

THE END

GOOD INTENTIONS



**A Free Adventure for the world of
The End.**

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Good Intentions

INTRODUCTION

Good Intentions is a two part adventure scenario. In the first section, Home Sweet Home, the Judge will find a description of the Baileyville colony located in western Pennsylvania, a fully developed locale ready for use with The End. The second part, How Do You Pave A Road To Hell, is an adventure set in the Baileyville colony which will determine either the colony's manifest destiny or ultimate doom. Good Intentions works best with 3 or 4 players using brand new characters.

THEME

The overall theme of both parts of Good Intentions is one of Ideology vs. Ideology. Will the players choose to protect what seems to be a utopia in the making, or will they throw in with one of the delegations from one of the major colonies? In any event, the characters should be made fully aware of the consequences of their actions-defending Baileyville will earn them a comfortable home but will also earn them the eternal hatred of one of the most powerful forces in post-

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Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast (R).



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Revelation America, while abandoning it guarantees the destruction and enslavement of one of the few safe havens in the world.

MOOD

The mood in Part One, Home Sweet Home, should be one of unbridled hope and optimism. The characters have probably never seen a growing colony based on the ideals of freedom, equality and neighborly concern. After the initial shock and paranoia have worn off, the characters will come to

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realize that the Baileyville colony is simply full of people who want to make sure that "the good old days" never die off.

During the adventure, the air of intrigue and a healthy sense of xenophobia should be emphasized as delegations from two major colonies approach the people of Baileyville, both with offers of alliance and warnings about the other colony's intentions. When one colony's delegates kidnap Dr. Catherine Quinn, a prominent citizen and the town doctor, the mood of intrigue should give way to the pace and tension of a running

A WORD TO THE JUDGES

This adventure is designed as a scenario and back-drop to provide a night or two of excitement for a group of new players. Aside from providing a good starting point for a new group, the Baileyville colony lends itself to several adventure possibilities outside of what is presented here. Most characters would find Baileyville to be a suitable base of operations from which to explore the rest of North America, and the colony's geographic location as an inland location midway between the Dogs of War in Washington D.C. and the Sons of Liberty in Boston makes it the perfect locale to negotiate peace between the two warring colonies...or to go to war with either or both of them. In any case, the players and the Judge should have many choices in front of them after the end of this adventure.

In an effort to create a smooth plot line, the events in this adventure should take place prior to those of The Boston Massacre. If the characters then go to Boston in order to negotiate on behalf of Baileyville (after the conclusion of this adventure), they can become easily embroiled in Boston's problems. In addition, the characters will, in the course of The Boston Massacre, potentially find a use for Dr. Quinn's special skills as a virologist... but more on that in The Boston Massacre (available in August from Tyranny Games, LLC).



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chase to retrieve the good doctor before she is lost forever.

PACE

The pace of both parts of the adventure should, at first, be slow and cautious until the first hostile actions by the kidnapping delegates, at which point the characters will be in a race against time to rescue Dr. Quinn, and stop a growing menace to Baileyville. It is essential that the judge maintain a hectic head-long pace for his players so that the mood of excitement doesn't get bogged down with excessive trivialities.

HOME, SWEET HOME

A BRIEF HISTORY OF BAILEYVILLE

Prior to the Revelation, the future site of Baileyville was a developmental community known as Indian Ridge. Completed early in 2002, Indian Ridge was touted as the future of planned communities, featuring extravagant shopping malls, the best equipped public

schools, the most beautiful parks and housing for over five thousand families in one self-contained private community.

Despite the enormous amounts of capital and advertising put into the project by the sponsoring developers, and the untold number of celebrity spokespeople, Indian Ridge failed horribly. After building several hundred houses and an accompanying power plant without selling more than two dozen houses, the developers realized their mistake: no one wanted to move to the middle of nowhere. The resulting financial debacle threatened to bankrupt the entire chain of developers and construction companies involved with "Idiot Ridge". Luckily, their impending bankruptcy was unexpectedly preempted by the end of the world.

During the Tribulation, the riots and chaos that gripped the rest of the world failed to appear in the abandoned Indian Ridge. For a full year before the first settlers arrived, Indian Ridge sat unoccupied save for one inhabitant, a vagrant from Chicago known only as Bailey.

