





FOR THE GREATER GOOD

A VILLAINS AND VIGILANTES™ ADVENTURE

Sample file

JEFF O'HARE: WRITER
PATRICK ZIRCHER: ILLUSTRATIONS



P.O. Box 1082
GILBERT, AZ. 85234-1082

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DEDICATION

For Astraeus, Big Mama, Brooklyn, Gauntlet, Lady Love, Lodestar, Leprechaun, Mentat, Mouser, Wisp: Inscribed on the Role of Honor in the Hall of Modern Heroes. Valiant Warriors, One and All.

Be advised that all characters and situations mentioned in these pages are entirely fictional. Similarities to any persons, living or dead, is coincidental.

This adventure is not meant to attack, defame, or make light of any person, religion, or ideology. It is presented strictly for entertainment and gaming purposes. However, if questions about such things as abuses of power, the suffocating nature of intolerant minds, or of the ever-present spectre of prejudice arise, they will have to be answered by the players for themselves.

If any opinions are inferred by this material, they are solely those of the author and do not necessarily represent the opinions of FGU or anyone else associated with **Villains & Vigilantes**.

EDITORIAL INTRODUCTION

Welcome to what is easily the most controversial of the twenty-some odd **Villains and Vigilantes** adventures currently in print. **For the Greater Good** will no doubt anger and upset many people who read it. That is precisely why I approved it for **V&V** and that is why I suspect Fantasy Games Unlimited is publishing it. Hopefully, it will provoke thought and discussion as well.

Currently there are many people who believe that censorship is a viable option for suppressing 'undesirable' material in public schools, libraries and bookstores. The Attorney General of the United States along with various religious groups are attempting to dictate which magazines you are allowed to buy at your local newsstand. (Anybody out there read *Playboy?* *Penthouse?* *Rolling Stone?* *Spin?*) These days, even your favorite role-playing games are deceptively portrayed as psychologically damaging 'Satanic' influences by everyone from the 700 Club to the folks at *60 Minutes* and are irresponsibly blamed for everything from inattentive school behavior to murder. One cannot help but think that had such things occurred a mere ten years ago they would have been met with angry resistance. Today, our constitutional rights hardly rate the front page. The subject just doesn't have the ratings potential of whatever what country it is we're dropping bombs on this week.

I find the casual, unopposed violation of our civil rights frightening. Certainly more frightening than any mad doctor cartoon character threatening to blow up the world from his island fortress. Unfortunately, there are no superheroes in the real world who will solve our problems for us. With that said, we now return to our regularly scheduled **Villains and Vigilantes** adventure, where hopefully the forces of evil will face direct opposition and be served a well-deserved defeat.

Jack Herman
Editor

1. IN THE BEGINNING

1.1 THE SMALL TOWN

After a particularly tough case, or as a result of simply wanting to associate outside of the daily heroic grind, some of the player-heroes decide that a vacation is in order.

Gamemaster, while the vacation should be made up of a representative cross-section, this need not involve all of your characters at once. The remaining members of the group can be called in later (over the phone or via signalling devices) once the action begins.

Your heroes should pick a spot they'd like to see, decide upon supplies, load up the VW or the VTOL and head out for fun and frolic.

Don't be afraid to let the players have fun with this. Let them get out the money, decide where they're going, map out a route, do the shopping, etc. While these preparations should lead to a good time, don't let it turn into a free-for-all.

On the way to wherever they've decided to go, the group's means of transportation will break down, causing them to seek assistance. Luckily, it will still be early in the afternoon so they should be able to find aid. One of the group's members will recall they'd recently passed a road sign reading: 'Waynesboro 1 mile.' After seeing to the transportation (locking it up, leaving a guard, or taking it with them), the player-heroes should head off down the side road in the direction of Waynesboro to get help.

quiet, conventional town straight out of a Norman Rockwell painting. There are no buildings taller than the church steeple, all the cars are at least thirty years old, there is no litter in the streets, and from somewhere off to the side, band music can be heard wafting in, along with the sweet whistling of birds. It is indeed an idyllic setting.

Walking into town, the player-heroes will be greeted by hellos and friendly nods (providing, of course, they are in their civilian identities). Anyone they stop will be glad to give them directions to the gas station, and may even take these 'new folks' part of the way down the street. Any other information the players ask for regarding the town or its people will be cheerfully given. However, though they'll be most apologetic, none of the townspeople know anything about the big meeting which was advertised on the posters along the road.

Waynesboro was founded in 1782 by a small group of farmers who were moving north. They had wanted to get away from the hustle of big city life to a place where they could raise their kids and live life as they pleased.

Thus, the Gamemaster should feel free to create any of the biographical information of the town in order to answer any questions the players may have. Try to keep track of the answers though, so that any developed history remains consistent and makes sense.)



Though a few cars will pass by heading into town, none will stop to offer a ride. As the characters walk along, they will notice a number of posters stapled to telephone poles and trees along the road side. The posters are all advertisements for some kind of meeting that will be held in Waynesboro that very night. Finally, after a short trek, the player-characters arrive at the outskirts of a small town.

1.2 WELCOME TO WAYNESBORO

Waynesboro appears as if it were from an earlier time. It is a small,

WAYNESBORO MAP KEY

1. Emmett's Gas Station: Located fairly close to the main road, Emmett's is a simple three-room garage. There is a small office containing a desk, the phone, a radio, a number of car parts, a cash register, and a single candy vending machine. Behind this room, through a flimsy wooden door, is the room where Emmett lives. His bed is here, along with a hot plate, a small refrigerator, a sink, and a black and white television.

The biggest room is given over to the garage itself. There is a pit here which Emmett uses to work on whatever cars come in. Though most of it is pretty old, there is a lot of equipment (wrenches and a variety of other tools, a jack, an air pump, etc.) and car parts (tires, belts, gaskets, nuts, etc.). Emmett's tow truck is stored here when not being used.

