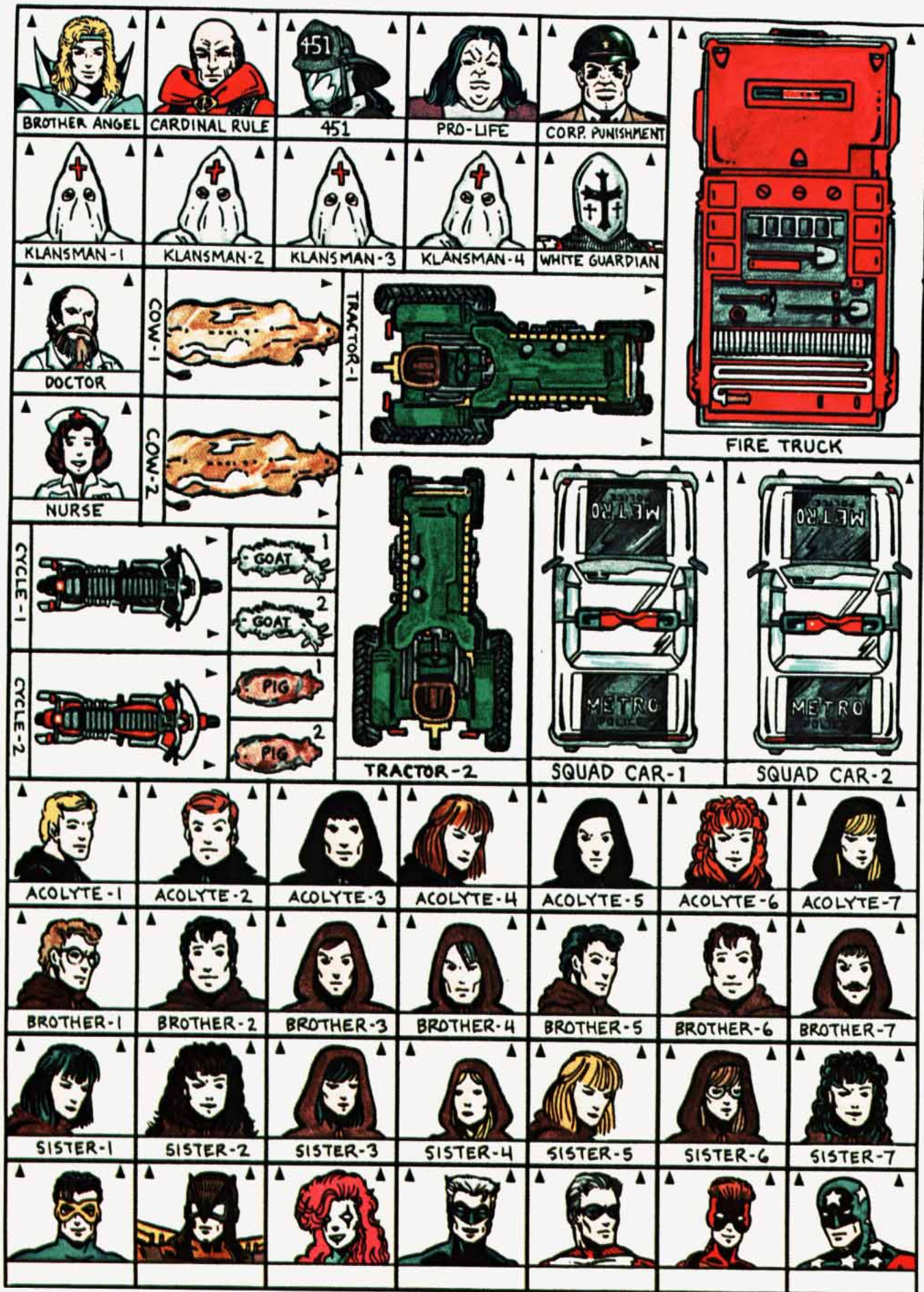
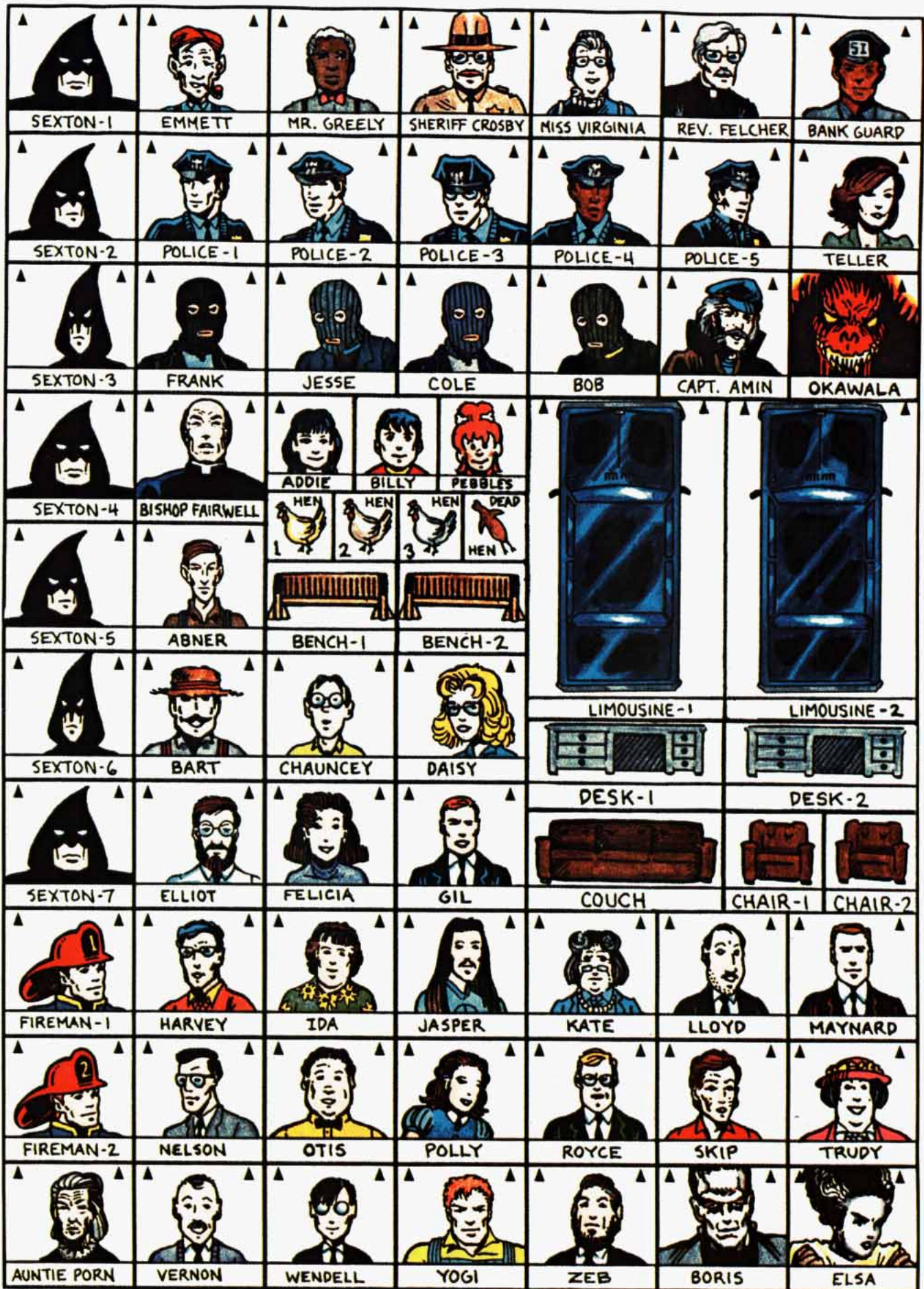


FOR THE
**GREATERTER
GOOD**

BROTHERS
AND SISTERS,
WE MUST
DESTROY
THIS HERO

Written by **JEFF O'HARE**





FOR THE GREATER GOOD

A VILLAINS AND VIGILANTES™ ADVENTURE

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CONTENTS

1. IN THE BEGINNING	3
1.1 The Small Town	3
1.2 Welcome to Waynesboro.	3
<i>Waynesboro Map</i>	4
1.3 Breakdown	4
<i>Miss Virginia's Boarding House Map</i>	5
1.4 Later that Night	5
<i>Waynesboro Church Map</i>	5
1.5 Fire in the Night	8
1.6 Smoke from the Ashes.	8
2. THE BIG CITY	9
2.1 Encounter One: The Apartment	9
2.2 Encounter Two: The Bank of Beantown	9
<i>Bank Location Map</i>	9
2.3 Encounter Three: Flames Anew	10
<i>Hospital Location Map</i>	10
2.4 The Story Continues.	11
2.5 To the Mountain	11
<i>Bishop Fairwell's Office</i>	12
3. THE GATHERING OF THE FLOCK	13
<i>Garden Maps</i>	13
3.1 The Plot Revealed	15
4. DOWN ON THE FARM	15
4.1 New Eden Farm (Including Map Key)	16
<i>New Eden Farm Map</i>	16
5. THE CAST OF CHARACTERS.	17
Cardinal Rule	17
Brother Angel	18
451	19
White Guardian	20
Corporal Punishment.	21
Pro-Life	22
Auntie Porn	23

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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

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.

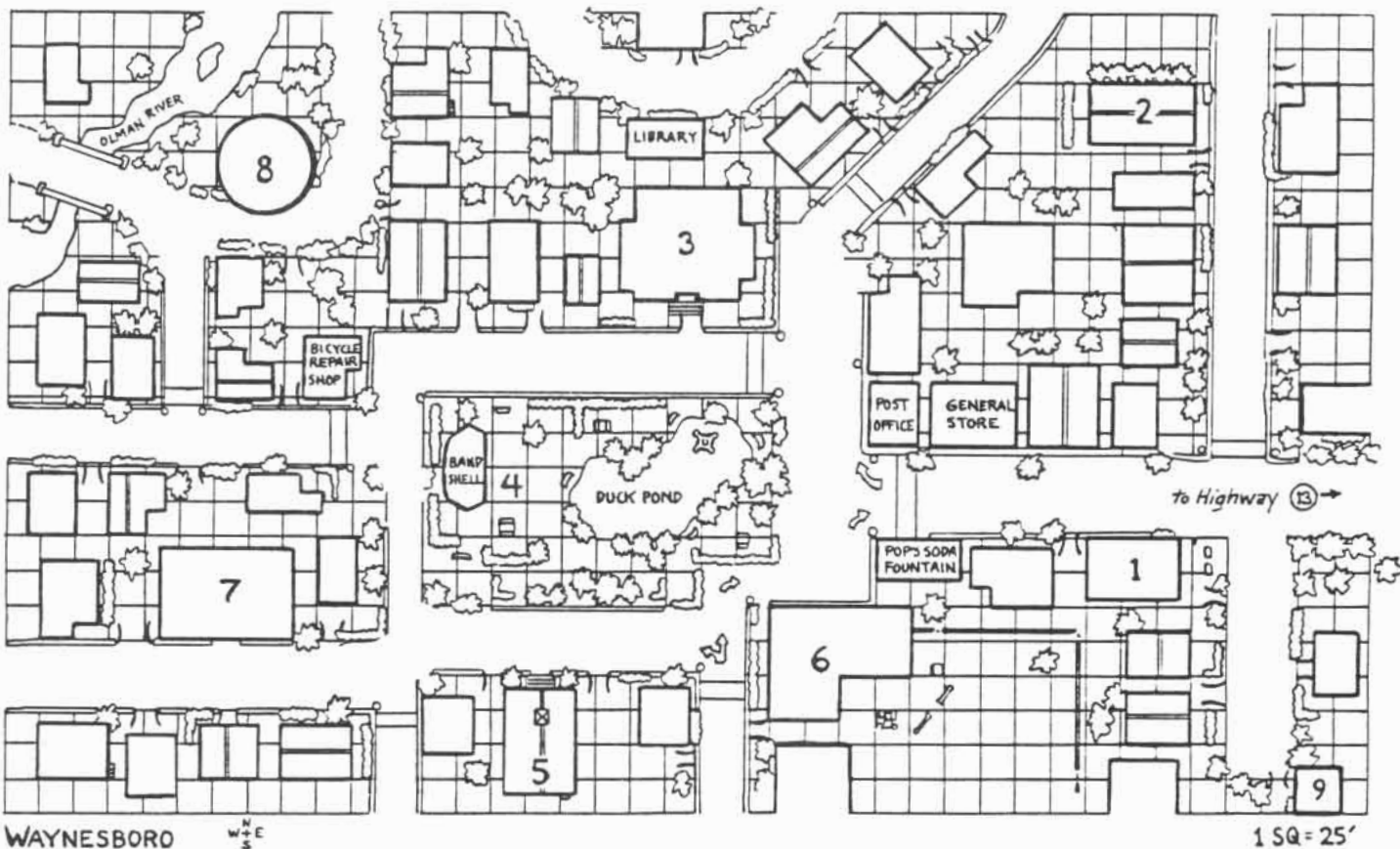
As the characters turn to leave the garage in search of the rooming house, a police car of early sixties vintage will pull in for gas. The town Sheriff, Matt Crosby, will come over to greet the newcomers. He'll politely ask them about themselves and their business in town. He'll offer his condolences 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.

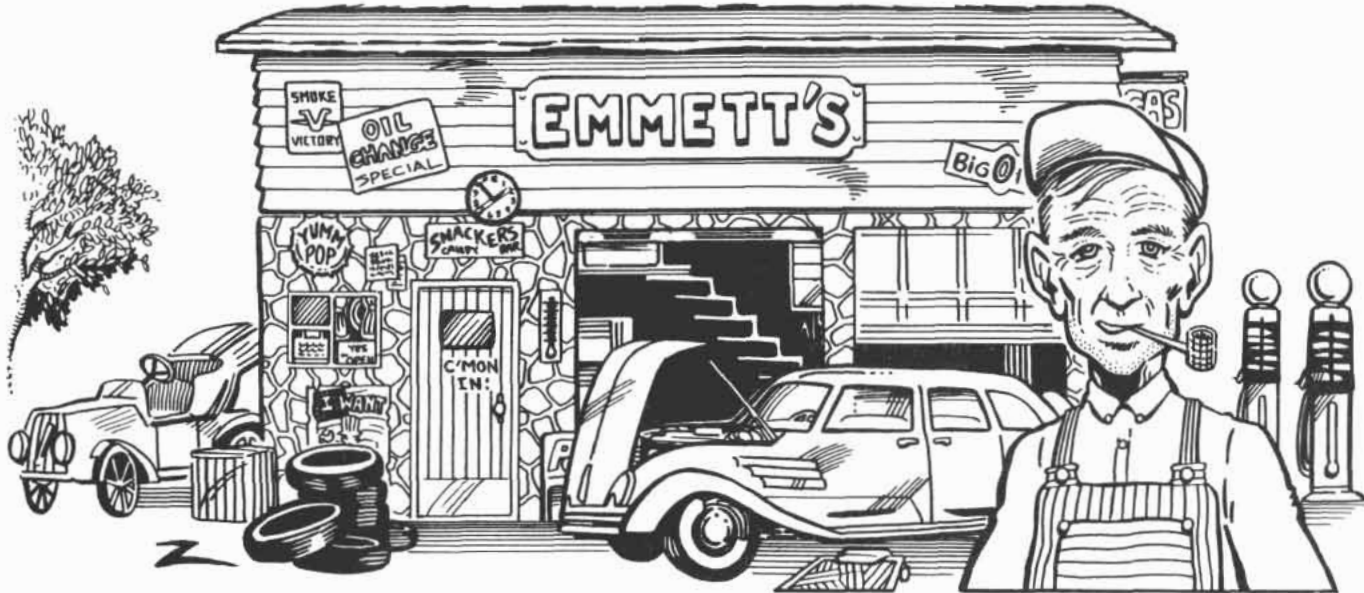
It will be getting dark by this time, so the player-heroes should make their way over to the boarding house.