Baileyville at a Glance

Population: 121

Leader: Dr. Catherine Quinn

Government: Town Hall Meetings

Attitude: Friendly

Electricity: Power Plant

Supplies needed: Medical supplies



THE FOUNDING

When the first settlers shuffled into Indian Ridge, it was painfully apparent that they knew absolutely nothing about how to survive in a world that lacked modern conveniences. For three days, Bailey watched from afar to see if the newcomers meant him any harm. After watching two of the settlers die of dehydration from diarrhea, he decided that the only threat that the presented was to themselves. The next day, Bailey showed the newcomers how to survive, a lesson he had learned long ago as a homeless person in Chicago.

For three months the colony at Indian Ridge grew as more survivors slowly made their way across America. Each new arrival found a thriving town where everyone was fed, clothed, and free to live as they pleased so long as they obeyed a few simple, fair laws. Always at the forefront of new projects and striving to make Indian Ridge a town out of America's dead past, there was Bailey. A man who had been abandoned by society had not only created a new home for himself, but a place where no one will ever be abandoned again.

When Bailey died of a heart attack the entire community of Indian Ridge was left shocked and heartbroken. Everyone had come to respect and love the man who had taken a small corner of a brutal world and trans-

formed it into a safe haven for anyone who needed it. A unanimous vote changed name of the town to Baileyville on July 7, 2007.

LIFE IN BAILEYVILLE

For the most part, life in Baileyville is almost exactly like living in a small rural community prior to the Revelation. Everyone in town works an average of ten hours a day on projects to get the town up and running again. The average visitor to Baileyville would see work crews making house repairs, farming small patches of land and attempting to get the power plant up and running.

The populace of Baileyville is extremely friendly and approachable. The people are attempting to capture the spirit of pre-Revelation small town peacefulness. Each and every person in this community is done mourning for what was lost and is attempting to build a better world. To that end they have established a small body of laws with fair punishments, rebuilt the local public school and are constantly scavenging outlying towns for supplies.

Baileyville will seem like utopia to most characters, and despite some initial wariness, even the most jaded of parties will realize that it is. Aside from the Elgin Law Community, Baileyville is one of the sanest places to live in North America.

WHO'S WHO

Dr. Catherine Quinn: Dr. Quinn was a young virologist practicing in Richmond, Virginia when the Revelation began. She was traveling home to visit her parents in Milwaukee when most of her hometown was struck down by the Hand of God. She traveled around the south in a semi-catastrophic state of shock while the world slowly died. After two months, she fell in with a group of seven people who were planning to resettle in Pennsylvania. When her little band found Indian Ridge, they knew that they had found their new home.

Dr. Quinn is both attractive and naive. Luckily, she never ran afoul of the more extreme types of survivors after the end. Unluckily, this means she still trusts in the basic goodness of her fellow man, a short-coming that may very well kill her and every resident of Baileyville.

Catherine acts as the head of the Baileyville clinic; and as such is very interested in finding high quality medical equipment. She also acts as the medical advisor to the town council, resulting in a large amount of political clout.

Roleplaying Dr. Quinn: Dr. Quinn is a very no nonsense individual with people she has just met, but once she feels comfortable with someone she is good-natured, warm-hearted and just a little bit of a sucker for romance.





Thomas Lahey: This 32 year old farm hand from Pennsylvania Amish country claims that he didn't realize that the world had ended until the Sixth Seal was broken and the world was turned inside out. After four months of traveling alone, using only a horse and cart for transportation, he was welcomed into Baileyville with open arms. He settled in and became one of the most productive farmers in town.

What no one in the colony realizes is that as a result of his prolonged periods of isolation, Ennui has damaged his mind. To all observers, Thomas appears perfectly sane and rational, and as yet no one has connected his quiet moods with any problems- most townsfolk think that he is simply lacking in

social graces. The only person that Tom speaks to on a regular basis is Dr. Quinn, who thinks of him as an odd, but charming, man. Thomas likes to think of her as Catherine. HIS Catherine.

Thomas Lahey's particular brush with Ennui has resulted in an obsession with the first person he met after his long wanderings, Dr. Catherine Quinn, and he is now beginning to believe that he and Catherine are the new Adam and Eve of the ruined world. As a result, no one else matters. Thomas has become very dangerous and intends to take Catherine as far away from civilization as possible in order to be the father and mother for a new dawn of mankind.