There is one set of two pumps outside. Emmett carries Regular and Hi-Test. These pumps are so old that the brand name has long since faded. Water can be gotten from the hose which runs out of the single restroom at the rear of the garage.

2. Miss Virginia's Boarding House: A few blocks over is this quaint three story house. Complete with wrap-around porch, gables, and a widow's walk, this house is a bit of Americana.

The first floor contains a parlor, a kitchen, a sewing room, a sun room which is now filled with plants, a dining room, a bathroom, a library with a fireplace, and a small bedroom which Miss Virginia uses herself. The second floor is made up entirely of bedrooms which are for guests. Each room contains a bed, a big overstuffed chair, a wash-basin, a free standing closet, a small bedside table with lamp, and a cedar chest. The third floor is just some other rooms, and is mainly used for storage.

3. Courthouse and Sheriff's Office: One of the tallest buildings in town (besides the church and the school), the Courthouse is an imposing old building. The facade is done with Doric columns and impressive stonework. Along with a number of small town offices and the single judge's chamber, the large court room takes up most of the building.

The Sheriff's Office is in the back of the Courthouse. Three desks take up much of the space of the long single room. These are separated from the Sheriff's private office by a glass partition. Though they haven't been used in at least a decade, two racks of rifles and shotguns sit on either side of the entry to the offices. Off to one side, a short

hallway leads to the four holding cells. The cells, used mainly overnight by drunks and speeders, contain a washbasin and a simple bunk bed.

4. Sparrow Park: This is the town square. There are a number of fine old oaks planted here, especially around the shallow duck pond. A bubbling fountain shoots up from one end of the pond. There is a bandshell on one side, where the school band practices twice a week, weather permitting. A number of benches are scattered throughout the park, allowing people to sit and enjoy the quiet tranquility of the town. In the summer, a traveling merry-go-round will sometimes be set up here in the park.

5. Waynesboro Church: Almost everyone in Waynesboro attends services in this church. In case they forget, a bell tolls in the steeple to announce all services. It also tolls on the hour. The exterior of the church is done in freshly painted white. The interior is similar in color. It is fairly sparse though, without too many ornate statues or fixtures. A number of pews line either side of the center aisle. The altar in front is serviceable at best, being constructed from the original old wood and never having been refurbished. The only thing of any real monetary value in the Church is the chalice where the wine and host is kept.

Reverend Felcher lives nearby in one of the houses dotting the quiet streets of the neighborhood.

6. Waynesboro School: All children in Waynesboro attend this school. The five teachers are certified to teach every grade from K-12. The fourteen classrooms all contain similar numbers of desks with connected chairs. There are also facilities for home economics, gym, art, music, as well as a library and a small stage.

7. Fire House: Two trucks, a pumper and a ladder truck, are kept here. The Waynesboro Fire Department is composed mainly of volunteers who come running whenever the siren on the roof begins wailing.

8. Water Tower: Though it has a capacity of 50,000 gallons, the tower is now about half full. The solid looking grey tower weighs close to three tons.

9. Aldous Greely's House: Though it could be considered a bit more 'weathered' than some, this house is similar to most of the others in Waynesboro. It looks much like Miss Virginia's house, even though it is painted yellow. The small yard outside is well tended and, until tonight, Mr. Greely has never had a complaint from his neighbors.

Unfortunately, his house is very old. No wall, door, or other part of it will have a structural value of more than 3.

Also included on the map are places of secondary importance or interest like Pop's Soda Fountain, The Post Office, and the Bicycle Repair Shop. These are shown only to add flavor to the appearance

of Waynesboro. The Gamemaster should feel free to populate Waynesboro with other businesses and people.

1.3 BREAKDOWN

At Emmett's Gas Station, old Emmett will be asleep at his desk. After being roused, he'll hurry out to take a look at the character's car (or whatever). If it is still on the interstate highway, Emmett will get out the tow truck and have the car back 'lickety split - won't take a moment.' No matter what kind of vehicle the player-heroes are using, it will be new fangled to Emmett, who will be very impressed. Unfortunately, he won't be sure how to fix it, but he can get a new manual or whatever parts might be needed and have it fixed by the following day's noon.

While this news may certainly upset some of the player-characters, others of them should see the advantages of stopping over in this quiet little burgh. Emmett will be glad to direct the characters to Miss Virginia's Boarding House, where they can get a room, a hot bath, and a hot meal.

As the characters turn to leave the garage in search of the rooming house, a police car of early sixties vintage will pull in for gas. The town Sheriff, Matt Crosby, will come over to greet the newcomers. He'll politely ask them about themselves and their business in town. He'll offer his condolences about their vehicular troubles, but will then proceed to assure the characters that if anyone can fix it, Emmett can. The Sheriff will wish them all a good stay, saying that if there's anything he can do to help, just let him know.

It will be getting dark by this time, so the player-heroes should make their way over to the boarding house.

Once there, they will find that Miss Virginia is a thin old woman, dressed in a long black dress with a high white ruffled collar. She'll greet the characters herself, happily telling them that they're just in time for dinner. A fine turkey is laid out on the table, along with all the fixings. Miss Virginia says she knew they were coming because Emmett had phoned ahead.

The team of heroes are the only guests in the house and will have the entire second floor to themselves. Miss Virginia will insist on propriety and any unmarried couples will have separate rooms. The characters will all have to sign in on the guest register near the door.

The meal will be hot and hearty, with plenty for all. There will be no 'spirits' served at the meal, but there will be water, juice, milk or tea. Miss Virginia will be a gracious hostess, asking questions about her new guests, life in the city, or anything else that comes to mind. She will see to her guests' every need and no plate will be empty for