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



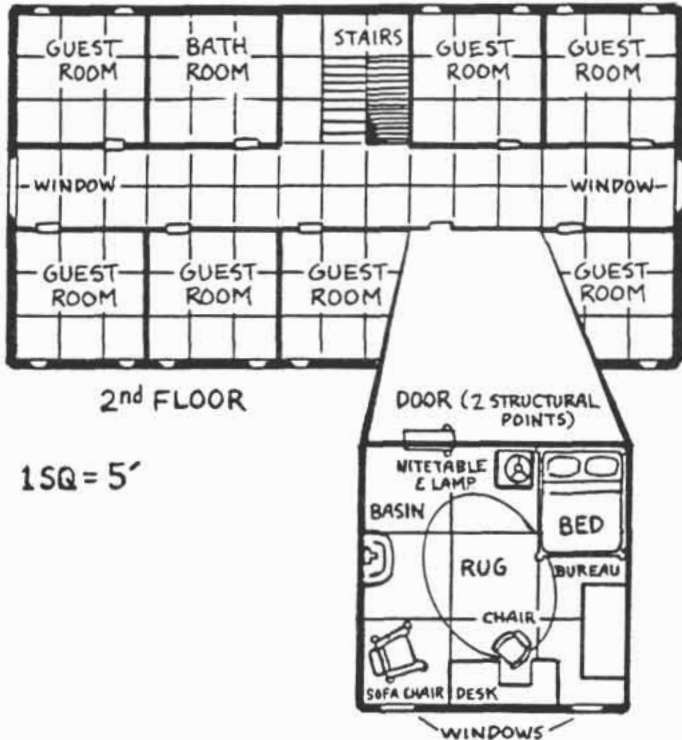


long.

When the meal is finally over, the characters are shown to their rooms. Miss Virginia will be sure they all have plenty of bath towels and blankets before wishing her visitors a good night.

The heroes will enjoy all the niceties of their rooms for about thirty minutes. Then slowly, one by one, they'll all feel very tired. Some of the player-characters won't even make it to their beds, falling asleep right in the big overstuffed chairs.

MISS VIRGINIA'S BOARDING HOUSE



1.4 LATER THAT NIGHT

The characters should each receive a roll against their END until one of them awakens. It will be much later now, close to 11:00 PM. Coming from outside the window, the character will notice flickering lights. In the streets, the townspeople, carrying torches, flashlights, candles and lanterns are making their way to the church. The people are obviously in control of their senses, meaning that they don't appear to be drugged or behaving like movie-versions of zombies. Still in all, it's an eerie sight.

Going to the door will reveal that it has been locked. Also, all the

windows have been nailed shut from the outside.

The Gamemaster should note that this is not meant to be a major obstacle to the players' characters, only a minor annoyance. The doors and windows have no more than 2 structural points. Still, it may cause them to wonder about what's going on here. It should also provide for some thinking. Sure they could just rip the door off the hinges. Yet, that might reveal a bit more than the players may wish known — like the fact that they have powers for instance, which would certainly compromise their secret identities.

The characters who awaken first will either attempt to get out or to wake the others. Players must roll against their characters' END until they are awakened. If for some reason the player-heroes are unable to make it out of these rooms, they'll just have to wait for Miss Virginia to open the doors in the morning.

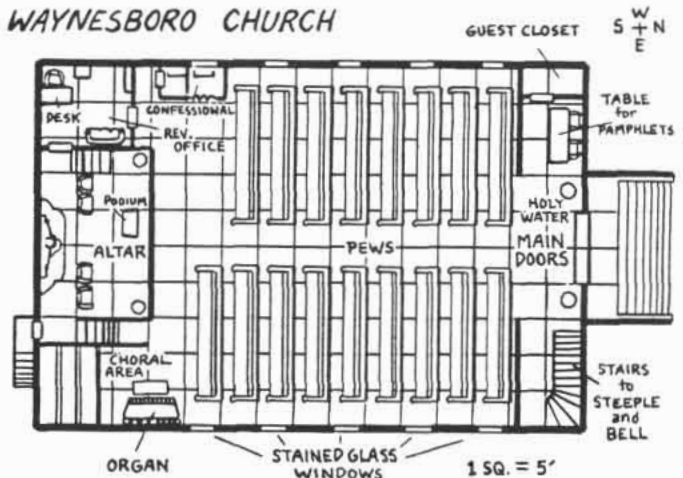
Once they do get out, exploration will reveal that Miss Virginia is not around and the house is empty. Outside the streets are now almost completely empty, though some of the townsfolk who are a bit late are still straggling towards the church. Any of these stragglers who might be stopped will be quite open and cheerful. There are no signs of drugs or hypnosis. The person will comment on the characters being new in town, but will heartily invite them along to hear Brother Angel speak in the church.

The church is packed. It looks to be standing room only. Everyone from town, approximately three hundred people, is there. 'Quite a crowd, huh?' a person next to one of the characters says before disappearing across the room.

Quite a crowd indeed. The people are all talking to their neighbors, anxiously buzzing about what is to come.

Such statements as: 'I hope it's as good as last night,' 'Do you think we'll get another one?', and 'Isn't this exciting?' can be heard from the throng. None of the townspeople will answer any questions put to them by the player-characters. They will simply wink and respond with 'Just watch and see.'

WAYNESBORO CHURCH



Miss Virginia can be spotted sitting at the end of one of the pews near the front. If confronted, she'll patiently explain that she only locked the player-heroes' doors for their own protection. 'You never can be too sure how a stranger might act about such things and I wasn't sure if you'd want to be involved here,' she'll say. 'But I'm very glad you decided to join us.' She'll then scoot over, making room for the characters on her bench.

Finally, just as the clock in the steeple strikes eleven, six figures will step up onto the raised pulpit. The crowd will hush immediately, anxiously leaning forward to hear every word. Gathered here are the Reverend Thaddeus Felcher, Waynesboro's regular minister, Sheriff Crosby, along with Brother Angel, White Guardian, Corporal Punishment, and 451.

Felcher will step to the podium and introduce each of his guests by name only. He then launches into his short speech for the evening.

The Gamemaster should feel free to ad lib and change as much as he feels is necessary. The speeches are reproduced here mainly to give a feel for each speaker, along with the major points which should come across in the speeches.

'Brothers and sisters, welcome. Those of you who were with us last evening know the truth of what I am about to say. I am a man of the cloth. A true believer in the way of the Lord. Yet seldom, all too seldom, have I truly felt His power. But last night, here in the presence of these four men (he indicates Brother Angel and the others), I felt it. I felt the power. The power and the glory of all that is righteous and good. These men have shown me the clear way to reach our Father and I have chosen to follow. I hope that you will too. Please join me now in welcoming the leader of the Crusade for the Greater Good, Brother Angel!'

Loud applause explodes in the church, obviously most of these people were either in attendance last evening or have been told about it by their neighbors. The applause keeps up as a cowed figure in monk-like attire shakes the Reverend's hand before stepping to the podium. When Brother Angel flips back his cowl, an impressively handsome man stands revealed. He stares out over the crowd with piercing blue eyes. He holds each person in the room with his gaze, none daring to look away. He is plainly a man of great power and control. Quietly, he begins to speak, his voice melodious, with hypnotic effect.

'Brothers and sisters, the return of a great age is upon us. An age when His Almighty voice will once again be supreme above all. An age where a man doesn't have to be afraid of those around him, an age where a man can be the best person possible in the image of our Father. This will be a golden age of new direction and new hope.'

'The Lord will lead the way in all these things. The Lord knows each of you, seeing you as his children. And, like any good father, He watches over all of you. He will lead you to the promised land if you will only believe in His eternal teachings. Amen.'

A light murmur of assent and 'Amen' runs through the crowd, Brother Angel fixes them all in their seats with a baleful eye.

'I said Amen,' he repeats more forcefully.



'Amen' the crowd answers, stronger now.

'I sense,' Brother Angel continues, *'that some of you are not sure. Oh, you've probably heard similar claims of holy redemption from other men, yet you've never really seen for yourselves, any true evidence of His power. Brothers and sisters, I am going to show you the evidence you so desperately crave. Do you wish to see His work in action?'*

'Yes' will be the answer, the fever building.

Brother Angel holds his hands out as if seeking guidance. A small blonde child steps up from the front pew. She is dressed in a white robe. The child stands quietly next to Brother Angel, looking up at him with adoration.

'Addie, do you believe?' Brother Angel asks the child.

'Yes sir. I do,' she answers proudly.

'Do you believe in the power of the Lord and do you believe that in His infinite wisdom He has chosen me to act in His name?'

'Yes I do,' the child will answer.

'Show me,' Brother Angel says ominously.

From within the folds of her robe, Addie pulls out a long knife. Ceremoniously, before the hushed crowd, she raises the knife to the sky. She then brings it down and slowly draws it across her throat. Some of the crowd gasps, most are horrified, as a scarlet line appears along the girl's neck and blood starts to drip.

'Yes,' Brother Angel says to the crowd as the child stands there, blood flowing freely from her neck wound. *'This is what it takes. The ultimate sacrifice. And those who will truly be amongst the chosen are not afraid to make that sacrifice.'*

Brother Angel steps from the podium to kneel near Addie. The girl, turning much paler, swoons into his arms. Brother Angel uses the crowd, playing off them like a master showman. The other members of his group will join the crowd in praying and seeking guidance, but none will make a move to help the girl.

STATS FOR TOWNSPEOPLE IN WAYNESBORO

For the sake of simplification, the townspeople are divided into age and sex groups. The average statistic for this group is then given in each category. This can be justified by the fact that the influence of the Greater Good has given the town a singular mentality. Gamemasters may feel free to modify any of these characteristics as they see fit.

Name	Sex	Weight	ST	EN	AG	IN	CH	Hits	Power	Damage	Accuracy	HTH	Level
Emmett	M	160	11	12	08	12	14	4	43	-	-2	1d4	1
Miss Virginia	F	124	10	09	08	14	13	2	41	-	-2	1d3	1
Sheriff Crosby	M	185	14	13	12	12	12	9	51	+1	+1	1d6	2
Aldous Greely	M	135	11	08	07	13	11	1	39	-	-2	1d4	1
Reverend Felcher	M	155	12	11	11	13	12	5	47	-	-	1d4	1
Addie	F	94	11	14	13	10	14	4	48	-	-	1d4	1
Males	Ages 5 - 18	(26 in group)											
		145	12	14	13	12	14	7	51	+1	+1	1d4	1
Females	Ages 5 - 18	(32 in group)											
		120	13	13	14	13	15	7	53	+1	+1	1d4	1
Males	Ages 19 - 50	(67 in group)											
		170	14	13	13	12	13	7	52	+1	+1	1d6	1
Females	Ages 19 - 50	(71 in group)											
		125	13	13	12	14	15	7	52	+1	+1	1d4	1
Males	Ages 51 and up	(58 in group)											
		160	13	12	10	12	11	7	47	-	-	1d6	1
Females	Ages 51 and up	(49 in group)											
		130	13	12	10	14	10	6	49	-	-	1d4	1

'Now all of you,' Brother Angel says to the crowd, *'help me pray so that we may save this child.'*

'Hear me, O Father. This child is one of your true believers. So that your light may continue to shine on this earth, you cannot let her perish. Grant me your power so that we may heal this child.'

Brother Angel places his hand over Addie's wounds as he exhorts the crowd to believe in the power. When he finally raises them to a fevered pitch, all of the townspeople shouting, most standing, Brother Angel slowly pulls his hands away. The cut will be closed, the bleeding will have stopped, and the girl appears fresh and relaxed.

The Gamemaster should note that the girl is never actually in any immediate danger. Her body has a strange ability, sort of like a reverse hemophilia. She can bleed for long periods of time with absolutely no deleterious effects. Her body also heals in a very short time. It is she who is actually healing the cut, not Brother Angel.

All of the crowd is impressed, many calling it a miracle. A visibly tired Brother Angel now returns to the podium.

'There you have your proof. You have seen what wondrous blessings are bestowed upon those who truly believe.'

The crowd is thunderous in their approval.

'Yet the Lord's work is not easy. It requires great effort from all of us. With your permission, I will now rest a few moments. I turn the podium over to a good man, a resolute leader in the Lord's army. Brothers and sisters, I give you the White Guardian.'

Again the crowd applauds loudly. Brother Angel steps back before slumping into his seat.

The White Guardian, a man decked out in what appears to be fine chain mail and the helmet of a knight, will now step up. He removes his helmet to speak to the crowd, though his head will remain protected by a chain mail hood. He speaks in a deep, rich voice. While the White Guardian is not as handsome as Brother Angel, he is just as powerful a speaker.

'Now you've seen what the power of the Lord can do. You've seen for yourselves the blessings granted to those who truly believe. How will you respond to His call? Are you with us? Are you willing to come to the Lord and join together for the Greater Good?'

A resounding yes is cheered out.

'Soon this world will see the golden power which we have been promised in the scriptures. Soon we may all receive the great bounty which is rightfully ours. As soon as each of us truly believes in the teachings of our Father and His righteous servant here on Earth, Brother Angel, we will be lifted in redemption and renewal. Amen.'

Amen roars the crowd.

'But,' the White Guardian cautions, *'there are those who would oppose us. Those who would stand against us as we bring the word of the Lord to all the people. Those who would bar the way of the Crusade for the Greater Good.'*

'Who are they?' someone in the crowd shouts.

'Yes, tell us who they are,' the others join in.

'They are the servants of the Devil himself, put on this earth to destroy that which is His true way. They are abroad in the land tearing down all our good works, blocking each of us from achieving the things we want out of life. You know who I mean. Those who do not want the enlightenment, who are not true believers.'

'Who? Who?' the crowd screams.

The White Guardian takes a deep breath before going on.

'Niggers, Jews, mutants, role playing gamers, gooks, bleeding hearts, agents and other scum of the earth who would rather pillage and destroy His mighty works than seek His word!'

Gamemaster: Here is where a direct confrontation may occur, if it hasn't already between the Greater Good and the player-characters. The GM should please refer to the play option at the end of this section.

As the player-heroes look around the room, they may notice that there are only whites in the entire room. Not a single non-white is anywhere to be seen. Seeing that he has the crowd where he wants them, White Guardian continues.

'The Lord knows we have tried, brothers and sisters. We have tried to lift up and educate these lesser forms. But to no avail. They constantly prove themselves to be no better than animals. And so now the time has come. If we, and I mean each and every one of us in this room, are to achieve our goals of a new and better life, then the time of purification is at hand. We must act now to cleanse the world of these lesser forms if we are to make room for the higher form of the Almighty.'

'Why even here in your quiet little community of Waynesboro, you have some of these animals. There are niggers living at the outskirts of your very town. Before you know it, they'll have moved right

next door, selling dope to your sons and sleeping with your daughters.'

'No,' many of the townspeople scream as they turn ugly.

'Well then what are we going to do about it?' White Guardian pulls his sword from its scabbard. The sword burns brightly, throwing shadows around the room, making the gathered throng feel the purifying powers of its cleansing light.

'As the Lord did to the Devil in Eden, we must turn them out!'

The White Guardian, with the help of a rejuvenated Brother Angel and the other members of the Greater Good, then whip the crowd into a frenzied mob. They'll be ready to burn and kill at the slightest request, all in the name of the Lord.

The Sheriff, or any of the player-heroes, may try to stop the crowd, in order to talk some sense into them and to calm them down, but the townsfolk will not listen. With the Greater Good in the lead, they'll head out into the street towards the end of town.

GAMEMASTER'S NOTES

One thing that might appear to be a problem with this section is the amount of exposition on the parts of Brother Angel and the White Guardian. The speeches have been retained here because this is the way in which the Greater Good does most of its 'fighting.'

However, the player-characters need not sit through all of this if they don't wish to. They are, of course, free to act at anytime. The heroes may leave the church if they wish; they may choose to confront Brother Angel or his group and engage them in a battle of 'words' or a shouting match; or the characters may simply attempt to trash the Greater Good.

