



GOOD FAITH

A ONE-SHOT ADVENTURE FOR THROUGH THE BREACH

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TAROT TIE-INS

CREC RJ: “Your deeds will be undone before the thirteenth step” could refer to Starling’s final plan to stop the players from delivering Titus to the courthouse (which is built on a hill and has thirteen steps leading up to the front doors).

AL AX: “When you ignore the crimes of the guilty” could be a reference to Starling and how the Fated react to her crimes (and her attempts to kill Titus).

PROLOGUE

The Fated have been offered a simple job: escort Titus Collier, Jr., a local ranch hand, to a court hearing in the next town over two days from now. In the process of traveling there, the Fated learn that Titus’s testimony is important enough that someone wants him dead.

This adventure assumes that the Fated are in the Northern Hills and are being asked to bring Titus to Ridley. If the Fated are in the Badlands, you can easily change their destination to Edge Point without changing anything else in the adventure.

Read the following text to the players:

Sheriff Tucker spits tobacco into a spittoon beside his desk before motioning to a small stack of five scrip on his desk. “This here’s a good opportunity to make some easy money. One of our locals, Titus Collier, Jr., caught sight of a stagecoach robbery last week, and now the Guild wants him in Ridley so that he can give his testimony. They’re making a big fuss about nothing if you ask me, but it’s the Guild, so there you go.”

The sheriff leans in a bit closer, dropping his voice down. “Now, Titus ain’t going to cause you no trouble; he’s a good kid. His Ma worries something fierce about him, though, so I’d appreciate it if you did your best to keep him safe.”

He motions to the scrip on the desk. “That there’s one-quarter of your payment. If you deliver Titus to the courthouse in Ridley by high noon in two days, a gentleman by the name of Arthur Pettybone will see that you get the rest of it.”



Tucker will make certain that the Fated have a map of Ridley with the courthouse marked and enough provisions to last them two days. The general feel that should be conveyed here is one of “this is just busy work, but we’re doing it anyways.”

Titus is the only surviving witness to a stagecoach robbery that occurred last week. The bandits didn’t notice him hiding behind a knotwood tree, but word got back to the Guild (and by extension, Marshal Sterling) after Titus returned home and started telling people about what he saw: a Guild officer helping a group of bandits steal a heavy locker-box with a large padlock.

The Guild wants to get Titus’s testimony so that they can figure out which of their people is responsible for the theft of their mail (which includes important orders and shipments of scrip), and they’re willing to pay fairly well to make certain that he makes it to the courthouse intact.

The perpetrator of these crimes – Marshal Virginia Starling – learned about Titus’ day in court and has taken steps to ensure that he never arrives to give his testimony. She’s worried that he might be able to identify her and can’t take any chances.

SCENE 1: LONESOME TRAVELER

Sheriff Tucker escorts the Fated to the back of his office, where Titus is waiting in the only jail cell. The bars are open, and Titus is happily chowing down on a sandwich and drinking water from a tin can. After Tucker introduces him, he places his sandwich and cup down on the cot, wipes his hands off on his pants legs, and gleefully introduces himself with an offered handshake.

The trip to Ridley is relatively uneventful until the Fated set up camp the first night. Titus will do his best to help the Fated or make pleasant small talk as they travel; he’s not dumb, but neither is he a man who is particularly concerned with big thoughts.

Read the following as the Fated make camp:

The sharp snap of a twig is followed by a gruff “Whoa there, girl” and the whinny of a horse. At the edge of your campfire, an older man in his mid-forties rides into view. He and his horse look to have about three days worth of dust on them, and he offers a toothy grin from the center of a greasy beard.

“Howdy,” he calls out, reaching up to touch the brim of his hat. “I ain’t be meanin’ no trouble here, just wonderin’ if you’re keen on sharin’ a fire with a fellow trav’lah.”

The man introduces himself as “Zeb, prospector and wanderlust enthusiast.” If the Fated are agreeable to his presence, he’ll plop himself down near a random person, tug his boots off, and begin rubbing his feet. He’ll spark off some innocuous conversation, occasionally throwing in a few big words that aren’t used in a strictly proper manner. He’s proud of his vocabulary and takes whatever chance he can get to show it off.

In truth, Zeb’s a mercenary who has been hired by “a blonde Guild lady” – Marshal Starling, though he never asked her name – to kill Titus. He doesn’t know why and doesn’t want to know why; with these kinds of jobs, the fewer questions that are asked, the better the chances of not being killed once the job is finished.

If the Fated aren’t agreeable to Zeb’s presence, he’ll scoff at them, saying, “Ain’t that a kick in the teeth. Bump into some random wanderers, and they’re guarding their fire like Zeus.” He shakes his head and trots his horse off into the night.

