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THE FURTHER ADVENTURES...

Below are some plot seeds you can use for adventures stemming from the events in *Your Horoscope For: Scorpio*.

Who is... Dr. X?:

While looking into Project Scorpio, the superheroes discover the only known photograph of the Dr. X from the Fifties... and the man is the spitting image of Teleios, the Perfect Man. How is this possible? Could it be that Teleios – or maybe his deranged clone, Dr. X – discovered a means of traveling back in time, perhaps by sending his consciousness back through the genetic material passed on from parent to child? Or could it be there's some connection between the mysterious source of Teleios' genetic knowledge, described in the villain's background, and the origins of the Dr. X from the Fifties?

Brad and Janet in the Modern World:

After the adventure Brad and Janet are left to their own devices in the modern world. Though designed solely to fight Giant Scorpions while espousing the principles of their creators, both are young adults with normal intelligence



Your Horoscope For: Scorpio

by Allen Thomas

This month's installment of *Your Horoscope For:* presents a one-night adventure involving Teleios, the master of genetics described on pages 134 through 138 of *Champions Universe*, a top secret government project from the '50s dedicated to defending the nation from a Communist uprising, and a mess of giant scorpions.

ADVENTURE BACKGROUND

During the 1950s movie-goers thrilled to on-screen mayhem in the form of monster movies. Giant ants, giant tarantulas, giant women... all these monsters and more terrorized hapless Americans, as experiments in atomic science went awry and radiation mutated usually harmless creatures into colossal versions of themselves.

During this same time the Cold War raged between the United States and the Soviet Union, and some Americans became deeply worried about the threat of Communist infiltrators. One of their greatest fears was that Communists would take control of parts of society and spark a revolution. Not only did the military have to concern itself with the Soviet Union's encroachments abroad, but some among leadership focused on ensuring a Communist-free domestic tranquility here at home – they even felt this was the greatest threat the Communists of Soviet Russia posed to the United States. Thus was born Project Scorpio, a government program so secret not even the President knew of its existence.

Project Scorpio took a page from the popular movies of the time. Its goal was simple: to create giant monsters that would terrorize a seditious populace, and then provide the true-blue, red-blooded Americans who would save the day, while espousing the principles the project leaders felt all-important to defending American freedom from Communist tyranny.

As it turned out, creating giant monsters was the easy part, and with the proper application of radioactive dust, Project Scorpio created plenty of giant scorpions, chosen because their monstrous appearance and ornery nature, to unleash if Communists ever threatened domestic tranquility. However creating the hero and heroine, code-named Brad and Janet, was more difficult. The task proved impossible until a mysterious scientist who called himself Dr. X volunteered his services to the project leaders.

Possessing knowledge of genetics far in advance of his contemporaries, Dr. X soon manufactured Brad and Janet, a young man and woman, blond hair and blue-eyed, created from the genetic materials of several Hollywood

actors and actresses including John Agar and Mara Corday. At the request of leadership, he created two pairs, the primary unit and the back-up unit. Not only did Brad and Janet have the ability to move through physical space at will so they could appear wherever the scorpions attacked, but they were also immune to the scorpions' attacks. With his job finished, Dr. X disappeared, seeming to vanish into thin air according to the men assigned to watch the doctor and track his movements, and the project leaders awaited a Communist uprising that never came. In the end, the project was mothballed.

Over the decades those involved with Project Scorpio passed away until only a paper trail pointed to the project's existence; and recently Teleios, the Perfect Man, stumbled on the records of the project and its experiments. Curious about these early efforts at bio-engineering, Teleios decided to investigate. Unable to locate any of the project's former scientists for interrogation, the villain realized he would have to take a more direct approach. Using his own genetic material, he created a clone to act as his agent and investigator; and never one to pass up an ironic moment, he gave the clone's genome a subtle twist, providing it with a the proper amount of derangement for a mad scientist and dubbing the clone Dr. X.

The new Dr. X traveled to the project's underground facility on the outskirts of your campaign city and soon defied his orders from Teleios. Rather than simply gather information for his creator, he unleashed the giant scorpions. Now the monstrous creations of atomic science threaten the city, and only your PCs stand between the giant scorpions and certain destruction and widespread panic – that is, the superheroes and the heroic, all-American couple Dr. X unwittingly freed along with the scorpions, Brad and Janet!