Before this goes on, each character must fight the effects of Brother Angel's Mind Control power. Any characters who fall under Brother Angel's control will side with the mob, even to the point of turning against their fellows.

Should the characters adopt the identities of their super-powered personae, there is a 15% chance that either Miss Virginia or the Sheriff will notice a similarity between these superheroes and the strangers who arrived in town earlier that day. If either Miss Virginia or the Sheriff do make the connection, they will inform Brother Angel of their suspicions. He will, of course, hold this information and later report it to his superior. Remember, the player-characters have already signed their names to Miss Virginia's guest book and Emmett has their car with the license plate number, so it shouldn't be too difficult for the Sheriff to track down the identities of the strangers.

Any characters who do go against the Greater Good run the risk of being branded as heretics and enemies of the people. The townspeople will certainly side with Brother Angel. Only those players who might 'beat' Brother Angel in a discussion, swinging the townspeople to their viewpoint, have a chance of being victorious in a no-win situation. It will be up to the Gamemaster to gauge the response of the townspeople to any pleas the player-characters might make. Take into consideration how well the player is role-playing his character. Also, the GM may roll against the INT of each group to see if they are swayed. If a group of townsfolk are swayed, the GM should go through each member of that age group to see exactly how many are swayed. A majority can be considered the entire group. Example: Females, 19-50 are swayed. There are 71 members of this group. Roll 71 times to see how many of the group are convinced. (Sorry, nobody said this would be easy.)

Any other form of resistance will be seen by the townspeople as a direct threat to the persons and teachings of the Greater Good, who have innocently come to share their beliefs. In civilian garb, the player-characters will either be killed or run out of town. While characters in superhero costume run the same risks, they also run the additional risk of being unmasked. Also their superpowers make the vigilantes easy targets to be branded as heretics for being in league with the devil.

The Sheriff will certainly not hesitate to run in anyone of the out-of-towners who might be causing trouble.

The people of Waynesboro will be an important tool to the Greater Good if they are challenged by the player-characters. Just as the people will become the instrument of 'righteous vengeance' for the White Guardian, they can just as easily be used to attack the player-heroes directly or as a diversion to allow the Greater Good time to get away should things turn against them.

It is important to note that the townspeople are not zombies under the control of the Greater Good nor have they been drugged. They are acting of their own somewhat free will for a cause which they have been convinced is just (zombies would definitely be easier to fight). On the other hand, these people have been influenced by the Greater Good and are just innocent dupes. These facts should be taken into consideration by the players when or if they should battle any followers of the Greater Good.

IMPORTANT: Any player-character(s) defeated by the Greater

Good will be taken captive and spirited away from the scene of conflict as soon as possible. They will be held in a secret location until they reappear later in this adventure (see 'The Gathering of the Flock').

OPTIONS

As just has been witnessed, the Greater Good is not the most tolerant group when it comes to people who are 'different.' If any or all of your player-characters are members of minority groups that can be recognized as such, they may easily become the focus of the Crusade. When the White Guardian directs the townspeople to lash out against those who would stand in their way, the people of Waynesboro might just as easily go after some strangers from out of town.

If you do have minority members playing the game, do not overlook the possibility of involving such characters directly in the scenario. However, also be aware that this could be a very delicate situation since the scenario may involve more 'personal' feelings than the usual adventure.

Remember that this is still only a game! You must be aware of the feelings of your players. If this scenario is cutting too close to home for some, please be aware of their concerns.

1.5 FIRE IN THE NIGHT

At the southern edge of Waynesboro, a small Victorian house sits at the end of a cul-de-sac. This is the house of Mr. Aldous Greely, the town librarian for the past 24 of his 68 years, a widower and a black man. It is here that the townsfolk, Mr. Greely's neighbors who have lived and worked with this man ever since he came to Waynesboro, are headed. Mr. Greely, who had fallen asleep in the big chair sitting in the front parlor while reading *'In Dubious Battle'* for the third time, knows nothing of the visit his neighbors are about to pay.

Outside the house White Guardian and the rest of the Greater Good will exhort the crowd into burning out the foreigners, killing those who would stop 'us' from reaching our glorious destiny. The crowd which has already escalated into an ugly mob will be willing to go along with anything.

Brother Angel singles out one of the townsfolk to step forward. This person will be handed the projection part of 451's flamethrower.

'Now brother,' Brother Angel yells, 'use the Devil's own flame to chase his servant from our midst.'

The person, urged on by the chorus of his neighbors, will pull the trigger, sending flames scorching forth to attack the old house. Another person from town then steps forward to take a turn at sending the flames towards the house. This will continue until the house is totally engulfed. The rising conflagration serves to further entrance those watching so that no one will go for help.

Inside, Mr. Greely will wake up as the heat builds to an unbearable point. He will make his way to the front door before stumbling onto the porch. Once there, he is faced with the crowd of what were once his friends and neighbors.

White Guardian yells to the crowd that this only proves the black man is a servant of the Devil — 'See how he strides from the flames?'

If Mr. Greely moves away from the house, the crowd will grab him and club him to death. If he stays by his house, he will quickly be consumed by the fire.

The crowd will not listen to anything Greely or any of the player-heroes might say, especially since Brother Angel and the Greater Good will always shout down any non-believers. Once Greely is disposed of, the mob will stay long into the morning, watching the blaze flare up into the night sky. Most people will not say anything, and not a one of them, for whatever reason, feels any remorse at all.



1.6 SMOKE FROM THE ASHES

The next morning life appears normal in Waynesboro. The Sheriff and the local police will be sifting through the rubble of the old Greely place. The body has already been removed. Mr. Greely will receive an official burial paid for by the Greater Good. Any questions that may be asked about the fire will be answered as if the fire had happened decades ago. The townspeople seem a little sad, but they won't be devastated to any extent. Some of the local loudmouths may be boasting about what a great job they did, but most people feel they were only following the will of the Lord.

If the heroes take any of the Greater Good, or any of the townsfolk, into custody, there will be no place to incarcerate them. The Sheriff will refuse to lock up any of the citizens of Waynesboro who may have been involved with the fire. While he will hold any of the Greater Good until the investigation is over, he will not press any charges against them. After all, he has to live in this town with these people. They're all basically good people and who's to say that the Lord didn't actually work through these folks last night. Besides, the townspeople could decide he was in league with the devil and burn him out next.

The Sheriff, supported by a group of townspeople, will also bar the way should any of the players try to take any townsfolk or member of the Greater Good to other authorities. This is a Waynesboro problem and they'll insist it stays in Waynesboro. Those who voluntarily wish to accompany the player-characters, as well as the heroes themselves are free to go as they please.

In the morning, the members of the Greater Good will be nowhere to be found. New posters hung about town reveal that another rally, one of the largest of all time, is soon to be held in New York City.

(The Gamemaster should feel free to use whatever large city is the main focus of his campaign.)

The ending here is cut short with a purpose. This should frustrate and outrage your player-characters, spurring them to track down the Greater Good. It should also build an even greater animosity between the two groups.

2. THE BIG CITY

2.1 ENCOUNTER ONE: THE APARTMENT

After their quiet outing in the countryside, the player-heroes should be glad to get back to city life. Nothing will take the edge off and get them back into shape better than dealing with a few armed robberies/burglaries or assaults.

The heroes will receive an alarm signal while out on routine patrol. There's been a break-in at the Lennon Apartments. This alarm can be a ringing sound, a silent signal alarm, notification from a security guard, or the heroes may just hear a scream. Whatever the signal, they should head directly for the Apartments and the opportunity for heroism.

Upon arrival, the hero or heroes should note that this does not appear to be a professional job. The door has been clumsily jimmed and is still open. The living room has been ransacked, with cushions torn open, chairs and tables overturned, pictures broken, etc. The sound of a person speaking attracts the heroes to a back bedroom.

In the bedroom an elderly dowager is in her nightdress (no matter what time of day it is) with the covers pulled to her chin. She is warily watching a clean cut young man who sits at the foot of her bed. He is speaking calmly and rationally to her about why he has come to rob her.

The woman is obviously frightened, but the man has not harmed her. He is simply speaking to her, trying to impress upon her how those who have riches must help those who are less fortunate. If the rich are unwilling to assume their duties, then the Lord must help those who help themselves — or so says the clean cut young man.

The heroes will have no trouble in arresting this felon. He will go along quietly, secure in the knowledge that the Lord is watching over him. After all, he was only stealing the money so that he could donate it for use by the Greater Good. He is convinced that the Lord has spoken to him and told him to commit this robbery in order to raise money for the flock before the final downfall.

As the young man is led away, he'll try to convince the police of the righteousness of his actions.

2.2 ENCOUNTER TWO: THE BANK OF BEANTOWN

Four men walk into the local branch of the Bank of Beantown. At an opportune moment they overpower the single guard, draw guns and demand money of the bank tellers. One quick-witted teller is able to trip the silent alarm before beginning to count out cash for the bank robbers. In minutes the block is blocked off by the police as they surround the bank branch.

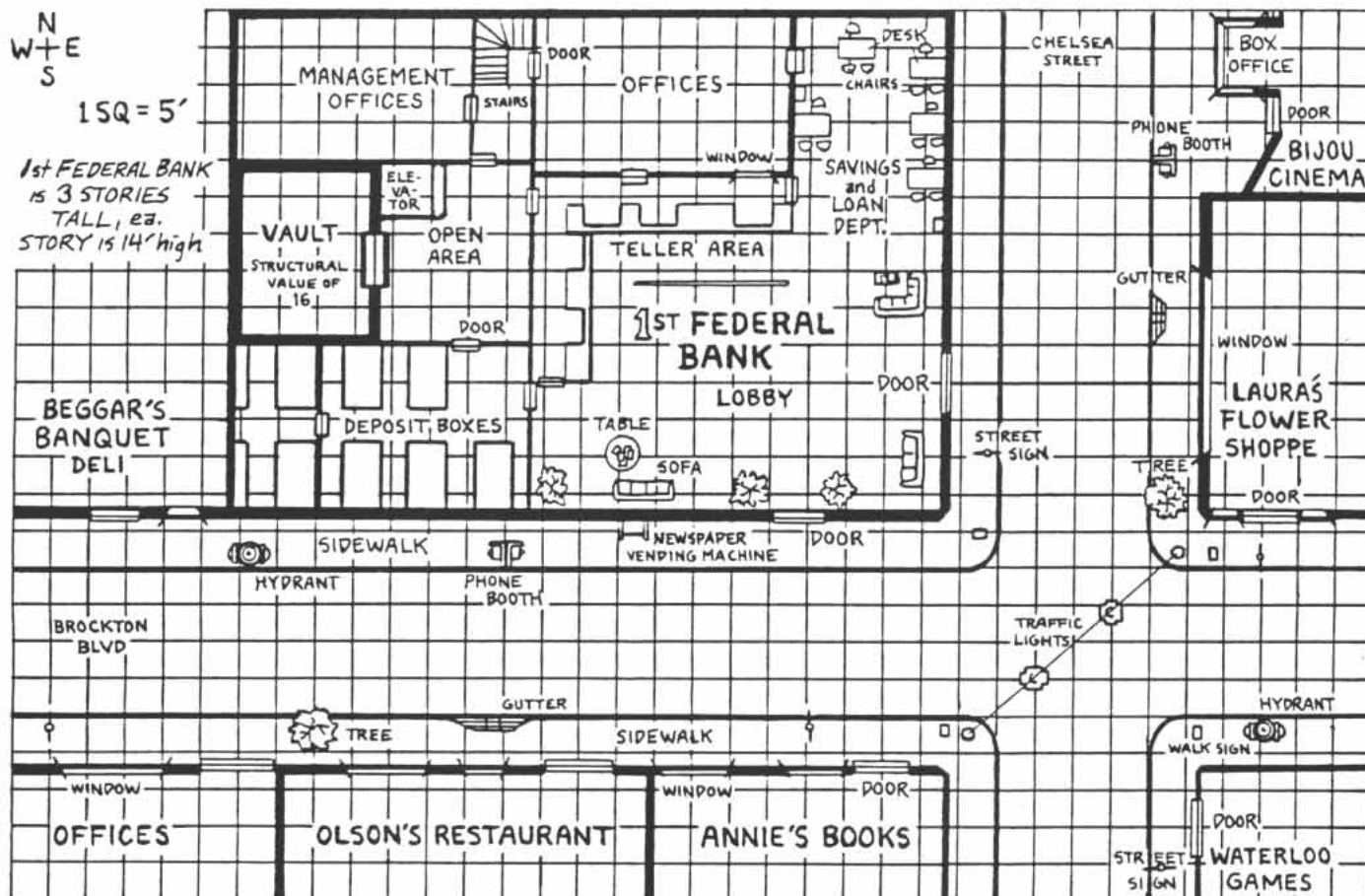
Inside the bank the four gunmen sincerely state that they are not stealing the money, but liberating it. Since the Bank of Beantown has been laundering money for known organized crime figures, these robbers feel that the money should revert to the people from whom the crime bosses originally stole it. Why not get it out to the public where it will do some good? — or so they explain their viewpoint.

Three of the men will immediately surrender to the authorities when confronted by the police. These three have all adopted the same attitude as the clean cut burglar in the preceding encounter. They believe that they were committing this robbery for the greater good of the people and that the Lord had spoken to them, choosing each of them for this specific task.

The fourth man (Frank) is a bit more excitable. He grabs one of the bank tellers as a hostage and refuses to leave the bank. He threatens to kill his hostage unless he is given a million dollars and a clear getaway route to Europe.

The player-heroes may appear on the scene anytime after the police. They may attempt to take the gunman, or wait it out. The gunman (Frank) is quite frightened and there is a 95% chance that, if attacked, he will kill his hostage before the hero(es) attempting to intervene can get to him.

Frank answers any and all questions from the police or the super-heroes with religious sounding dogma. It is his feeling that it really doesn't matter what happens to him because the end of the world is at hand anyway. His statement agrees with that of the other bank robbers on the scene who had already surrendered in that he believes



that the Lord had specifically chosen him for this mission. However, Frank believes he was chosen to be the sacrifice that will somehow insure the coming of the Lord. After some time it should become apparent that this gunman is not about to give himself up peacefully.

By now various members of the media will have begun descending upon the scene at the Bank of Beantown. They will busily set up their equipment, making nuisances of themselves as they attempt to push their way into the bank.

Gradually Frank will become hysterical. He will begin shouting at the police, firing a few shots, and threatening his hostage. Once he begins ranting about being the right arm of the Lord, and the fundamental righteousness of his actions, it should become apparent to the player-heroes that he has totally lost his reason.

At the same time that any attack should be launched against the gunman, Frank will ask to see a priest. He wants to give his confession and receive absolution. He definitely sounds suicidal. If the police are worried about providing Frank with another potential hostage, he will assure them that he would never harm a man of the cloth, another of those who is close to the Lord.

While the authorities debate about the proper course of action, a long dark limousine will pull up across the street from the bank. The car is readily recognized by members of the press and by the police as being a vehicle belonging to Bishop Gerard Fairwell, the leading religious figure of the city.

Pressing through the gathering crowd, Bishop Fairwell graciously offers whatever assistance he can give. Though the player-characters may try to talk him out of this course of action, the Bishop will agree to go inside the bank to meet with Frank. He will only insist that he go in alone. He will not allow anyone to accompany him or to take his place in this matter.

If he is allowed to enter the bank, the Bishop will cross the street from his car and will enter the branch office of the Bank of Beantown. He will disappear from sight for five tense minutes. Bishop Fairwell will then emerge with a docile and repentant Frank at his side, as well as with the frightened hostage. The Bishop will not allow any mistreatment of Frank and he makes a point of insisting upon this as he turns the gunman over to the authorities. He then offers his prayers of thanks as Frank is led away.