Roleplaying Tom: Tom Lahey is no longer in his right



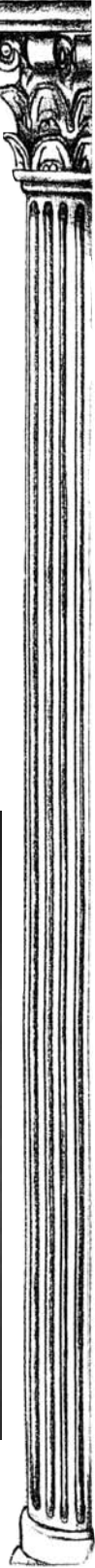
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mind. By the time the characters meet him, his Ennui will have reached the point where his obsession for Dr. Quinn will force him to abduct her so that they may be together for all time. He is quiet, taciturn and will not speak about anything more important than the weather.

Ed Brocaccio: As one of the members of the very first group to settle in Baileyville, Ed Brocaccio has helped to build the colony from the ground up. As the chairman of the town council he has worked to make sure that Baileyville preserves the original spirit of its founder and continues to grow.

Ed is the wariest member of the town council, having worked as a talent agent in New York City. While his past career has instilled a healthy cynicism in his mind, he feels that the new world wouldn't benefit in the least from it. He deals with every newcomer in a fair and cautious manner, all the while fighting to remain friendly and outgoing. Ed Brocaccio thinks of Baileyville as his own personal second chance, and will lay down his life to see that no one ruins it.





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COMMODITIES NEEDED

Baileyville needs very little in the way of supplies. As the first large crop from local farms has yet to be harvested, the colony could benefit from some fresh fruit and vegetables. Aside from food, Dr. Quinn would be interested in getting her hands on some high quality medical equipment in order to make her small clinic capable of handling the most dire of medical emergencies.

Other items of possible interest to the Baileyville colony would be any materials useful in the repair and maintenance of a power plant. Since the colony has quite a few resident diggers, it has very little need for most commonplace items. As the colony has completely banned the possession of firearms, any attempt to peddle them will find a group of extremely unreceptive, and possibly hostile, customers.

THREATS TO BAILEYVILLE

Without its remote location (far from any major highways) to protect it, Baileyville would have been burned to the ground long ago. As it stands, the colony has no militia nor any interest in forming one. There are no citizens with any military experience, and even if there were, there are no weapons available for anyone to use. Baileyville is a rich, peaceful

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colony that is ripe for the plundering.

The Dogs of War, from Washington D.C. are currently feigning diplomatic overtures with Baileyville in the hopes of gaining information about their defenses. No action was immediately taken against the fledgling colony since the leaders in D.C. could not believe that the colony had no defenses. The paranoid military minds that dominate D.C. want to make sure that the apparent peacefulness of the town isn't a ruse to lead their armies into a trap.

Within two weeks of the diplomatic party's return to D.C., there will be a major military force dispatched to raze Baileyville and enslave their town. Without some form of defense, Baileyville will fall overnight.

RELATIONS WITH OTHER COLONIES

Baileyville is currently hosting delegations from two colonies: Washington D.C. and the Sons of Liberty. The leadership of Baileyville is only dimly aware of the existence of any other colonies other than the two that have sent delegations. While they are only barely aware of the other colonies, Baileyville does want to make contact and is planning to send envoys to every colony that they know of.



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HOW DO YOU PAVE A ROAD?

THE ROAD LESS TRAVELLED

To begin this adventure, it would be helpful if the party either begin in the midwestern United States or end their previous adventure in the vicinity of western Pennsylvania. Once the party is safely on its way down the Midwestern highways, the Judge should describe the following environs to them.

After the first day of traveling the deteriorating highway, the characters will begin to notice that the climate has become extremely uncomfortable. The temperature and humidity will both increase to near-unbearable conditions, making the native wildlife restless and the players agitated.

Without the proper supplies there is a danger that members of the party will begin to suffer from heat stroke after more than a few hours of exposure. If the party does not stay covered, or if it is forced to travel on foot for some reason (such as an overheated car...), the Judge should use the rules for exposure found in the rule-book after more than two hours of exposure.

On the start of the second day, the characters should not be looking forward to another long day of trekking through tropical hell. The Judge should play up the discomfort of the situation, making sure to describe the sweltering heat, humid air and view of endless rolling grassy plains. This is one of the many oddly placed and timed weather effects that is occurring more frequently following The End.