VINDICATORS SCENARIO SEEDS

After a rash of extreme crimes committed by VIPER and various supervillains, the Vindicators are ordered to sweep the city and round up any and all superhuman criminals and high-powered criminal organization cells. Knowing they are not up to such a tremendous task by themselves, they call on the PCs for aid.

VIPER's war against the Vindicators escalates out of control. After drawing the Vindicators into a massive battle, several agents invade their base and plant a bomb to destroy the building. Alerted by radio, can the PCs arrive in time to save the Vindicators' base and the police officers within?

Shortly after locating and dismantling one of Mechanon's many hidden bases, the Vindicators have gone mysteriously AWOL. Has Mechanon taken the ultimate vengeance for their intrusion, or is something more dire afoot?

Heroes Campaign City Vindicators

The Mayor and City Council commissioned the Campaign City Vindicators as a team of heroes after the council determined its MARS (Metahuman Activities Response Squad; see *Champions Universe*) units were not up to the task of policing superhuman crime. Serving the city under the auspices of the Campaign City Police Department, they tackle cases involving paranormal activity, especially those deemed too dangerous for non-powered officers. They are also on-call to support PRIMUS, UNTIL, and other law enforcement agencies as needed.

Membership: Diviner, Feedback (leader), Hollowpoint, Knave, Mechanoid, Stat

Background/History: After several emergencies involving paranormal villains occurred while resident heroes were absent or otherwise unavailable, and failed to be satisfactorily resolved by the city's MARS units, the Campaign City government decided to create its own team of superheroes. With surprising swiftness, legislature was enacted to sanction the superhero team, backed by funding from Harmon Industries and the state government. While as yet inexperienced, the expertise, power, and training of each member indicates considerable promise.

As with most government law enforcement agencies, the primary goal of the Vindicators is to serve and protect the public. To cope with the reality of paranormal criminals, they have been granted significant leniency in what activities they may legally use to achieve those ends (GM's discretion as to the extent of that leniency). It is to their credit that the team is quickly becoming a thorn in the side of organized crime. VIPER, in particular, has begun making efforts to remove the Vindicators from the superhero scene.

The Vindicators make their headquarters in South Downtown, under the command of Captain Rachel Henson, with a small yet sophisticated office area reserved for their use. Feedback is often found there, while the other team members work in their respective specialties while not on team business.

The team has been issued an armored van equipped with advanced surveillance equipment, but without weapons. Due to budget limitations, they do not have an air vehicle, but are able to get access to police helicopters as needed. They also have an arrangement with PRIMUS for transportation should a long-range trip be required by an assignment.

Group Relations: The team gets along fairly well together for having been together only a few months. Relationships with other law enforcement groups are strong, especially Campaign City PD, of which they are a detachment. Local independent heroes have called on the Vindicators several times since the public announcement of the team's formation. The only agencies the team has had significant problems with so far are federal agencies, and then only with requests for classified information.

Feedback serves as team leader, as he is the most experienced police officer on the team. He prefers a more democratic form of leadership, often consulting the other team members before deciding on a course of action. Normally following majority rule, he nevertheless will pull rank to follow a particular course of action if he deems it necessary.

Tactics: Having only been on active duty as a team for a month (with only two months of training prior to that), the Vindicators have barely begun to develop true team tactics. As a whole, the team seems to prefer ranged combat, except for Mechanoid, whose cybersuit makes him more effective in hand-to-hand combat. With such a heavy concentration of ranged combatants, they have recognized the possibility of getting too far away from those they are fighting, making it easier for foes to escape.

Campaign Use: Presented here as a sample hero team, the Vindicators could easily be used as the PCs for your group. Alternately, they could be NPCs in the campaign, working with or against your PCs as circumstances dictate. For instance, should one of the PCs be framed for (insert crime of choice here), who would investigate? The Campaign City Vindicators, of course.

The Vindicators will Hunt any villain they encounter during their investigations who escape from custody. They will seldom Hunt on greater than 8-, however; they're simply too busy. When pursuing a villain, they will use any and all resources they can get access to.

If the Vindicators need more power, add another member, or perhaps add points to the existing roster, as well as increasing their non-combat resources. To reduce their effectiveness, remove a member or reduce their point totals.