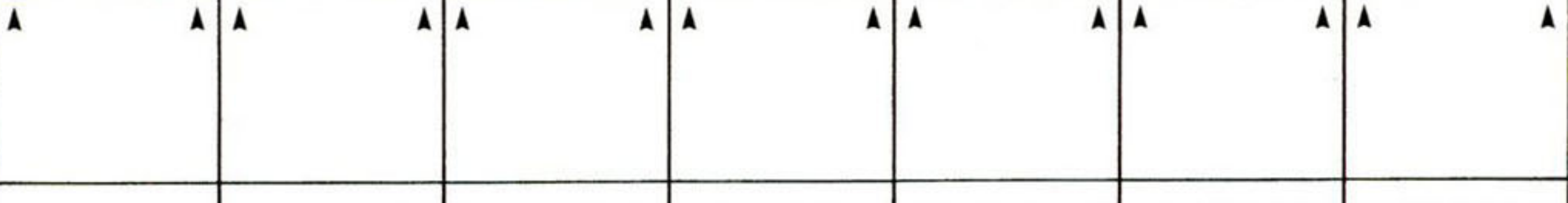
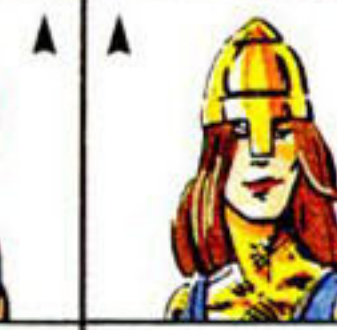
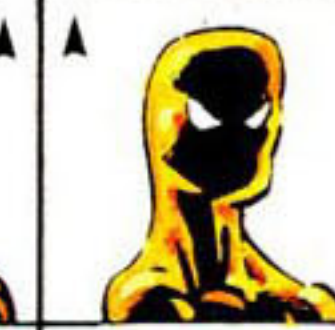
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THE DAWN OF DNA

BY KEN CAMPBELL



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Sample file

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

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THE DAWN OF DNA

A
VILLAINS
VICARANTES™
ADVENTURE

written by Ken Campbell
illustrated by Jeff Dee



PO Box 1082
Gilbert, AZ 85299
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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.

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Sample file

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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' 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 become 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 Earl 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 back alley ways.

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

Level : 2

Weight: 175 lbs.

Agility Mod: -

Endurance: 9

Intelligence: 13

Reactions from Good: -1

Hit Mod: 1.32

Damage Mod.: -

Accuracy: -

Movement Rate: 32 inches ground

Carrying Cap.: 230 lbs.

Detect Hidden: 10%

Inventing Points: 1.3

Origin & Background: USA, Crime and Sports.

Other Information:

Pistol: +3 to hit, 1d8 damage

Knife: +1 to hit, HTH + 1d2 damage.

Side: Evil

Age: 32

Basic Hits: 4

Strength: 12

Agility: 11

Charisma: 12

Evil: +1

Hit Points: 6

Healing Rate: 1

Power: 45

Basic HTH: 1d4

Detect Danger: 14%

Inventing: 39%

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