Encounter Tables for Wilderness Areas

Judges should check for encounters every 2 hours on the following table:

<u>D20</u>	<u>Result</u>
1	Recently Deceased Human (Plague Victim, if examined make check for infection by a plague, The End, p. 209).
2	Rag Tag Patrol (2-4 standard scouts from the Biker Army, See Appendix C).
3	Snake-Poisonous (See MM).
4	Bear (See MM).
5	Wolf Pack (2-4 Wolves, See MM).
6	Wanderers (2-5 Refugees, either from New York or elsewhere, See Appendix C).
7-20	No Encounter.

The Judge should adjust this basic table to reflect to relative remoteness of any given area or its proximity to certain groups.



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The Judge should check the encounter table a number of times during this period.

Just as the players resolve begins to break, the group should notice a well-tended, paved road that stretches off to the southeast. Intelligent players will notice that most side roads should have decayed into disrepair by now, meaning only one thing: there is a colony nearby (Spot Check DC 4). After driving down this road for an hour (or walking for a day and a half), the characters will roll directly into the heart of Baileyville.

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As the characters make their way into Baileyville, they are greeted by the sight of beautiful, new houses nestled around a small strip mall which, from the level of activity, seems to be the center of town. There are no guards within the colony boundaries, nor are there any patrols near the edge of town.

When the characters arrive in town, most of the citizens in town will stop whatever they are working on to swarm over the characters with a sea of friendly faces and questions about where they have been, where they are from, what they have seen, etc. If the players are friendly and talkative, one of the





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bystanders, a striking woman named Catherine Quinn will offer to see to any dehydrated or injured members of the group to the town clinic.

Before the characters have a chance to ask her about this, the two men approach the party. The first man introduces himself as Ed Brocaccio, head of the town council. The second man is Thomas Lahey who politely asks for the party's weaponry. If the party has no weapons or complies immediately, he will welcome all of them to Baileyville very warmly. If they refuse or become violent, Mr. Brocaccio will inform them that no weapons of any kind are permitted in the colony, and that Mr. Lahey will return the weapons to their owners when they decide to leave town. Should the players continue to refuse, they will be very politely asked to leave. (Bear in mind that none of the townspeople are armed, so they will never become violent with anyone who is). If one of the party members is seriously injured from the previous encounters (or due to exposure), Ed and Tom will not let Dr. Quinn help the party until the party relinquishes its weapons.

Once the question of ordinance is put to rest, the characters will be offered the hospitality of the entire town, including all the food and supplies that they could possibly need. In addition to the supplies, Mr.

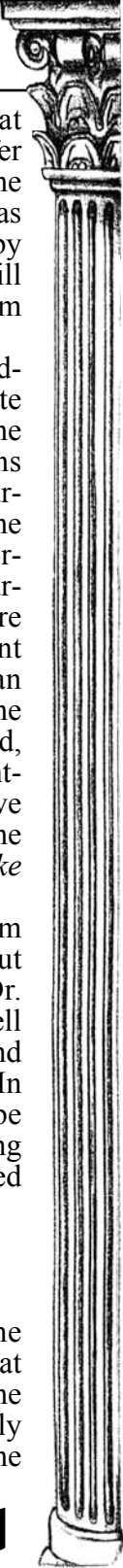
Brocaccio, who insists that everyone call him Ed, will offer to find lodging for them for the length of their stay. As long as the characters agree to abide by the laws of the colony, they will be in a place that should seem like a slice of heaven.

After attending to any medical needs, Dr. Quinn will relate the story of Baileyville, all the while mingling in questions about any other colonies or survivors or the Revelation. She will listen intently to any information and will be quite surprised when told about the more antagonistic or militant colonies, such as the Indian Lands or Back to God. If the Sons of Liberty are mentioned, she will listen even more intently. If the activities or aggressive posture of D.C. is discussed she will respond that *"they seem like very agreeable people to me."*

If the party press either Tom or Ed for information about Washington, D.C. or Dr. Quinn's statement they will tell the characters not to worry and to speak no further about it. In any event, the party will be invited to attend a town meeting later that evening and turned loose to explore the colony.