The newspeople will be all over the Bishop, trying to get any information they can about what went on in the bank. Bishop Fairwell will appear gracious and humble. He will quietly make a statement thanking the Lord that no one was hurt and that everything turned out all right.

Fairwell will then turn to whichever player-hero or heroes who are present in costume/uniform and will bless each of them for their good works. He will then offer his help if there should ever be anything he can do for them, anything at all. His waiting aides will then hurry the Bishop through the crowd and back into his car, which will quickly pull away from the curb.

The evening editions of the city papers will have a banner headline which reads:

'BISHOP TAKES CROOK, KNIGHTS JUST PAWNS'



The story beneath (and continued on page 12 of the largest selling newspaper) is all about Bishop Fairwell's selflessness and bravery. The

Bishop is praised as a fine man of the cloth, an outstanding pillar of the community who is a shining example to the people of the city. The story also belittles the knights of the city (the player-heroes and the police) who were unable to cope with yet another of the city's mad gunmen.

GAMEMASTER'S NOTES

Of course, once again, the GM should allow the player-characters to act or react wherever they please to the developing situation. For example, some of the players might not wish to wait the five minutes until Bishop Fairwell comes out of the bank. If that's the case, just remember the state of mind the gunman is in. He is very frightened and volatile. He will certainly begin shooting at anyone who comes after him.

If the player-heroes go in and try to take the gunman, there's a 95% chance the hostage will be killed. If this happens, the media will almost certainly condemn the superheroes for acting rashly in a hostage situation. Should the heroes get lucky and rescue the hostage, the gunman will turn his pistol on himself and commit suicide without hesitation. If they try to break in while the Bishop is in the bank, Bishop Fairwell will be in danger. While Fairwell will never be killed, because he can control the gunman, the player-heroes will no know this.

The scenario is flexible, so the GM shouldn't be afraid to make such minor adjustments as are needed to satisfy the style of his players. Just read through the entire section before running it, in order to familiarize yourself with the flow of things, and then just go with the action.

The GM must realize here that the player-heroes are trapped in a no-win situation. This scenario is actually designed to frustrate the players, further compounding whatever feelings of inadequacy and frustration may be left over from the events in Part One.

The situation can only be successfully resolved by the intervention of Bishop Fairwell. This should cause the heroes to look bad and ineffectual. The news media will, of course, take every opportunity to put down the heroes, saying that for all their powers, there was little they could do.

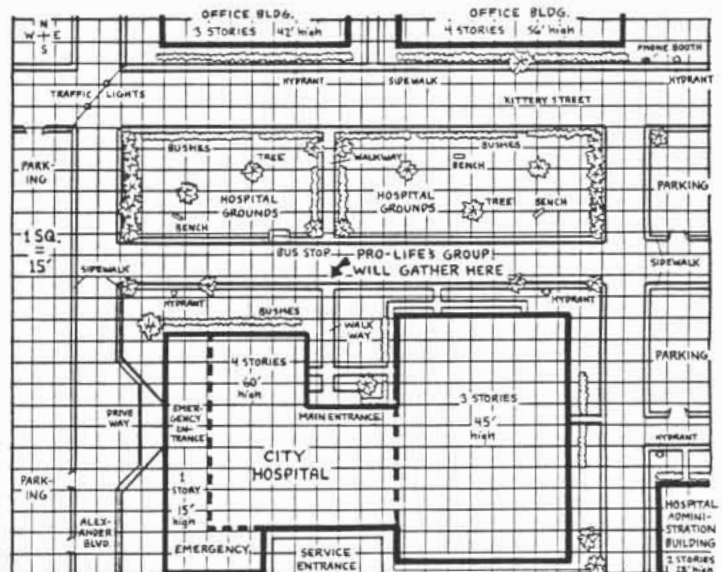
2.3 ENCOUNTER THREE: FLAMES ANEW

A few days later, the heroes will notice a number of police and fire vehicles roaring through the streets. They are all racing to City Hospital. A large crowd of about fifty people has gathered there, all waving signs and carrying torches. There's a lot of yelling and screaming going on between the authorities and the members of the group gathered there.

Members of the Greater Good can be seen in the group demonstrating. Yet the leader of the group appears to be a rather corpulent woman called Pro-Life. She is inciting the crowd and yelling at the cops. She exhorts the crowd to launch an assault and to burn the hospital.

'It is a place of evil that works against the Lord's will. This pit performs abortions and gives people artificial limbs and organs. This is not natural. It goes against the teachings of the Bible. If this is allowed to go on, who knows what will be next? They'll turn us all into freaks and mutants.'

The crowd, excited into a frenzy, surges forward to attack the hospital. They'll throw rocks and molotov cocktails (firebombs made





of bottles filled with gasoline) at anyone who gets in the way.

Many of the people in the mob are just innocent folks, caught up in Pro-Life's ability to cause unreasoning fear. They've been convinced that the hospital may be the cause of things they don't understand, so they're willing to wipe it out. If the crowd is not somehow stopped, they will succeed in burning the hospital down.

As the mob surges forward, the familiar limousine of Bishop Fairwell pulls up. He steps out and calls for peace between all sides. A rock coming from the crowd strikes him in the head in answer to his appeal. He falls back into his limousine and the situation turns even more violent.

The actions taken by the members of the Greater Good depend entirely upon the actions taken by the player-characters. The Greater Good will try to manipulate the action so that it appears as if they are the ones trying to calm the unruly mob. They will attempt to make it look as if the player-heroes are starting the trouble. If the fire does get started, the Greater Good will help in putting it out, while at the same time foiling any plans the players may have. This is really a public relations move by the members of the Greater Good.

Any battles which may develop here should be treated as they were in Part One. Any vanquished characters will be taken prisoner and removed from the scene until later in the adventure.

If the heroes manage to quell the riot and save the day, the hospital will not press charges against anyone, preferring to give the incident as little notoriety and publicity as possible.

2.4 THE STORY CONTINUES

During the next few days the heroes will hear more announcements and read more posters and stories about the upcoming rally for the Greater Good that's going to be held this coming weekend at the Garden. There has been a great deal of hoopla going on all over the city and the Garden is expecting a huge crowd of over 30,000. Yet, no amount of investigative work will allow the player-heroes to discover the current whereabouts of Brother Angel and the other members of the Greater Good. The newspeople in town won't know, the people at the Garden don't expect any of the Greater Good to be in town until Friday night, and none of the hotels have any bookings or reservations for any of the Greater Good.

If the player-heroes go to the authorities and try to shut the rally down, they will be told that members of the Greater Good are well within their legal rights to congregate or worship as they wish. Any vigilantes attempting to interfere otherwise will be politely, but firmly, told to leave the whole thing alone. If it doesn't occur to any of the players on their own in role playing their investigation, one of the cops will make a passing mention to the players' characters that though the courts are powerless to do anything, some good old fashioned religion might do some good in countering these wacky cults. People have the right to follow any religion they choose. It's just too bad that none of the real religions have any flashy figures that the people today can really look up to.

IN THE MEANTIME

There are a number of things the player-characters can do while they are waiting for the rally at the Garden. They can try to investigate the Greater Good, though not much information is available about them. Any newspaper the player-heroes contact will have a few items in their 'morgue.' Those items will contain the following information:

- The Greater Good has only been in existence for the past two years. It seems to have gotten its start somewhere in the backwoods of Pennsylvania.
- As far as anyone knows, the leader of this cult is Brother Angel.

The cult has been growing very swiftly, attracting many rich and influential celebrities and politicians, including people like the members of the rock group Avatar and Congressional Leader Philip Maxwell.

- The Greater Good has many offices, including those here in the City, in Washington D.C., Los Angeles, Boston, Chicago, and New York City.
- Though the Greater Good has a lot of holdings, much of the money they collect really does seem to go to charity and to other organizations of known and established merit.

The offices of the Greater Good here in the City are very busy with preparations for the upcoming rally at the Garden. They have no idea when the leading members of their group will be in town, or where they are at this time. The office is not looking for any help and will not take in any newcomers.

If the player-heroes contact any stoolies or other sources of 'street' information, the word on the street is fairly bleak. No one knows where these Greater Good people are staying. There has been some news that something big, really big, will be going down at this rally. Some of the street folk are actually tempted to go to this rally, if only to see what it is all about.

Should the player-characters still be unable to come up with anything substantial to do, the GM can give them a few more robberies to handle. Everyone should be handled in the same way as in Encounter Two, meaning that Bishop Fairwell will always arrive on the scene to lend a hand, especially if the press is present. Once he even managed to talk down a suicidal jumper who was sure the Lord was going to catch him if he jumped off the roof where he stood poised to leap.



2.5 TO THE MOUNTAIN

Eventually, the player-characters should get the idea that a good place to seek assistance would be the offices of Bishop Fairwell. Perhaps, if they can get him to speak out and denounce the Greater Good, then people would turn away from the group and its deadly teachings. Remember, the characters are heroes and should be able to overlook or see beyond their own recent resentment over their treatment by the news media and the lionizing of the Bishop.

Since Bishop Fairwell is responsible for all the churches in the City, he has removed himself from the rectory of any one particular congregation and has set up an office on the eighteenth floor of the Stoddard Building. The office is richly furnished with dark panelling, deep carpeting, comfortable seating, and some of the most modern electronic equipment available.

If the player-heroes arrive in uniform, the Bishop's secretary will usher them into the inner office after just a few moments. There is a 5% chance that any of the player-characters will notice the secretary pushing a button on the edge of the desk in the reception area. This triggers the signalling device inside, which lets the Bishop know that high-powered company has arrived.



Should the heroes show up in their secret civilian identities, the player-characters will be told that the Bishop won't see anyone unless they have an appointment. There'll be at least an hour's wait, should they choose to be seated and wait to see the Bishop anyway. If they push past the secretary, the inner office will prove to be empty. When or if they come in again, the Bishop will be sitting behind his desk in the inner office.

Upon meeting the Bishop, he will be most cordial to the player-characters, regardless of how they appear. He will, of course, be much more enthusiastic in his greetings and treatment of the player-heroes if he has seen any of the characters similarly outfitted earlier that same week (at the bank, at the hospital, or one of the other encounters). He will offer his guests coffee or tea before inquiring as to the business that brings them to see him. He will listen to any plans the player-heroes may propose and he will agree that the Greater Good must be stopped.

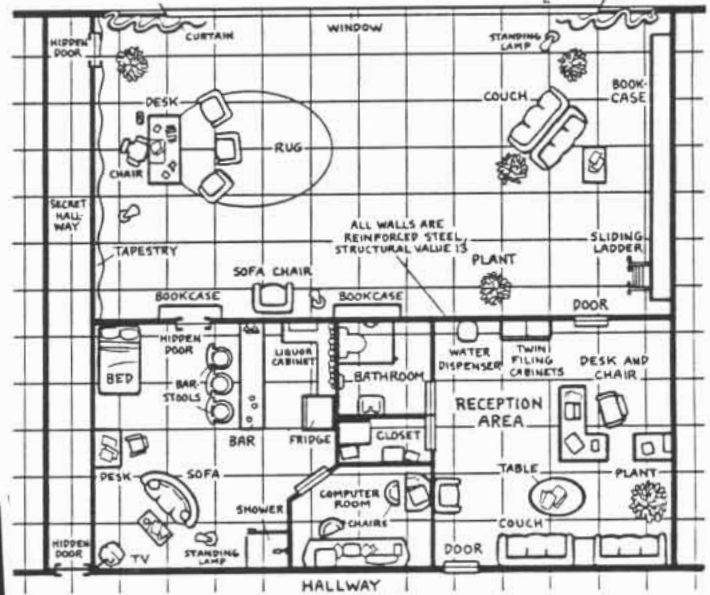
If the players have not thought of it themselves, the Bishop will suggest that any confrontation between him and the leader of the Greater Good, this Brother Angel, should take place during the big rally. Since the rally is going to be televised, this will allow the maximum coverage and the chance to affect the most people with the least effort.

Unafraid for himself, Bishop Fairwell should impress the players as a sincere and honest man. He will agree to appear at the rally this week, bearding the devil in his own den as it were, in order to give these people a taste of some real old time religion.

Bishop Fairwell will again offer to do anything else that he can that will help the people of the City.

OFFICE OF BISHOP FAIRWELL

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BISHOP FAIRWELL'S OFFICE

The reception area is simple, but pleasant. It is panelled in dark, comforting colors. A deep pile carpet welcomes anyone stepping in. The couches are overstuffed and comfortable. All the latest magazines are on the table. A pretty young woman of about twenty-seven sits behind the reception desk.

Fairwell's office is similarly appointed. A floor to ceiling bookcase lines the northern wall. To the west, windows make up the wall affording a panoramic view of the city below. Rich tapestries of religious scenes cover the southern wall. Pictures of Bishop Fairwell meeting with all sorts of celebrities, from the Pope to some costumed heroes (GM can fill in the names), are scattered between the bookcases that mark the last wall.

There are two secret doorways in this room. The first is hidden behind a tapestry in the southeast corner. This one leads to a secret hallway which the Bishop uses to get in and out of his offices without being seen. If the situation arises, he can use this hallway to make a quick exit.

The second door is hidden behind one of the bookcases. By pulling down a copy of the *Doonesbury Trivia Book*, the Bishop can cause the bookcase to slide to the right. The two hidden rooms here are used as a sanctum. This is the nerve center from which Fairwell keeps in contact with the members of the Greater Good while he is still pretending to be the good bishop.

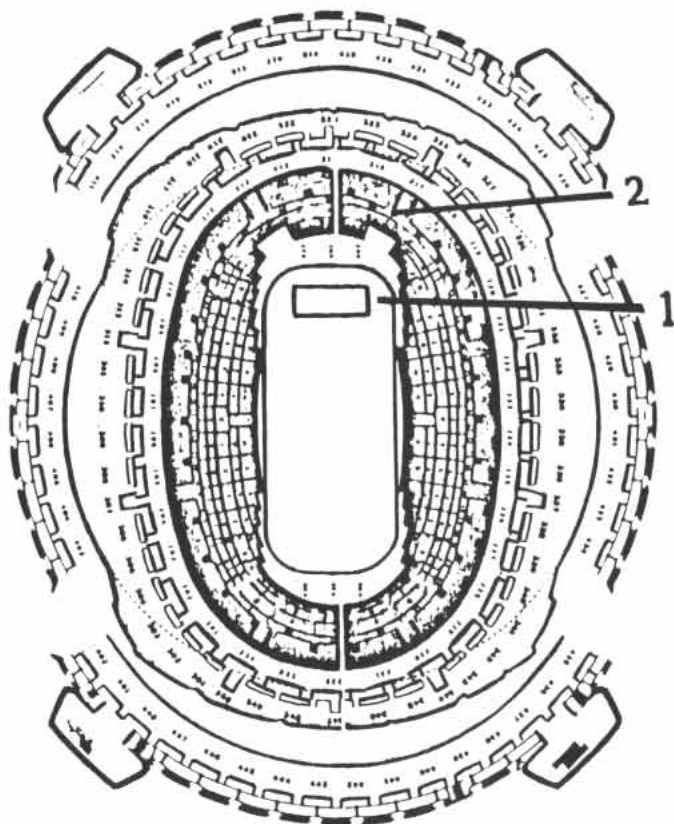
In here, he has a private room, complete with all the necessities. There is a bed, a television, a couch, a desk, a refrigerator, as well as a completely stocked bar. After all, he is a businessman as well as a man of the cloth. The next room contains the computer which Fairwell uses to make his plans. There is also a console here which is used as a communications device. With it Fairwell can reach almost anywhere in the world. He keeps in contact with the Greater Good, as well as his many other operatives in this way.

3. THE GATHERING OF THE FLOCK

The Garden is alive with light and sound the night of the big rally. Search lights are arcing through the clear night skies, and loudspeakers are spewing forth the benevolent words of Brother Angel. The police have cornered off the blocked surrounding the place, closing the streets to all vehicular traffic. The place is a madhouse as tens of thousands of people flock to the auditorium to hear what they hope will be the answer to all of their problems.