STRANGE BEDFELLOWS

Shortly after leaving the clinic, the group will find what they thought had died with the rest of the world, a perfectly normal town. Everyone in the



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colony is busy doing chores and working on repair crews, so the characters will probably be shocked to see people doing laundry, repairing streets and happily going on with the basics of daily life. Should they question the townspeople or strike up a conversation they will come to realize two important pieces of information. Firstly, these people are completely happy living in this town and think of it as a chance at starting over again and creating a new paradise for all the Meek. Secondly, they are totally unprepared for the outside world.

After several hours of exploring the town and surrounding environs, the players should make a Spot Check (DC 13). Any player that succeeds

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on this roll will notice that someone has been following them for the past thirty minutes. If they turn to face the person they will see Thomas Lahey, smiling amiably, step out from around the side of a building.

"Sorry 'bout that," Lahey mumbles, *"but Mr. Brocaccio asked me to look in on all of you, just to make sure you weren't having any problems."* Any character that has Sense Motive can make an applicable roll against DC 12 to tell that Thomas is lying.

MORE VISITORS

Before the characters can take any action, another citizen will drive by in a battered pick-up truck shouting about "new





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arrivals". He offers the group a ride back to the Indian Ridge Shopping Center where the newcomers are apparently waiting for Ed and Dr. Quinn. The characters arrive just in time to see three road-weary women in military fatigues, armed with heavy pistols and M-16 assault rifles, being rushed to the town clinic just as they themselves were earlier in the day. One of the women, who is armed with an M-60 heavy machine gun, is bleeding from a gunshot wound. Save for this interruption, the rest of the day rolls along at a peaceful rate, with Mr. Lahey conspicuously absent. The characters will not be given an opportunity to speak with the new arrivals until dinner.

BREAKING OF THE BREAD

Later that evening, at supper time, the characters will be guided to a large storefront in the Indian Ridge Shopping Center where they will be treated to a hearty meal of canned ham, baked potatoes and fresh vegetables. Sometime during the middle of the meal, the three women that came in earlier in the day will be shown into the "mess hall" and allowed to join in the banquet. When they first see the characters, they will seat themselves on the opposite side of the room, but will be careful to keep a close eye on them.

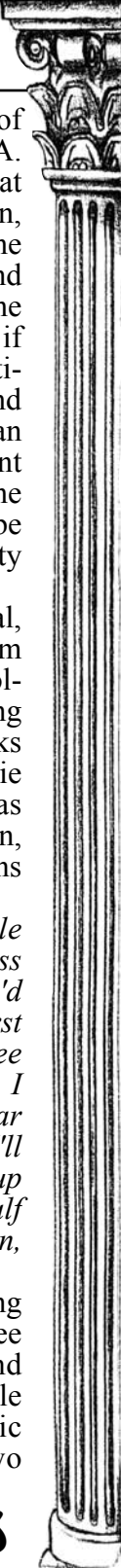
The three women reveal themselves to be envoys from a

group known as the Sons of Liberty, located in Boston, MA. They will also tell the party that they are on a trade mission, looking for food and medicine in exchange for information and possible military support. The Sons will be curious to know if any of the party members "citizens" of Washington, D.C., and if any of them are they can expect abuse and harassment throughout the remainder of the meal. If not, the Sons will be slightly more polite to the party as a whole.

Near the end of the meal, Dr. Quinn will enter the room and ask everyone present to follow her to the town meeting hall, which is just a few blocks away in an abandoned movie theatre. Once everyone has made their way in and sat down, Ed Brocaccio rises and begins to speak.

"Okay folks, let's settle down. We have a lot of business to cover and I'm sure that we'd all like to be home early. First things first, we've had three groups of visitors today, and I know you're all anxious to hear what they have to say, so I'll invite our first group to come up and say a few words on behalf of their colony, in Washington, D.C. Gentlemen..."

If the characters are sitting near the Sons, they will see them become agitated and upset, but the rest of the people break into enthusiastic applause. Over the last two



weeks, a Sons of Liberty scouting party from Boston has been hounded by the Dogs of War. The gunshot wound is a result of their most recent skirmish.

After a moment, a smartly-dressed man in his early forties moves to the microphone and speaks to the colony.

"Hello there folks, my name is Charlie Renner, and I'm from west of here, from our nation's great capitol, Washington, D.C. We're a bunch of folks just like you who've scraped together what we could to make ourselves a new home after we...got left in the...well, you know. Anyway, my colony wants to extend the hand of friendship to yours. As a gesture of goodwill we brought some high quality pharmaceutical drugs with us as a gift. Your council asked that I speak to all of you tonight because we don't just want to be your friends, we want to put together a trade agreement. If you need something that we have we'll give it to you, and if we want something, you can give it to us. It'll be good for all of us, so give it some thought. Thanks."

As Renner leaves the podium to a standing ovation from the citizens of Baileyville, one of the Sons will rush forward and begin screaming, *"Don't trust him! He'll see you all dead or in chains! Don't listen to him!"* As two of the colonists move to calm her, Renner retorts loudly with accusations

against the Sons of murder and terrorism, and informs anyone present that the envoys are wanted for crimes against the authorities of Washington. If the players defend the Sons in any way or attack Renner during his speech in any way, he will manufacture charges of theft and murder that the characters have committed, and start rabble rousing the colonists about the *"murderers in their midst."* The meeting will quickly degenerate into a free-for-all ending with the Sons of Liberty fighting their way through the crowd to get to Charlie Renner. The meeting will end shortly after Judy Wetig, the leader of the Sons of Liberty's delegation, begins administering a truly savage beating to Renner.

When Ed Brocaccio and some fellow colonists pry Wetig off of Renner's now unconscious body, Tom Lahey will snap. He stands up and begins screaming, *"Go away! Leave us alone! We don't need you!"* and will attack the nearest outsider. Whether a player or member of one of the other delegations is attacked, Tom's fellow citizens will pull him off of whoever he is assaulting and begin apologizing. At this point Ed Brocaccio will adjourn the meeting and ask that all the delegates return to the houses where they are staying so the council can have time to consider what has happened here tonight. With that, everyone is



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escorted outside and taken by the colonists to where they are staying in town. The rest of the evening passes by in a relatively quiet fashion, and the players should have some time to discuss what happened earlier in the evening.

QUIET MASSACRES

When early morning arrives, the sound of a single gunshot brings the majority of the colony running to a shocking scene - the murder of Ed Brocaccio and Charlie Renner. The gunshot sounded from Ed Brocaccio's house and any investigating party will find Ed's body. He has

suffered a point-blank shotgun wound to the side of the head. The bedroom he was sleeping in is spattered with gore, and in the midst of this, on one side of the bed, is a pistol. Any investigating party will immediately go to the sheriff's office, where guns confiscated from newcomers are kept, and look at the records. The records indicate that the gun belongs to one of the characters.

At this point, the party will have to do some fast talking to avoid being lynched en masse by the furious townsfolk. Tensions are running high and the colonists will immediately assume that the entire party is





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guilty. If one of the characters manages to calm the situation, it can be pointed out that the party had no access to the weapons lock-up. When confronted with this argument, the townsfolk will insist on finding Thomas Lahey to have him check the weapons locker.

BLOOD IN THE STREETS

As the colonists begin their search for Tom, the group and it's townsfolk guards will be treated to a strange, but now familiar sight: the Sons of Liberty fighting in the streets with the delegation from D.C. Since they have no firearms, they have taken to melee weapons. Judy Wetig is busily attempting to kill one of them with a fire ax while he reciprocates with a baseball bat. As the brawl is broken up, accusations of murder fly from the Washington delegates while the Sons scream about the planned kidnapping of Dr. Catherine Quinn.

When the situation has calmed down a bit, the men from Washington will tell the colonists that they found Charlie Renner with his throat slit from ear to ear early this morning. They saw one of the Sons, Stephanie Lent, returning to the house where they were quartered. While the Dogs see this as an admission of guilt, the Sons say that they sent someone to spy on the Washington dele-

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gation and overheard plans to kidnap Dr. Quinn. She was to be taken back to D.C. to work on a cure for some sort of plague.

As the debacle between the Sons and the D.C. delegates continues, one of the residents will come up to the group. He has not been able to find Thomas, and Dr. Quinn's home has been trashed. Also, the weapons lockup was found standing wide open with no signs of forced entry.