If the player-heroes have not arranged an alternative method of getting in, they will need to purchase tickets to get into the Garden, just like everyone else. Though they certainly could force their ways in by using their powers, the player-characters will not be allowed in simply because they show up in uniform/costume.

THE GARDEN



THE GARDEN MAP KEY

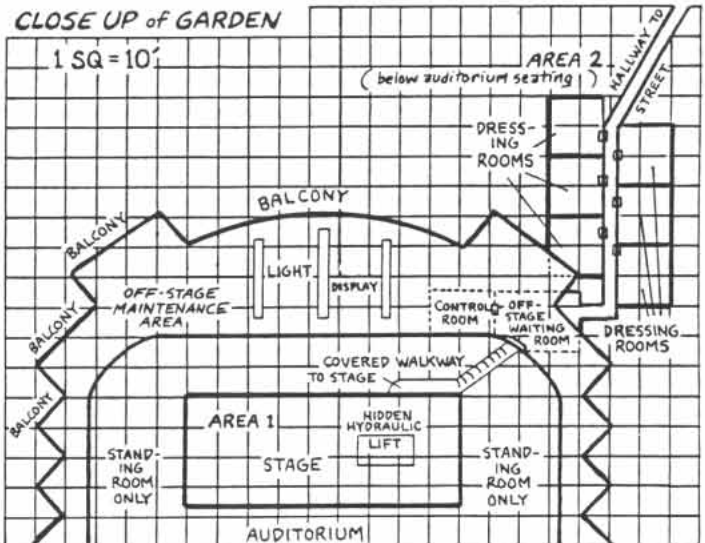
There are two main areas that will be of interest to the players upon arriving at the Garden.

1. The Stage : It is here that all the action will take place. Before the evening gets started, the stage will appear to be just a simple raised platform. However, it will soon become obvious that there are a number of hydraulic lifts being operated from beneath it.

Facing the stage, crammed into the rows of seats, will be tens of thousands of the faithful. They should be a primary concern in whatever plan the player-heroes may put into action.

2. Backstage: The dressing and preparation areas are back here. There are six dressing rooms placed around a central hallway. This hallway leads to the stage at one end and the street exit at the other. Limousines are waiting for the Greater Good at the exit.

Also along this hallway, closer to the stage, is a control room. This room takes care of everything on stage including the lights, the cues, the music, and the performers themselves.



The dressing rooms offer all the comforts of a great hotel room. There are private bathrooms complete with showers, a refrigerator, and a telephone in each one.

Inside, the place will be packed, but orderly. There is a sense of excitement in the air, but it's somewhat subdued. Most of the people have come looking for answers in life. They are not looking for trouble or seeking to cause problems. As it nears 8:00, the buzz of conversation swells. The audience is seated and ready, filled with anticipation.

The lights dim slowly, until the entire auditorium is dark and the crowd is hushed. Suddenly a single spotlight splits the darkness, centering on the stage. Brother Angel stands bathed in its light. Slowly, dramatically, he appears to cause the light to grow as he reaches out with his hands. He then asks the people assembled in the audience to pray with him, to pray against the darkness and evil 'that surrounds them all.' Though there is no microphone in front of him, Brother Angel's voice can be easily and clearly heard throughout the Garden. The people begin to pray. Led by Brother Angel, they continue doing so until all the lights in the Garden are on.

Revealed on the stage with Brother Angel are White Guardian, Corporal Punishment, 451, and Pro-Life. Brother Angel introduces each of them to the crowd before launching into his speech. The speech for this rally is basically the same as that he gave in Waynesboro in Part One of this adventure (though the Gamemaster should feel free to ad lib as he feels appropriate).

The crowd responds wildly to every word Brother Angel utters. He will continue through his entire speech halting only to ask if there are those out there who do not believe. As the exultation of the crowd dies down a bit, a deep clear voice will be heard.

"I am not convinced," it says.

Silence reigns as the crowd looks around to see who could have uttered such blasphemy.

The crowd parts as a compact, powerful looking man, makes his way to the stage. He is escorted by some of the uniformed player-characters (if so arranged earlier) or by police officers. It is Bishop Fairwell, who is dressed in his vestments.

Brother Angel will graciously welcome the Bishop onto the stage, introducing the Bishop to the audience. The other members of the Greater Good will make sure that the escort wait at the foot of the stairs and are not allowed to come up on stage.

The Bishop stands unafraid as Brother Angel places a hand against the Bishop's forehead. Brother Angel will ask that they pray together. The crowd is hushed as the two men stand in prayer. As they continue, the Bishop will slowly be levitated off the ground. His face appears to



fill with light. In a blinding burst, the Bishop will fall to his knees. The light fades as he turns to the crowd.

'I have seen the light. I am now a believer in the way of the Greater Good. I renounce my former vows and all ties with any other church to be one with the Greater Good.'

The forum explodes with noise at the Bishop's pronouncement.

Brother Angel then says that this is not enough. The Lord needs each person's total belief before he can enter their lives. He asks if the crowd wants to see the Lord's work in action. In answer comes a frenzied roar of approval from the crowd. Brother Angel has worked the audience into a fevered pitch.

The Gamemaster should note that there is a lot of Mind Control going on here. Any player-character who has not already fallen to the Greater Good will continually have to roll to determine if they come under Brother Angel's mental influence — see the rally in Waynesboro for the procedures to follow here.

At this point, the little girl comes up from the audience to stand near Brother Angel. He takes the knife blade from her and shows it to the audience, holding it up for all to see clearly.

'In the past I have proven the presence of the Almighty by testing the faith of this child, who has willingly bled in the name of our Father. But tonight the child will not have to give her blood. No, tonight we have another who will be our lamb. A non-believer who we can sacrifice to show our belief in His power.'

The crowd is going crazy, yelling and screaming by this time. Behind Brother Angel, a trapdoor swings open on the stage. A platform slowly begins rising to reveal the new sacrifice, strapped out on a large metallic X-frame. The figure has a hood over its face. In a dramatic gesture, Brother Angel steps to the cross and rips the mask from the figure.

'Look now upon the face of the heretic whose death will be the key to our salvation.'

Gamemaster, note that any player-character(s) who have disappeared before this, either back in Waynesboro or during any of the other battles, will be the figure on the X-frame. If none of the player-heroes has been taken captive by this time, the GM can substitute a prominent non-player character, someone who will be well-known to the players, though not necessarily known to the entire audience. This could be a clue that someone has breached their secret identities (and where has the possibility of this happened before in this adventure?). Avoid making the figure a political figure, since this may complicate the ending of the entire adventure, and may also compromise the goals of the Greater Good. If more than one player-hero has been captured, more than one X-frame will rise up on the stage.

Whoever the victim is, the poor soul will have been badly beaten, and probably will have been drugged. They will be unable to act in their

own defense, as the bands that are holding them to the X-frame have been specially designed to sap their strength and powers. The Gamemaster can choose which victims will be sacrificed first, though some thought should be given to which of the victims will have the best chance to survive.

'Watch now as the Almighty grants me the power to battle his enemies!'

Brother Angel then lifts the ceremonial blade. He holds it high for a dramatic moment, letting it glint in the spotlight, before he plunges it into the chest of the first victim. The crowd gasps an audible moan of ecstasy as blood showers into the air.

Brother Angel will make no move to stop the bleeding of the sacrifice. Instead he moves to the front of the stage to face the audience. He asks if there are still non-believers out there. The crowd will, of course, assure him that there are not.

Exhausted, Brother Angel basks in the adoration of the crowd. Pro-Life will come over to soothe and steady Brother Angel.

Standing to the front, Corporal Punishment will again ask if there are still any who do not believe in the ways of the Greater Good. Bishop Fairwell stands next to Corporal Punishment telling the crowd that it is all right to give voice to their doubts — for how else can they face such doubts?

About twenty rows from the stage, preferably near where one of the player-heroes is sitting, a man timidly raises his hand to say that he is still unconvinced.

'Brothers and sisters,' Bishop Fairwell glares at the crowd, *'You know what you must do.'*

There is no hesitation from the mob as they turn and begin beating the poor man. They continue until the man lies dead at their feet. After that, the people gathered there will all be believers.

Brother Angel praises the crowd, saying that their way into heaven is assured if they will continue to believe. He will then turn to Bishop Fairwell.

'Anyone who has come into the true service of the Lord will be given a new life above all men. And so you will no longer be just a Bishop. You will now take on the role of Cardinal in the Church of the Greater Good.'

Brother Angel will present the new Cardinal with his red robes and his oath of office.

'Brothers and sisters, I give you Cardinal Rule.'

Thanking the crowd for their thunderous applause, Rule addresses them.

'Thank you, children of the Greater Good. Though I am new to the flock, I am confident that I speak for all when I say that the one true way to reach the heights of our Father is to return to the fundamentals, the old ways. You must divest yourselves of all worldly goods and con-

centrate on things of a spiritual nature. Give up your things of fleeting pleasure in this life, if you are to receive eternal salvation in the after-life. I cannot tell you what you must give, but I am sure if you look deeply into your hearts, the answer will be yours to find.

'To help you divest yourselves of those things which are holding you prisoner to this world, followers of the Greater Good will pass among you to take those things which so burden you. Give freely so that you may receive freely the bounty that awaits you all.'

A hundred disciples of the Greater Good will then pass large baskets through the crowd. These baskets are quickly filled with money, jewelry, credit cards, keys, and even pieces of clothing.

This will bring the rally to a close. Brother Angel and Cardinal Rule thank the crowd, saying that they are all insured of a good life. They tell the crowd to always keep the teachings of the Greater Good in their hearts, reminding them that there is no room in this world for non-believers. All must either be converted or destroyed before the Lord will come amongst them again.

Any who may wish to be asked to join the Greater Good at their teaching farm, which is located upstate on a parcel of land which has been donated to the Greater Good.

Brother Angel leads them all in a final prayer before the crowd shuffles out, a new thought in their minds and a new light in their eyes. They must each do whatever they can to bring the word of the Greater Good to all. As the crowd files out, Cardinal Rule and the Greater Good will make their way out through the dressing rooms to the waiting limousines.

This is not the end, but only the beginning . . .

Gamemaster, now, of course, there is no way that the scenario you run will go as smoothly as the one described here. This scenario should be used as the outline for the events in which your player-heroes will take part.

The player-characters should not allow much of what takes place here to go on. They should react and try to put a stop to all of this. Of course, they may wait to see what 'good' Bishop Fairwell will do, but by the time the player-heroes realize they've been double-crossed, it will be too late. The damage will have been done.

An important thing for the GM to remember is the character who

is bleeding to death on the stage. Even if he or she dies, something which the player-heroes should never allow, Cardinal Rule can be made to use his Revivification powers to bring that character back to life. After this adventure is over, a creative Gamemaster can have some fun dealing with what the effects of having been dead would be on that character.

3.1 THE PLOT REVEALED

What's really going on behind the scenes is that Cardinal Rule has been leading the movement for the Greater Good the entire time by the use of Brother Angel, the android he controls. He has been manipulating events to make it appear as if he, one of the City's leading citizens, has been converted to the Greater Good.

It is his plan to establish a new order of all white, all faithful true believers in a religion of which he is the one, unquestioned leader. While the Greater Good does solicit donations, Rule is not in this for the money. He truly believes in the founding of the new dynasty.

The Greater Good are using a kind of subtle hypnosis, a Mind Control power which affects the baser instincts and subconscious of its subjects. This hypnosis is amplified by electronic stimuli in order to be able to reach large groups of people. Even should the hypnosis be discovered by the player-characters (after all, they are constantly fighting its effects, one of them should be experienced enough to figure out what is going on), they will be unable to locate the source of the amplifier. It is located inside Brother Angel and the electronic impulses are emitted through his eyes and mouth.

For further information on what is the reasoning behind the Greater Good movement, the Gamemaster should carefully read the Character Description for Bishop Fairwell/Cardinal Rule.

The Gamemaster should avoid using 'the villain is unmasked and revealed as an android so that the plans are all ruined' kind of ending. Actually, Brother Angel should not even be revealed as an android. Keep him and the Greater Good around as a group of villains that can certainly return to harass your players.

If, however, Brother Angel's secret should be revealed, even the other members of the Greater Good will be surprised, though none will be dissuaded from the teachings of the church. Only Cardinal Rule knows the truth behind Brother Angel.

4. DOWN ON THE FARM

The ultimate battle between the heroes and the Greater Good should take place at the Garden during the rally. Should this not occur, or should the heroes be defeated at the Garden, and if the members of the Greater Good should manage to escape, they will head to New Eden Farm. New Eden is the haven Brother Angel invited his followers to come to at the rally.

New Eden farm is located in upstate New York, midway between Albany and New York City. It consists of some 642 acres. When driving by the farm it appears to be just another dairy farm along the highway. For more detailed information see the map and the map key in the following section.

If a lot of time passes between the rally and the arrival of the player-heroes at New Eden, the Greater Good will certainly be at the farm, safely entrenched and planning their next move. The rally will have generated a great deal of media coverage, most of it favorable, and the Greater Good will have to move quickly if they are to fully capitalize on this publicity.

Though the members of the Greater Good will be armed and prepared for the arrival of the player-characters, the farm will appear

quiet and virtually empty. A number of people are out in the fields, carrying on the daily chores of running the farm.

New Eden is run by a frail, elderly looking woman. She will come out and introduce herself as Auntie Porn. She gladly answers any questions about the farm, describing it for the player-heroes. She will make no mention of Cardinal Rule or the others, saying that New Eden is simply a religious retreat available to people of all denominations. She will not deny that the farm belongs to the Greater Good, though she will say that none of its members are currently at the farm. While she will certainly be pleasant to the heroes, Auntie Porn is a strict disciplinarian who is not used to having her word questioned.

If the player-characters insist upon looking around, Auntie Porn will advise against it, saying that the faithful are too busy to be disturbed. Should the characters become more forceful, they will slowly find themselves being surrounded by the farm workers.

Besides Auntie Porn and the leading members of the Greater Good, there are currently some eighty-five people residing at New Eden. They are broken down into the following groups:

Number	Rank	ST	EN	AG	INT	CHA	Hits	Weight	Power	Carry	HtH	Level
20	Sexton	14	13	12	12	11	12	250	53	506	1d8	4
14	Acolyte	13	14	13	10	10	09	170	50	306	1d6	2
51	Brother	11	12	10	09	09	04	150	42	190	1d6	1

(All numbers are averages. The Gamemaster should feel free to change or modify any statistic to make his NPCs more interesting or better suited to deal with the player-characters in his campaign.)

Sextons

These are the Greater Good's security men and enforcers. Most have been with the church for more than a year. Eight members were professional mercenaries brought in to head this corps. Sextons will be equipped with a stun staff, which are capable of rendering an electric charge which causes HTH + 1d12 damage. They have a +3 modifier to Hit in combat.



Acolytes

These are middle level workers. They are responsible for most of the supervising of the work force. They carry no weapons. Approved dress for this group is a black cassock.

Brothers (and/or Sisters)

These are the newest members of the flock. All those who come to join the Greater Good are placed at this level. Approved dress for this level is a brown cassock, similar to that worn by Brother Angel. They carry no weapons and are the regular workers on the farm, responsible for the field labor at New Eden or for office work at church offices back in the city.

Except for Auntie Porn, the other leading members of the Greater Good will be nowhere to be seen. They will not appear until such time as a fight occurs between the player-characters and the members of the church, or unless the player-heroes discover the whereabouts of any important member. (See Locations in the map key.)

When the player-heroes arrive at New Eden, if it is still daylight, Auntie Porn will be in the kitchen of the main house, serving peach cobbler to Pro-Life and 451 (who is no longer in uniform). Cardinal Rule is in his secret office monitoring the security scanners and listening to news reports. White Guardian is secreted in the top room of the silo, monitoring the security systems. Brother Angel is resting in a bedroom on the second floor of the main house. Corporal Punishment is out in the fields, running a training exercise for the sextons. If the player-heroes arrive at night, all the leading members of the Greater Good will be in the main house.