TOM'S BURDEN

Thomas Lahey has the only key. At this point, it should become obvious to the players who the prime suspect should be. It should be evident to everyone (or made evident to the party by the townspeople) that Tom has probably killed one or both men and has kidnapped Dr. Quinn. If any of the townspeople are questioned about Thomas, they will admit that he is extremely protective of Dr. Quinn and that he has been acting strangely lately. A quick search of Lahey's home will reveal that Tom's Jeep is missing. Tom has a few hours lead time, but obviously has the Doctor and is making a run for parts unknown using the only road out of Baileyville as a starting point.

If the players leave before nightfall on the day of the murders, they may be able to catch up with Lahey within two hours.

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Tom is not used to traveling with an unwilling hostage, and it is slowing him down considerably. The colonists will do anything that it takes to get someone to retrieve Dr. Quinn, including begging, threatening or bribing. The Dogs of War will eagerly volunteer, in order to get in good with the citizens of Baileyville, as will the Sons of Liberty, since they do not trust the D.C. delegates to bring her back. The character's firearms will be returned to them and they can be on the move within twenty minutes.

After an hour and a half of rushed travel time, the party and the Jeeps containing the delegates will come upon an abandoned truck stop. Parked near one of the pumps is Thomas'

Jeep, and vague shapes can be seen through the fogged glass of the restaurant. As the character's vehicles approach, a hail of gunfire from the roof will pepper all three vehicles. A hysterical Tom Lahey will be alternately screaming and laughing as he fires. The roof provides Tom with both partial cover and an excellent sniping platform <AC Bonus +8>, he will attempt to kill any characters that approach without the benefit of cover. Regardless of how the characters reach him, it will be a long, drawn out attempt to rescue Dr. Quinn and subdue Tom. Lahey will be a difficult target to capture and will more than likely resort to suicide tactics when faced with the possibility of capture or defeat. Tom has plen-



ty of ammunition, so any prolonged firefight will be costly for everyone involved.

After Tom is either captured or killed and Dr. Quinn is released, she will relate the story of how she, Tom and Ed Brocaccio stayed up late into the night to discuss colony relations. When Ed decided to pursue relations rather than follow a policy of isolationism, Tom became incensed and stormed off. Later that morning Tom took her from her house babbling about being the new Adam to her Eve and talking calmly about how he had killed Ed, who was really the serpent in disguise.

After the return of Dr. Quinn the colonists will be grateful, but still crushed by the loss of Ed Brocaccio and Tom Lahey. The colony faces a long, hard road ahead with their leader dead and their one defender gone insane. After witnessing the mess that the colony is in, neither the Sons of Liberty nor the Dogs of War will be interested in renewing negotiations. To add a bit of mystery to the mix is the nagging question of who killed Charlie Renner and whether or not the murders are in fact over.

EPILOGUE

Should the players choose to stay, they will be welcomed in with open arms and may eventually become important people in Baileyville. The future holds hard work and many risks for any character who remains in Baileyville, which will have an uncertain future at best even with the aid of the characters.

Should the players choose to go directly to Washington, D.C., they should be very well prepared. Something evil and dangerous has taken control of Washington. Washington D.C.'s problems are discussed in much greater detail in the forthcoming sourcebook Washington D.C., The Dogs of War.

Should the players choose to go directly to Boston (a fairly obvious choice), they will be greeted with suspicion, but taken in with open arms. The events of The Boston Massacre should guide how the players are taken in. The arrival of the refugees and the subsequent conflict with the Dogs of War that is central to The Boston Massacre should begin shortly after the players arrive in Boston. Boston's problems are discussed in much greater detail in The Boston Massacre, which is currently available on the Tyranny Games website (<http://www.tyrannygames.com>) or from your local game store.



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SONS OF LIBERTY ENVOYS

Sin: Varies

Place of Birth: Varies

Apparent Age: Varies

Citizenship: Boston

Type/Class/Level: Meek 4

Challenge Rating: 4

Size: M

Hit Dice/Points: 27 Hit Points

Initiative: +6 (+2 Dex, +6 Improved Initiative)

Speed: 30 ft.

Armor Class: 13 (Armor +1, Dex +2)

Attacks: +3

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 13 (+1), Dex 15 (+2),
Con 15 (+2), Int 10 (+0),
Wis 10 (+0), Cha 12 (+1)

Skills: Climb +3, Bluff +2, Disguise +3, Driving (Automobile/Motorcycle) +4, Gather Information +3, Heal +4, Hide +6, Jump +2, Wilderness +3

Feats: Improved Initiative, Firearms-Pistol, Rifle, Shotgun, Any three of the following: Blind-fight, Combat Reflexes, Endurance, Firearms Proficiency- Military, Iron Will, Lightning Reflexes, Toughness

Special Abilities: Survivor, Soul

Possessions: At a minimum, the equivalent of a Kevlar Vest (Good), one firearm (Good), unlimited ammunition, and other general equipment. Judge should adjust to fit the encounter.



TYPICAL MEMBER OF THE BIKER ARMY

Sin: Varies

Place of Birth: Varies

Apparent Age: Varies

Citizenship: Washington, D.C.

Type/Class/Level: Meek 3

Challenge Rating: 3

Size: M

Hit Dice/Points: 20 Hit Points

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 12 (+1 Armor, +1 Dex)

Attacks: +2

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 13 (+1), Dex 12 (+1),
Con 13 (+1), Int 10 (+0), Wis 10 (+0), Cha 12 (+1)

Skills: Climb +3, Bluff +2, Disguise +3, Driving (Automobile/Motorcycle) +4, Gather Information +3, Hide +5, Jump +3, Wilderness +3

Feats: Firearms Proficiency- Pistol, Rifle, Shotgun; Any three of the following: Blind-fight, Combat Reflexes, Endurance, Iron Will, Lightning Reflexes, Toughness

Special Abilities: Survivor, Soul

Possessions: At a minimum, the equivalent of a Kevlar Vest (Worn), one firearm (Good), and other general equipment. Judge should adjust to fit the encounter.

GOOD INTENTIONS

THOMAS LAHEY

Sin: Lapsed
Ennui: 24
Place of Birth: Pennsylvania
Apparent Age: 32
Citizenship: Baileyville
Type/Class/Level: Meek 4/Digger 2
Challenge Rating: 6
Size: M
Hit Dice/Points: 22 Hit Points
Initiative: +6 (+2 Wariness, +4 Dex)
Speed: 30 ft.
Armor Class: +4 (Dex)
Attacks: +4 (+5 Rifle)
Saves: Fort +2, Ref +3, Will +5
Abilities: Str 10 (+0), Dex 18 (+4),
 Con 17 (+3), Int 14 (+2),
 Wis 14 (+2), Cha 15 (+2)
Skills: Bluff +5, Carpentry +3, Climb
 +4, Intuit Direction +4,
 Knowledge (Baileyville) +5,
 Mechanical +5, Move Silently +2,
 Search +3, Scavenge +5
Feats: Alertness, Combat Reflexes,
 Expertise, Firearms-Military,
 Weapon Focus (Rifle)
Special Abilities: Soul, Survivor, Dig
 Down, Pack Rat, Wariness
Possessions: Steyr Scout Tactical
 (Good)



THE END



DR. CATHERINE QUINN

Sin: Humanist
Ennui: 10
Place of Birth: Richmond, VA
Apparent Age: 36
Citizenship: Baileyville
Class/Level: Meek 4/Physician 8
Challenge Rating: 9
Size: M
Hit Dice/Points: 27 Hit Points
Initiative: +4
Speed: 30 ft.
Armor Class: 16 (+2 Armor, +4 Dex)
Attacks: +4
Saves: Fort +5, Ref +2, Will +8
Abilities: Str 12 (+1), Dex 18 (+4),
 Con 10 (+0), Int 17 (+3),
 Wis 13 (+1), Cha 14 (+2)
Skills: Animal Empathy +3, Bluff +1,
 Climb +2, Concentration +4,
 Diplomacy +2, Driving (Auto) +3,
 Medical-Treat Illness +7, Medical
 Investigation +5, Medical-Treat
 Wounds +7, Professional (Doctor)
 +3, Read Lips +3, Spot +5,
 Science-Chemistry +6, Science-
 Electric +3, Wilderness +2
Feats: Improved Initiative, Dodge,
 Mobility, Stabilize, Run, Combat
 Medic 1, Counter Poison 1,
 Improved Treatment 1
Special Abilities: Soul, Survivor,
 Nature Sense
Possessions: Medicine Kit and Tools
 (Excellent)(every thing a doctor
 could carry), Knife(Good)

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THE END The Dogs of War Washington, D.C.



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THE END Salvation's Tears



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