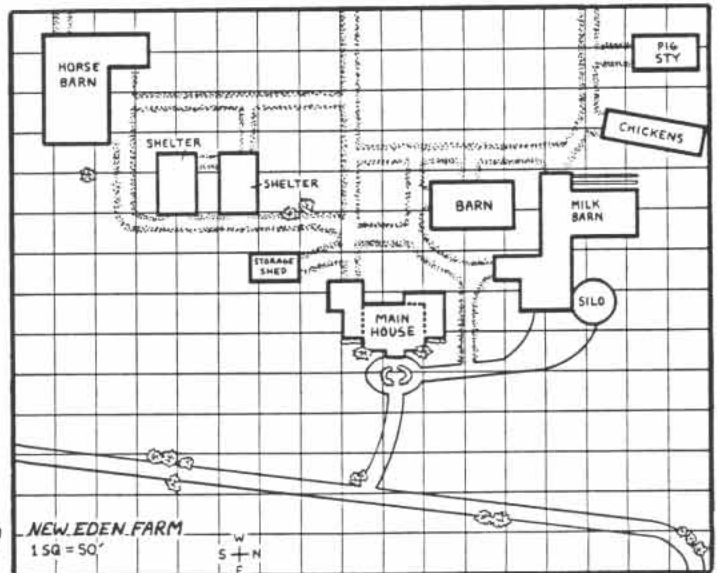
Gamemaster's Note.

Auntie Porn can appear earlier in this adventure if you wish. She could show up in Waynesboro, or at the rally in the Garden. Try to get a gauge on how the player-heroes are handling things during the earlier goings on found in this adventure. Use that as a guide to determine where Auntie Porn should first appear.

CONCLUSION

If their base here is destroyed, it will take some time, possibly years, for the Greater Good to recover. They will be scattered, without any real base of operations to work from. The idea of the Greater Good will live on though, to return when the world once again needs the purity of their light.

If the Greater Good is defeated, Cardinal Rule will claim that he had been brainwashed by Brother Angel. He will seek forgiveness, returning to his offices and church work. The police and the church authorities will accept his story without hesitation. Actually though, he too is lying low, waiting to once again serve the Greater Good!



4.1 THE NEW EDEN FARM: MAP & KEY

The following should provide adequate detail for any action that will take place at the farm in upstate New York. In some cases the Gamemaster will have to sketch out the interiors of some of the actual buildings based upon the descriptions below, but it is assumed that this will not prove too difficult a task with the description available on which to base any such interior floorplan sketch.

Main House: This 18th Century farmhouse has been refurbished and the walls have been reinforced to a Structural Rating of 8.

There are three main floors to the house. The top floor consists of the attic and two simple bedrooms. Five other bedrooms, as well as two bathrooms, are found on the second floor. The first floor is made up of a large kitchen, a sitting room, a parlor, one bathroom, a dining room, closets, an entrance hall, and a porch.

Steel double doors lead the way from outside down into the root cellar and basement. In one corner of the dusty, unused basement stands a shelving unit filled with jars of preserved fruit. By pulling down the jar of raspberry preserves, a mechanism is tripped which causes the shelving unit to swing out, revealing a set of stairs which leads down to the underground bunker of the Greater Good.

The location of this bunker is known only to the seven leading members of the Greater Good. This bunker is set up almost exactly the same as Bishop Fairwell's office back in the city. The difference here is that an extra room containing six more beds, one for each of the Greater Good, has been added to one side. There is also an escape tunnel which leads over to the silo, in case the main house is ever overrun by 'heathens.'

Milk Barn: This barn houses New Eden's twenty cows and eight goats. This farm was once a fairly successful dairy business, but most of the cows were long since sold off. Most of its equipment and stalls are still usable, though New Eden no longer sells any milk. The farm only uses milk for drinking and for cheese for internal consumption.

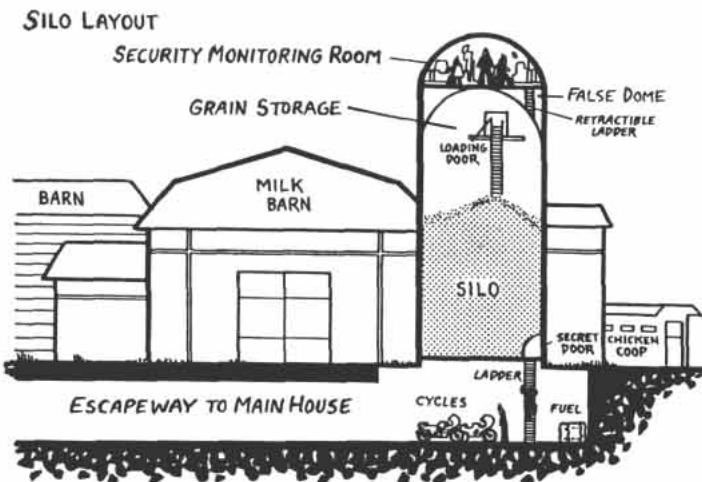
Hay and vegetables are stored in the eastern wing near the silo. In the western wing is a huge walk-in freezer used for storing meat and keeping it fresh. The freezer has also been used as a 'solitary confinement' cell for non-believers who have been caught trespassing.

During the day, the cows are led out to the fields, while the goats are left pretty much on their own.

Silo: The silo is divided into three parts. The lowest section is used as an escape way. It is attached, via an underground tunnel, to Cardinal Rule's office in the main house. There are two motorcycles stored here to be used, if the members of the Greater Good cannot make it to the limousine or any other means of escape.

The middle section takes up most of the silo. This compartment is used for the real storage of grains or vegetables. It is used as a true working part of the farm, and also serves to throw off suspicion as to the real nature of the silo, which is hidden in the cap.

The top section of the silo, hidden in the cap, is a security monitoring room. The radar dish, cameras, intruder alerts, and other security devices which have been installed by Cardinal Rule and White Guardian are all monitored from here. Usually a sexton is responsible for this room.



Barn: This barn is used as a storage area for New Eden's two tractors, limousine, and wagon. The loft of this barn has been converted into a sleeping area for sextons. Each sexton has a cot, a locker, and a trunk. There is a common toilet and shower area on the ground floor at the northern end of the barn.

Chickens: These coops are where the fifty-eight hens and three roosters which provide eggs for New Eden are kept. It is the responsibility of one of the brothers to feed, water, and look after these fowl. The chickens don't like being disturbed and will chase after any stranger who comes near them.

Pig Sty: Twelve pigs live comfortably here. They are slopped, fed, watered, and well taken care of by one of the sisters. Only occasionally is one taken for slaughter. When this happens, as well as when one of the cows or other livestock is killed for meat, a great show of the sacrifice is made for all members of New Eden. This sty is very muddy and smelly. Any player-character landing here will be thoroughly covered before he or she can pull himself out.

5. THE CAST

Cardinal Rule

Identity: Bishop Charles Fairwell Side: The Greater Good
Sex: Male Age: 53
Level: 10 Training: Agility
Powers:

1. Mind Control: Range = sight and hearing distance/range. PR = 20 per success.
2. Armor B (Magical Device): ADR: 54, comes with a special Mace with built-in 'Shock Studs' that do extra damage, HTH + 3 to Hit, HTH + 1d6 + 1d8 damage. The mace also has a built-in 'Mental Enhancer' when using Mind Control that can affect specific groups of people as if making just a single attack. Victims act at full power and get no resistance roll — they must be 'deprogrammed.'
3. Illusions (A): Holograms, PR = 1,
4. Heightened Senses: Detection bonuses.
5. Revivification: PR = 25 per use.
6. Telepathy: Range = 180 inches, PR = 1 per use. Maximum of 18 subjects can be effected at once. Maximum Strength of Mental Probe is 146 with a PR of 5 per Probe attempt.

Weight: 210
Strength: 18
Endurance: 16
Intelligence: 18
Reactions from Good: -3
Hit Modifier: 4.87
Damage Mod.: +2
Accuracy: +1
Carrying Cap.: 440 lbs.
Movement Rate: 46 inches ground.
Detect Hidden: 42%
Inventing Points: 18

Basic Hits: 5
Agility Mod.: -
Agility: 12
Charisma: 18
Evil: +3
Hit Points: 25
Healing Rate: 2 per day
Power: 64
Basic HTH: 1d6
Detect Danger: 54%
Inventing: 54%

Horse Barn/Stable: This barn has been cleared out and is now used as a type of common house. Open eating facilities for most members of New Eden's community are here. Food is served cafeteria style, and then taken to any of the long tables. Daily prayers must be said before anyone can begin eating.

The tables are mobile, so that this barn can also be used for discussion groups, meetings, shows, or indoor training sessions. The western wing of the barn is actually a well-equipped gymnasium, complete with universal, weights, mats, and other equipment.

The acolytes use the loft area above the eastern wing for their living quarters.

Shelters: These are long, metal quonset hut type buildings that house the brothers and sisters of New Eden. Each sex has its own separate shelter, the sisters being to the south. These long open rooms consist of forty cots, each six feet by three feet. Each cot is bolted to the floor and has its own trunk and standing locker.

Each shelter has a common toilet/shower set up at its western end. These areas each have four sinks, four toilets, and a tiled shower area.

Storage Shed: The shed is a small storage area which houses all the tools required for daily work on the farm. These tools include shovels, hoes, rakes, spades, picks, watering cans, hoses, pesticide sprayers, rope, etc. Behind the wall panels here are secreted some fifty assorted rifles and pistols, to be used by the brothers and sisters in case New Eden comes under attack. Auntie Porn, Cardinal Rule, and Corporal Punishment are the only ones who have the keys to unlock these secret panels.

Security Measures

All buildings at New Eden have been reinforced to a structural rating of at least 6. The silo has been rebuilt to a rating of 10, while the walls and doors of the main house are rated at 8.

The grounds all around New Eden, including the road leading to it, are monitored by cameras. Each camera is equipped with a movement sensor which signals the viewing screens inside the silo. This is to enable the people on monitoring duty to watch only those cameras where movement has been detected and need monitoring. A network of alarms joins each building, including the silo and Cardinal Rule's private sanctum.

Origin & Background

Charles Fairwell was a whiz kid completing the last year of his mechanical engineering studies at MIT when his mother became ill. Just before she passed away she made the young man promise to take up the priesthood. The woman was convinced that if her son took up the cloth her eternal peace would become a certainty. Reluctantly, Charles agreed to his mother's request and dropped out of school to take up the 'calling.'

Since his love was still mechanics and tinkering with his hands, Charles found the priesthood tough going. Gradually, though, he grew accustomed to the sedentary lifestyle and came to be one of the best students in his class. After graduation, instead of an assignment to a parish somewhere in the US, Charles chose to do field work in the jungles of Uganda.

His biggest problem in Africa was to overcome the superstitions and traditional customs of the local tribespeople. While he would try to educate them about the Lord and about religion, whenever there was a problem, the people would always return to Watubo, the local witch doctor. Though Watubo never really did anything to actually oppose the white man and his god, he was still the biggest stumbling block to Fairwell's success.

Over the years, Fairwell came to enjoy both the priesthood and the exasperating people of the jungle. He made many good friends there, including a young army captain who was enamored of anything from the States. The captain would devour newspapers, books, or any other thing from Fairwell in order to learn all he could about the West. In return, the young captain would take the priest all around the country, showing Fairwell the people, the poverty and the places of Uganda.

It was during one of these outings that the priest and the captain drove into Watubo's village. The old witch doctor had been involved in some incantation, when it had gone awry. The psychic energy



Watubo had called up went out of control. It had entered Watubo's body and sealed his hut off to all outsiders. After determining the nature of the problem, Father Fairwell knew there was only one thing for him to do. If he was going to rid the old man's body of the unwanted spirit, he had to perform an exorcism.

Fairwell made great preparations after gathering all of his religious items together. Holding the crucifix in the air between them, Father Fairwell and Captain Amin were able to fight their way into the hut. For a full day, without seeking food or water, Fairwell battled the demonic power that was within the old man.

Eventually the priest gained the upper hand. As Fairwell placed the crucifix against Watubo's forehead, the powerful magic that was the life force of the demon sought release and backlashed up Fairwell's arm. It exploded around the room, washing over the priest and the exhausted captain. Finally, the energy disappeared and the old man was cleansed and purified.

After that incident, the old witch doctor became a believer in the white man's god. A good percentage of the natives followed Watubo's lead and Fairwell's stint in Uganda was deemed a success by those who judge such things in the Vatican.

Fairwell was later recalled to the United States where he took over one of the tougher parishes. He was successful in each task he undertook and was soon given the office of Bishop. Yet, here in his middle years when life is good and he had all that he needed, Bishop Fairwell has grown restless.

In a vision like dream, an angel came to Charles Fairwell and said that he must lead the way with a new religion. The old religions, Islam, Catholicism, Judaism and the others were just not doing the right things, they weren't truly preparing the world for the Coming of the Lord. And so it was given unto Charles Fairwell to begin this new religion. In the dream, the angel told him how to go about this task in order to get the fastest results.

Surreptitiously, Fairwell began the founding of the Greater Good. Following the angel's words, the Father recruited powerful people who believed in his way of thinking. He had a secret work room built where he could use his engineering abilities to develop new tools which would be needed in the coming task. He built Brother Angel, the one

being who would become the Avatar of this new religion. All went well, and soon the plan was put into motion.

Soon Bishop Fairwell would become Cardinal Rule and lead the world onward, for the Greater Good.

Actually, of course, it was not an angel that spoke to Fairwell in his dreamlike vision and giving him this vision of a better world. It was Okawala, one of the two demons who had once possessed the witch doctor's body in Uganda. The demon had housed itself in the priest's body while the holy man's personal energy was at its lowest during his struggle against the demons. Okawala's brother demon, Nigola, had entered the body of the tired Captain Amin. Separately, neither demon is physically very strong, though they have great mental control powers. It was Okawala that was initially the guiding force behind the Greater Good. Yet now Cardinal Rule acts pretty much on his own. He believes in the vision of a new order, a divinely inspired world with himself at the head of a faithful multitude. He will let nothing stand in the way of achieving this goal.

One of the weapons Fairwell uses in his guise as Cardinal Rule is a mace he invented himself. It appears to be one of the pestles used to sprinkle holy water, but in fact it is much more. It is a heavily weighted mace, with a head studded with metal points. If that was not enough, the mace also carries an electric charge that is activated whenever a hit is made with the mace. The electric charge affects the nervous system of the target, causing Rule's foes so hit to go numb.

The Gamemaster should note that the presence of Okawala is not a major factor at this point and should not become a prime motivation for the players in the dealing of their characters with Cardinal Rule. The Greater Good should always pose the Greater Threat, not the demon at this point in time.

You may, however, keep in mind that Okawala is there. It could make for a very interesting storyline sometime in the future.



Brother Angel

Identity: Unknown/None

Sex: Male?

Level: 4

Powers:

1. Flight: Maximum Speed = 450 inches per turn (103 m.p.h.), PR = 1 per hour.
2. Heightened Strength: +12
3. Invulnerability: 17 points
4. Heightened Senses: Detection bonuses
5. Heightened Charisma: +22, gets positive reaction modifiers from both Good and Evil.
6. Android Body: 100% human appearance.
 - A) +8 Endurance
 - B) Brain Implant: contains Mental Control Amplifier which acts as a direct feed from Cardinal Rule's mind. (+4 to Hit against with an Enthusiastic reaction or higher).

Weight: 140 lbs.

Strength: 25

Endurance: 18

Intelligence: 14

Reactions from Good: +6

Hit Modifier: 7.74

Damage Mod.: +1

Accuracy: +2

Basic Hits: 3

Agility Mod.: —

Agility: 16

Charisma: 33

Evil: +6

Hit Points: 24

Healing Rate: 1.5/day

Power: 73

Carrying Cap.: 1220 lbs.
 Movement Rate: 59 inches ground
 Detect Hidden: 40%
 Inventing Points: 5.6

Basic HTH: 1d10
 Detect Danger: 48%
 Inventing: 42%



Origin & Background

Brother Angel is an android with miraculous powers. He has been designed by Cardinal Rule/Bishop Fairwell to appear as if he were the perfect physical specimen of humanity. Though he believes himself to have been 'brought to life' solely by Cardinal Rule, such is not really true. Rule actually designed the body, but it was built in secret and programmed by a German scientist. Without Rule's authorization, the scientist used a human brain and a number of human organs which had come from unwitting donors/victims.

Brother Angel's mental powers come from the fact that his brain has been reprogrammed from the original thought patterns of Cardinal Rule himself. In his brain, Brother Angel carries a small but powerful psychic amplifier. This amplifier allows him to affect large gatherings of people by sending out electronic impulses to their subconscious instinctual levels of thought.

Though Brother Angel is aware that he is an android, he is not morose about being almost human. He accepts himself as being part of the evolutionary chain, actually the next step above humanity in his own view. Still, he is very humble and feels that he was put on this earth to help humanity reach its loftier goals. He believes that he is truly helping mankind to reach a new plateau, and thinks that by exterminating those who are different he is making possible that eventual evolution of man through this necessary form of purification of the species.

451

Identity: Brad Rayberry
 Sex: Male
 Level: 4
 Powers:

Side: The Greater Good
 Age: 36
 Training: Combat Accuracy

1. Armor B: Technological device with ADR of 51. The armor is completely flame-proof and heat insulated. The faceplate is filtered against sudden brightness.
2. Special Weapon: Plasma Thrower: Acts as a Flame Device with 14

inch range, 1d12 damage. Can switch to 'Plasma' mode, doing 1d20 damage with a chance to instantly vaporize whatever it hits that is equal to the number of points of damage it caused as a percentage chance. The energy pack for the weapon has 25 power points. Flame has a PR of 1, Plasma has a PR of 3 per use.

3. Heightened Expertise: +4 to Hit with Plasma Thrower.
 Weakness: Reduced Charisma: -5

Weight: 175 lbs.
 Strength: 14
 Endurance: 13
 Intelligence: 14
 Reactions from Good: -
 Hit Modifier: 2.40
 Damage Mod.: +1
 Accuracy: +1
 Carrying Capacity: 354 lbs.
 Movement Rate: 39 inches ground
 Detect Hidden: 10%
 Inventing Points: 5.6

Basic Hits: 4
 Agility Modifier: -
 Agility: 12
 Charisma: 11
 Evil: -
 Hit Points: 10
 Healing Rate: 1.2/day
 Power: 53
 Basic HTH: 1d6
 Detect Danger: 14%
 Inventing: 42%



Origin & Background

Before joining the Greater Good, Brad Rayberry was an ordinary janitor at Tilton Jr. High School. He was a quiet person with over ten years of service to the school system. He was noticed by none and bothered by no one. His private life was much the same. He had no real friends, and no one knew his real name. Everyone always simply called him the janitor. He lived a sparse life, without much excitement, which was just the way he liked it. The only highlight in his otherwise drab

existence was the local volunteer fire department, of which he was an active member.

One day a memo came down from the Board of Education that a certain number of books were to be destroyed since the material they covered was deemed unfit for the young impressionable minds of the students who were reading the books in question. The books included such detrimental works as *Tom Sawyer*, *Lord of the Rings*, *Doonesbury Trivia*, *Chivalry & Sorcery*, *The Godwulf Manuscript*, *Callahan's Cross-time Saloon*, and others. Once the edict was passed, these harmful tomes were boxed up for the janitor to collect and burn.

For some inexplicable reason, this was the one time that Rayberry's curiosity got the better of him. He wondered just what was in these books that made them unfit to be read. In the flickering firelight from the open furnace, Rayberry began reading. He read for hours, and yet he couldn't find anything wrong with most of the books. Some of them did have curse words, while others had weird ideas that he could not quite understand. But, other than that, he could see no real danger in them. Still, if the Board said to burn the books, then that's what he would do.

Rayberry had been piling books into the furnace for some time and he eventually grew tired. The roaring of the well-stoked blaze lulled him into a deep slumber. Unfortunately, he fell asleep without closing the furnace door. Sparks from the burning books floated out to land on other books, touching off quite a fire. Soon the entire room was engulfed in flames.

The smoke and the noise woke Rayberry from his sleep, so that he was barely able to make it out of the room. He burst out into the cool air with his clothes and hair on fire. Luckily it was late at night so no one else was in the school building. By the time the fire department arrived, there was nothing they could do. Tilton Junior High School was a total loss.

Rayberry was badly burned and the ambulance crew rushed him to the hospital. Though the doctors worked on him for over six hours, there was nothing they could do to overcome the horrible scarring that had left Rayberry's face a charred mass of scar tissue.

Sometime later, a hearing found Rayberry guilty of negligence in starting the blaze. As a result of these findings, he lost his janitorial position with the school district. His life quickly became a shambles. While no one had bothered him before, now everyone came to stare and point at him. Children made fun of him, making faces and laughing. He was even unwelcome at the firehouse. And, through it all, Rayberry knew what was really to blame for his disgrace. It was the books. Those rotten piles of paper had caught on fire, hadn't they? The Board of Education had been right. Books are dangerous!

He fled to the city, seeking solace from those who hounded him. He was walking down the street when he passed a church. Figuring he had little to lose, he went in. Though thoughts of suicide had been coming to him, Rayberry had decided to give life one more chance. By some stroke of luck or fate or coincidence, Rayberry had chosen the church run by Father Fairwell.

Going into the confessional, the story of his life poured out to the priest on the other side. The priest took the sobbing Rayberry into a secret part of the church. There the priest used prayer to calm Rayberry, curing all his fear and pain. Rayberry felt so indebted to the priest that he began hanging around the church. He would do all the janitorial work at the church and help out any way he could. The dreams and nightmares of the fire still came back regularly, but Father Fairwell could always find a way to calm the suffering Rayberry.

When the priest became the man who would be known as Cardinal Rule, and when the secret crusade for the Greater Good was started, Father Fairwell did not forget the lost soul he had been helping over the last several years. He convinced Rayberry that his mission was to continue burning all dangerous books that might undo the work of the Lord. Father Fairwell (now a Bishop) outfitted Rayberry with a uniform that roughly resembled that worn by a fireman. Rayberry also got his flame and plasma thrower from Cardinal Rule/Bishop Fairwell.

It was at this time that Rayberry chose his new name. It was chosen from a dimly remembered book he had read on the night of the fire.

White Guardian

Identity: Charles Franklin

Sex: Male

Level: 4

Powers:

1. Armor B: ADR = 88.

2. Special Weapon: Flaming Sword: +4 to Hit, does HTH + 1d6 + 1d12 damage.

3. Heightened Expertise: +4 to hit with his Special Weapon.

Side: The Greater Good

Age: 23

Weight: 210 lbs.

Strength: 17

Endurance: 16

Intelligence: 13

Reactions from Good: -2

Hit Modifier: 3.6036

Damage Modifier: +1

Accuracy: +1

Carrying Capacity: 684 lbs.

Movement Rate: 47 inches ground

Detect Hidden: 10%

Inventing Points: 5.2

Basic Hits: 5

Agility Mod.: -

Agility: 14

Charisma: 15

Evil: +2

Hit Points: 19

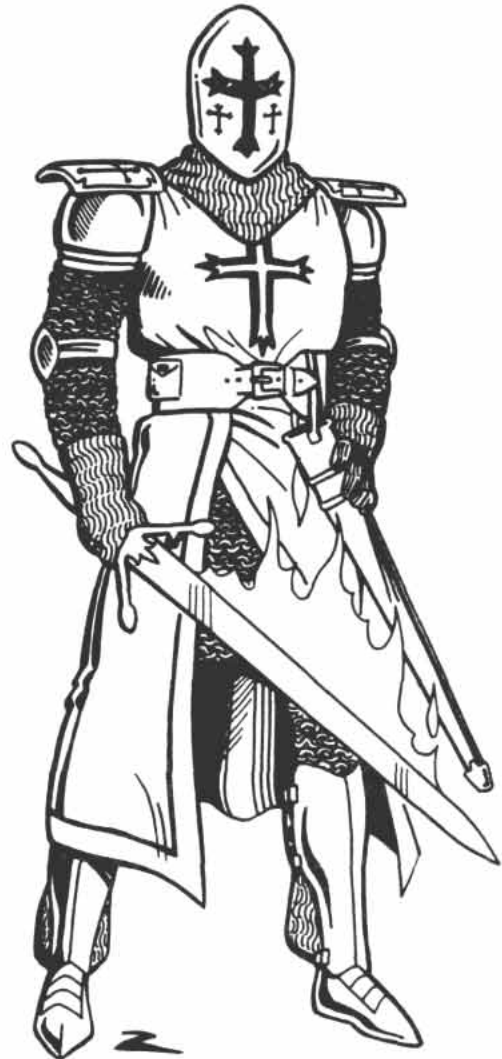
Healing Rate: 2/day

Power: 60

Basic HTH: 1d8

Detect Danger: 14%

Inventing: 39%



Background & Origin

Charles Franklin was a young boy in the deep south. He lived in a small town where everyone knew everyone else. Growing up he thought nothing of mixing in and playing with all the other kids, both black and white. It was an idyllic life for a child, one which Charles enjoyed to the fullest.

But all of that changed when Charles's Uncle Nate came back to live with the family. Uncle Nate had been working in an automobile factory up north and had been living the rich life. But then minority hiring laws had come in and the plant was forced to let some white workers go so they could make room to hire some blacks and thereby qualify for federal subsidies and contracts. Uncle Nate was among those who were let go — whether due to lack of seniority or poor work performance is unknown.

Nate never forgave the blacks for taking over his job and ruining his life. He looked for other work in the north, but there was none to be found. When the money ran out, Nate's wife left him. Finally, he was forced to return south and to beg a hand from his brother Jim, Charles's father.

Nate Franklin was filled with a seething hatred which he pushed on young Charles at every opportunity. He taught Charles that all blacks

were only 'niggers, shiftless and lazy, no better than animals.' Whenever he saw Charles playing with any of the black children, Nate would drag Charles off to the wood shed for a beating. Though he tried to fight off his uncle's mentality at first, eventually young Charles Franklin came around to Nate's way of insane thinking. This change was due to a deep desire to avoid further beatings and from the thought that Uncle Nate must be right or else Charles's father would have made him stop. It was not because of anything Charles saw or experienced for himself, but over the next few years Charles fed on his Uncle's hatred until he took it on as his own to fester within him as well.

Meanwhile, Uncle Nate became involved with the KKK. Mostly it was just a drinking club, but occasionally they'd ride through town, shooting and causing a fuss. Once in a great while they'd grab one of the 'nigras' who was out by himself. These 'brave' members of the Klan would then tie their captive to a tree and take turns beating the helpless victim until the 'boy' said he was sorry, or until he died, whichever came first.

Nate became so popular in the Klan that he was assured the position of Grand Dragon, the leader of the local section of the Klan, the next time the position became vacant and available. Seeing this as a possible way to regain his lost self-esteem, Nate set about on a new project, something that would be special, yet would still help the cause of the Klan.

In the basement of their house Nate and Jim began designing a suit of armor. The armor idea was Jim's, thinking that a knight-like figure could represent goodness and justice just like in the old days. Though consciously he meant the days of chivalry and King Arthur, subconsciously he was thinking of the days before his brother Nate returned home after being poisoned by the world. Jim Franklin also designed the flaming sword which is actually covered with gasoline and is lit by a flint and steel device that activates when the sword is drawn from its scabbard.

It was Nate's ability to work with metal that turned the suit of chainmail into reality. The two brothers worked on the armor steadily for months. Hoping to unveil it at just the right moment they continued to work on it with true dedication.

One day Charles came home from school to find a pool of blood on the floor. Running through the back door he slipped in the blood and looked up to see his mother's lifeless body across the room from him. She had been brutally attacked and had lost a great deal of blood. Tears filled his eyes as he crawled to his mother's broken body.

'Who did this to you?' Charles wailed.

'N . . . N . . . nnn,' was all his mother could stammer before she died.

'It was them niggers,' a voice said from the back door. Looking up, Charles saw his father and his uncle standing there in horrified disbelief. They had both heard what the woman had said. The Uncle was right, the 'niggers' had gone berserk and had killed Charlie's mom.

Charles's father and Uncle Nate ran to get the Sheriff. An autopsy later revealed that Mrs. Franklin had not only been beaten and slashed horribly, but that she had been raped too. The Sheriff's investigation revealed that two black men had been seen near the Franklin house earlier that day. These two turned out to be cousins of one of the families in town. They were visiting from up north. They were quickly arrested and thrown into jail — charged with the crime. But somehow, the pair were mysteriously spirited out of jail and were found staked out on burning crosses over near the railroad junction. They were long dead by the time the Sheriff got there.

A week later the Franklin house was firebombed. Charles was in the living room reading when the first gasoline filled bottle came crashing through the front window. He turned to put the fire out, but more bottles kept crashing through so that the fire grew out of control. The only thing he could do was to run down to the cellar to warn his father and uncle. They'd already been overcome though, and the cellar was a roaring inferno of flame. Bravely Charles ran in. He found his father pinned under a work table. The man was near death.

Before dying though, Mr. Franklin quickly told his son about the project he and the boy's Uncle Nate had been working on. Charles's father begged him to take the armor they'd built and to use it as a weapon for good, to clean out all that was bad in the world. Charles tried to get the armor out of the cellar, but it was too hot and he was forced out of the burning cellar.

Running outside, Charles stumbled over the limp body of Uncle Nate. Barely breathing, Nate had been able to make it out of the cellar. He gradually recovered consciousness and said that he thought that his brother (Charles's father) had been right behind him. Together the boy and his uncle cried as they watched their home go up in flames.

Uncle Nate said it had been the work of a bunch of niggers who wanted revenge on the Franklins. He helped Charles to put on the

armor he had helped build, and the two surviving members of the Franklin clan exacted their own vengeance.

Nate's fondest dream came true when he was elected Grand Dragon of the KKK. For the next few years Nate used Charles as his own personal weapon and bodyguard. He played on Charles's feelings of family and the devastating loneliness the boy experienced. He corrupted Charles to the point where the young man would kill indiscriminately, so long as it would help purge the world of what he thought of as 'the Black Plague.'

Much later, when Nate had risen to national prominence within the KKK hierarchy, he was approached by Cardinal Rule who sought the services of the firebrand who was known as the White Guardian. After some heavy bidding and negotiating, Nate was convinced to lend the services of the White Guardian to the cause of the Greater Good.

Though Charles Franklin knew nothing of any money changing hands, he went to work for Cardinal Rule and the Greater Good with complete enthusiasm. He really did not care who he worked for, as long as he got to do the job he was intended for.

He thoroughly believes in his work, and is arrogantly confident in his ability to do it. The White Guardian follows Cardinal Rule because he thinks they share the same beliefs and want to accomplish the same goals.

Corporal Punishment

Identity: Carl Gunther

Side: The Greater Good

Sex: Male

Age: 37

Level 8

Training: Combat Damage

Powers:

1. Speed Bonus: +70 inches per turn.
 2. Heightened Strength: +16.
 3. Psionics: Telepathic Blast: This psychic transfer of pent up suffering attacks as Mind Control and causes 3d20 damage. It leaves Gunther physically and emotionally drained and he loses 10 hit points for two rounds each time he uses this power.
 4. Paralysis Ray Device (Pistol): Range = 24 inches, 9 shots per charge.
 5. Heightened Expertise: +4 to hit with all pistols and handguns.
- Prejudice: Gunther received a dishonorable discharge from the Army and this prevents others from completely accepting him, or, at least, he thinks it does.

Weight: 215 lbs.

Basic Hits: 5

Strength: 32

Agility Modifier: —

Endurance: 19

Agility: 14

Intelligence 11

Charisma: 17

Reaction from Good: —2

Evil: —2

Hit Modifier: 6.86

Hit Points: 34

Damage Mod.: +1

Healing Rate: 2.5/day

Accuracy: +1

Power: 76

Carrying Cap.: 3727 lbs.

Basic HTH: 1d12

Movement Rate: 135 inches ground

Detect Hidden: 8%

Detect Danger: 12%

Inventing Points: 7.2

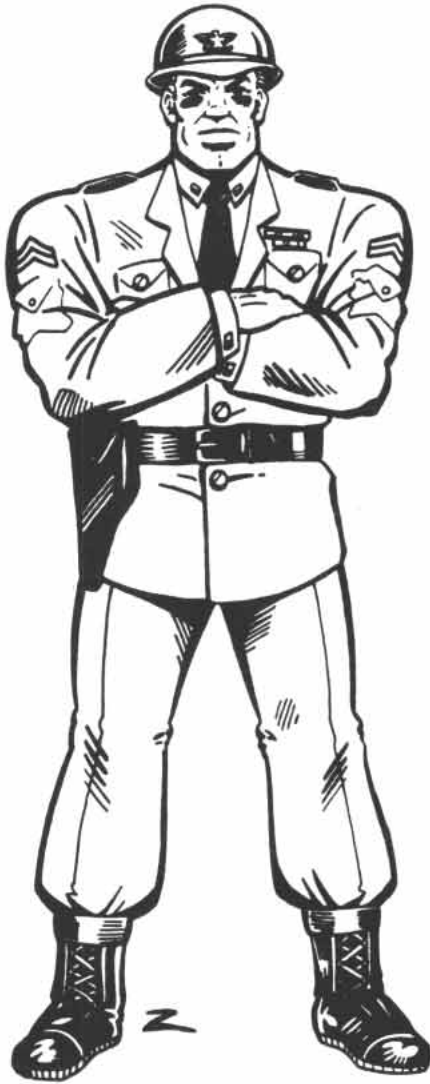
Inventing: 27%

Origin & Background:

Raised in a strict, all-boys religious school in Massachusetts, Carl Gunther was in trouble from the beginning. An orphan who hated the world, he became a bully, terrorizing the other boys for money or goods. He constantly had to be disciplined by the Brothers, who either used the belt on him or put Carl in the 'dark room.' At first he was only mildly afraid of the black closet beneath the stairs, but Carl soon came to be totally terrified of it as his mind called up all kinds of monsters and visions that were coming for him there! These fears were fostered by the Brothers who did not want any of their young charges becoming used to the small punishment cubicle — they would bang on the walls, shout and make strange noises, all designed to unsettle the wrongdoer. It was here that Carl first lashed out against his tormenters and the monsters by using his mental abilities which had been unleashed by the trauma of his terror. Yet these newly released powers scared Carl too. He instinctively shut them down, thinking they were bad since they hurt.

GM: Each blast he uses causes a great drain of 10 Hit Points from his body. This drain remains in effect for 2 rounds, after which point his body regains these Hit Points and returns to the previous level. The pain caused by this is what Carl associated with the blasts causing him to be punished.

Carl would do anything to stay out of the dark room. Consequently, he came to love discipline and the rules which would keep him out. Over time, he slowly began to realize that by following the rules and becoming a model student he was gaining a certain amount of respect and maybe even love from the Brothers at the school. He realized that



he didn't have to be alone, if he would just continue to follow the rules.

When he was old enough to leave the school, Carl immediately went into the service. There he put his natural love of discipline to work. Unfortunately, his baser instincts towards violence also began to resurface while under the military's discipline.

Both of these facets of his personality were recognized and put to good use. He received a small promotion and was sent to Vietnam to aid in the clean up at the end of the war. But, Carl didn't want the war to end. He set out to keep it going. At the end of his first week there, his patrol came across a band of refugees hidden in the brush. Without waiting to identify the transients, Carl mowed them down with his machinegun. When the other members of his patrol were outraged and threatened to tell the truth of the incident, Carl turned around and cut them down too.

Back at the base he was hailed as a hero and was promised decorations and a promotion. Later, as the base was being torn down and the unit was about to move out, one of the patrol members who had been missing, crawled out of the jungle. Before collapsing the soldier told the real story of what happened in the jungle and of Carl's actions. Carl was discredited — but only drummed out of the service when the only witness to his actions died before being able to testify at a court martial. As the war was almost over, the army wished to avoid any more bad publicity and realized their case would be hard to prove. Thus, Carl was merely given a dishonorable discharge.

Back home in the USA and with no place to go, Carl drifted. More often than not he would end up in some county jail for the night, thanks to a bar fight or some petty robbery. Eventually he worked his way up to Detroit, where he began doing some light muscle work for the mob.

One night he was told to shake down a small hotel near St. Mark's Church. While he was in the process of beating up the manager, a soft voice told him to stop. Instantly the memories of the Brothers, the school, and the dark room flooded back in on him. He stopped. This was Carl's introduction to Father Fairwell.

Listening to Fairwell's voice, Carl saw where he had gone wrong. He needed to channel his violent tendencies into more beneficial channels and pursuits. That fateful night was just the beginning of Carl's association with the cause of the Greater Good.

Carl became one of Cardinal Rule's right hand men, being dubbed as Corporal Punishment. He is also the Sergeant-at-Arms, disciplining all those who may trespass against the church of the Greater Good. Even though he has no real physical superpowers, Corporal Punishment is still a valuable asset. He has trained with his mental abilities to the point where the drain on his body is only slight. He still prefers to engage in hand-to-hand combat when fighting, and loves to prove his superiority over others. He is also an expert marksman with the paralysis pistol given to him by Cardinal Rule.

Corporal Punishment prefers to dress in military clothes because he likes the look of the uniform. When he is with the Greater Good, he constantly wears night camouflage paint on his face, which helps to hide his identity.

Though calm while in the presence of Cardinal Rule (or his alter ego, Brother Angel), Corporal Punishment is highly volatile. He will not hesitate to beat down even one of the faithful for any infraction, even for having a button missing.

He is homicidal. Gunther will not let anyone who might be out to destroy the church of the Greater Good or who might hurt Cardinal Rule get past him.

Pro-Life

Identity: Phoebe Grace

Sex: Female

Level: 8

Powers:

1. Heightened Defense: -4 to be Hit by all attacks.
2. Emotion Control: (Fear) 9 inch range, PR = 8 per use.
3. Telepathy: Range = 90 inches, PR = 1 to thought scan, can handle up to 9 subject at once. PR = 1 per hour to track. PR = 5 to Mind Probe, Maximum Probe Strength is 128.
4. Heightened Senses: Boost to Detect Hidden and Detect Danger scores.

Weight: 245 lbs.

Strength: 19

Endurance: 15

Intelligence: 09

Side: The Greater Good

Age: 38

Training: Weight Loss (ineffective!)

Basic Hits: 5

Agility Modifier: -2

Agility: 16

Charisma: 10



Reactions from Good: —
 Hit Modifier: 4.6
 Damage Mod.: +1
 Accuracy: +2
 Carrying Cap.: 1024 lbs.
 Movement Rate: 50 inches ground
 Detect Hidden: 24%
 Inventing Points: 7.2

Evil: —
 Hit Points: 24
 Healing Rate: 2/day
 Power: 59
 Basic HTH: 1d10
 Detect Danger: 36%
 Inventing: 27%

Origin & Background

When she was sixteen years old, a pituitary gland problem caused Phoebe Grace's weight to begin increasing. Her arms grew as big around as watermelons and the size of her legs first led her doctors to believe that she was afflicted with elephantiasis.

At an important time in a young girl's life, the time when she should be busy becoming popular in school, Phoebe found herself trapped in her own body. This proved to be an unbearable situation. For a time she had to be physically confined in order to avoid outbursts of crying and screaming. Yet, she continued to grow and her restraints were snapped every time she went into a tantrum.

Though this problem caused her to experience many different feelings, her overriding emotion was one of fear. She was still a young girl, but one who was caught in an unbelievably horrible form of torture. Soon her fears became so overwhelming that they affected those around her. Everyone who came in contact with Phoebe felt her fear. Being an intuitive youngster, Phoebe began to notice these happenings. Slowly she began to experiment with different pressures, trying to gain control over this power to focus her fear. It was probably only this pursuit that saved her sanity. The experiment filled the idle hours that would otherwise have been spent in painful contemplation of her burgeoning body.

Finally, at age 20, the growth stopped. None of the many doctors Phoebe had been sent to were able to explain why. This wasn't too surprising since none could explain how the glandular problem has sprung up in the first place.

Unfortunately, though she had ceased putting on new pounds, the old ones did not recede. Phoebe was now stuck at more than 300 pounds and no amount of dieting could help her. She lashed out at the injustice inflicted upon her, turning her hatred against everyone, even those who wanted to help her.

Eventually her parents realized that there was nothing further they could do for their 'little' girl and so they sent her off to a religious retreat in the mountains. Here she came under the tutelage of a nun who became her friend. The two often talked, and Sister Beatrice shared her doctrine and views of the world with Phoebe.

Phoebe, seeking her release from the unfair world, began to take on Sister Beatrice's thoughts as her own ideas. She immersed herself in the teachings of the church. At the same time, she continued her experiments with her powers. Phoebe would only practice these experiments late at night when she was sure to be alone.

Unwittingly, Sister Beatrice wrote letters to one of her brothers in the Lord. She told her friend Father Fairwell of the girl's remarkable ability and the progress being made with Phoebe. Father Fairwell commended Sister Beatrice on her good works, saying that he would like to come up and help this young woman.

The retreat was quite enthusiastic and welcomed Father Fairwell. He began tutoring Phoebe, teaching her how to focus her powers to influence the people around her. Instead of being the center of that fear, so that people would turn away from her, Phoebe learned to instill fear so that people would turn to her for comfort. It was during one of these early experiments that Phoebe's powers caused a young man to fall in love with her. (Phoebe's powers caused the young man to be assaulted by strange visions and fears and only Phoebe could calm his fears — creating a sense of comfort and security which he mistook for love.)

Thanks to the patient efforts of Father Fairwell, Phoebe was finally able to leave the retreat. Now married with children of her own, Phoebe is a strict disciplinarian trying to instill the fear of the Almighty in her brood. She is still a faithful follower of Cardinal Rule, totally at the beck and call of the man she credits with turning her life around.

Pro-Life is vehemently opposed to abortion (a phrase that a lot of her school chums often used in reference to her) and anything that goes against her understanding of the teachings of the church. Besides her power to instill Fear, Pro-Life is amazingly strong since Cardinal Rule/Bishop Fairwell taught her how to turn her unwanted poundage into muscle.

Auntie Porn

Identity: Eve Rethin
 Sex: Female
 Level: 5
 Powers:

Side: The Greater Good
 Age: 31
 Training: Agility

1. **Body Power (Devitalization Touch):** Attacks as HTH or acts automatically upon physical contact. Causes 4d10 power damage, plus changes outward appearance making victim look as if they are 'hyper-aging.' PR = 0.
2. **Death Touch:** PR = 20 per use.
3. **Heightened Attack:** +5 to damage on all attacks.

Weight: 120 lbs.
 Strength: 14
 Endurance: 18
 Intelligence: 13
 Reactions from Good: —
 Hit Modifier: 3.7752
 Damage Modifier: +1
 Accuracy: +1
 Carrying Capacity: 273 lbs.
 Movement Rate: 44 inches ground
 Detect Hidden: 10%
 Inventing Points:

Basic Hits: 3
 Agility Mod.: +2
 Agility: 12
 Charisma: 09
 Evil: —
 Hit Points: 12
 Healing Rate: 1.5/day
 Power: 57
 Basic HTH: 1d6
 Detect Danger: 14%
 Inventing: 39%



Origin & Background

A decade ago, under the pseudonym 'Lola Lipps,' Eve Rethin was one of the hottest looking, most sought after models in the skin trade. She appeared in hundreds of men's magazines and adult movies. She was beautiful and she knew it. She liked to tease men, yet was always snooty. 'Look, pant and pout, but don't touch,' was her attitude.

One of her most enthralled victims was a small time photographer, Skip Wenzel. Skip was slowly driven crazy by his desire for Lola. Yet, she scorned him at every turn. After being the victim of a particularly humiliating display at one of her premieres, Skip came up with a plan.

He called Lola, explaining that *SKIN* magazine had given him a big contract to photograph the most beautiful woman he knew. 'Of course I thought of you first,' he said. Though flattered, Lola wasn't convinced until Skip told her she'd make \$10,000 for a two hour photo session.

When Lola arrived at the studio, Skip locked her in his darkroom.

He planned to keep her there until she came to her senses and agreed to marry him. Lola went berserk. Instead of begging to be let out, she proceeded to trash the darkroom. She broke every piece of equipment, ripped up pictures, tore down fixtures, and smashed every bottle she could find. Unfortunately, the bottles all contained different chemicals. These chemicals mixed in some of the solution that had spilled on the floor of the darkroom and released some powerful fumes into the small room.

Hours later, Skip opened the darkroom door to see if his precious Lola had suffered enough. What he found was a withered old woman who was unconscious. When Skip tried to move the old woman, he touched her skin — a touch which drained his energy so that he too fell unconscious.

Later, at the hospital, it was determined that the mixture of chemicals had had a strange reaction with Eve's body chemistry. Her skin had

been drained of all its natural fluids so that it was now cracked, dried and withered. Although still young, Eve looked to be at least seventy years old. The chemicals had also had another effect on Eve. Anyone who came into direct contact with her skin would be similarly de-vitalized.

After being released from the hospital, Eve took her revenge on Skip and turned against the skin trade, which had shunned her since she was no longer beautiful. She sought solace by retreating from the world. She answered an ad to become matron of New Eden Farm. There, Bishop Fairwell uncovered her past and decided to use Eve as Auntie Porn, a model of virtue and a guiding member of the Greater Good.

Auntie is in charge of New Eden Farm. All workings there are approved directly by her. When the other members of the Greater Good stay at the farm, she watches over them. Besides Cardinal Rule, her favorite teammate is 451, who she considers to be 'a nice boy.'

WELCOME TO WAYNESBORO, A PLEASANT COUNTRY TOWN, A BIT OLD-FASHIONED BUT FULL OF FRIENDLY GOD-FEARING FOLKS.



IN FACT, ALL OF WAYNESBORO IS GATHERED TONIGHT AT THE TOWN CHURCH ...

WHERE A VERY UNUSUAL SERMON IS BEING GIVEN COURTESY OF THE GREATER GOOD ...



AND NOW, BROTHERS AND SISTERS, I AM GOING TO SHOW YOU THE EVIDENCE YOU SO DESPERATELY CRAVE.

WHITE GUARDIAN

BROTHER ANGEL

CORPORAL PUNISHMENT

DO YOU WISH TO SEE HIS WORK IN ACTION?!



YES!

YES!

YES!

OH YES!

ADDIE, DO YOU BELIEVE?



YES SIR, I DO.

DO YOU BELIEVE THAT THE LORD HAS CHOSEN ME TO ACT IN HIS NAME?

YES, I DO.

"THEN SHOW ME, CHILD."



WHY DOES THAT LITTLE GIRL HAVE A KNIFE IN HER HAND? WHAT'S GOING TO HAPPEN NEXT? WHO IS BROTHER ANGEL? WHO ARE THE GREATER GOOD? HOW MANY UNDERCOVER SUPERHEROES BETTER BE IN THE CONGREGATION? FIND OUT BEFORE SOMEBODY GETS HURT IN THIS EXCITING NEW VILLAINS AND VIGILANTES™ ADVENTURE THAT'S SURE TO GET A REACTION OUT OF EVERYONE! (EVEN YOU)



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