As the night grows late, Zeb offers to take the first watch, though he won’t complain if any Fated decide to stay awake as well. Once there are only one or two Fated awake, he’ll excuse himself to “water the plants” and start walking away from camp. If the Fated who are still awake pass a TN 10 Notice



or Scrutiny Challenge, they will catch sight of Zeb drawing his pistol as he approaches Titus's bedroll or sense that something isn't right. If the Fated do not stop Zeb, he puts two bullets into Titus, killing him, and then tries to climb onto his horse (a (1) Action) and flee from the camp.

If the Fated didn't allow Zeb to stay in their camp, he rides back into the camp a few hours later and fires as many shots at Titus as he's able. Because he doesn't know which bedroll is Titus', however, randomize these shots evenly between all sleeping Fated until Zeb has determined which one is Titus.

If Titus is killed, the adventure is effectively over; the Fated have failed in their mission and won't be seeing the rest of their payment. It might not be a bad idea for them to avoid Sheriff Tucker for a while.

Use the Household Servant stats on page 136 of the *Fatemaster's Almanac* for Titus; he does not have the listed Broom attack. Stats for Zeb can be found on page 41.



SCENE 2: SHOT TO THE HEART

The next morning passes relatively peacefully for the Fated, though Titus is now quite nervous about the thought that someone wanted to kill him. Around sunset, however, the Fated wander into an ambush that has been set up by Carlyle Thorn, a Guild Rifleman, once again at the request of Marshal Starling.

Read the following text:

The sharp crack of a rifle shot cuts through the silence, and Titus cries out in pain as he's knocked to the ground by the force of the bullet. It looks like the shot caught him in the shoulder, judging from the blood seeping out from beneath where his hand is pressed to his chest.

A moment later, there's a shout from the west, though you can't see the figure due to the light of the setting sun. "Ain't no point in any of us wasting bullets here. Just keep going and leave the yokel behind, and we won't have any further trouble."

Thorn is set up about fifty yards to the west, behind a boulder. There are enough rocks and trees near the Fated for them to gain hard cover by hunkering down, and there's enough scattered cover between the Fated and Thorn to provide hard cover to Fated who advance carefully towards him.

The Fated won't have much difficulty determining the general location of the Rifleman, but any Ranged Combat attacks made against him will suffer \square due to the setting sun. Thorn is patient and won't waste shots firing at Fated in cover, but anyone in the open is fair game. If the Fated agree to leave Titus behind, he'll wait until they've marched off to approach the farmhand and put a bullet in his brain.

The stats for Carlyle Thorn can be found on page 42.



Titus's wound is serious, but not immediately life-threatening. If a Fated performs First Aid or Surgery on him (Doctor Challenges with TNs of 5 and 10, respectively), then he'll be good enough to continue traveling onward to Ridley. If they choose to perform Surgery on Titus, it takes two hours and requires the proper tools for the Doctor Skill but allows him to make a full recovery once the adventure is over. First Aid allows the wound to heal, but he won't be able to move his left arm from this point onward, which means that his days as a farmhand are over.

On a failure, the Fated can still move him, but Titus will be in considerably more pain, and he'll die from internal bleeding shortly after giving his testimony in Ridley.

SCENE 3: THE COURTHOUSE

Once the Fated reach Ridley, they can make their way to the town's courthouse. Starling has a few of her bandit associates milling around outside the courthouse in case Titus manages to make it to Ridley, but nobody is entirely sure just what he looks like. This gives the Fated some room to slip past them and get Titus to Arthur Pettybone. Read the following text:

Ridley's courthouse is a conservative two-story building that has been draped with crimson banners depicting the ram's head of the Guild. A few men wearing elaborately tailored suits and ballroom masks mill around on the front steps, talking amongst themselves, but your attention is drawn to the half-dozen or so men in long dusters who are spread through the area. They're doing their best to look inconspicuous, but from the way they're scanning the area, they're on the lookout for something... or someone.

If the Fated decide to go in guns blazing, they'll have the advantage of surprise; the bandits won't do anything other than swear and draw their weapons

on the first round of combat. Use the stats for Gunfighters on page 131 of the *Fatemaster's Almanac* to represent these bandits.

If the Fated try to sneak Titus past the bandits, it is handled with an Ongoing Challenge:

GET TITUS TO COURT!

Skills Allowed: Deceive, Stealth

Target Number: 9

Duration: 1 minute

Success Requirement: 6

Failure Requirement: 2

On a Success, the Fated manage to sneak Titus past the bandits and into the courthouse. See the Epilogue section on page 41.

On a Catastrophic Failure, the bandits catch sight of Titus and realize that he's the one they're here to stop. They draw their weapons and gun him down in a hail of bullets, drawing shouts of surprise from the lawyers milling around the courthouse. The bandits then flee from Ridley as quickly as possible.



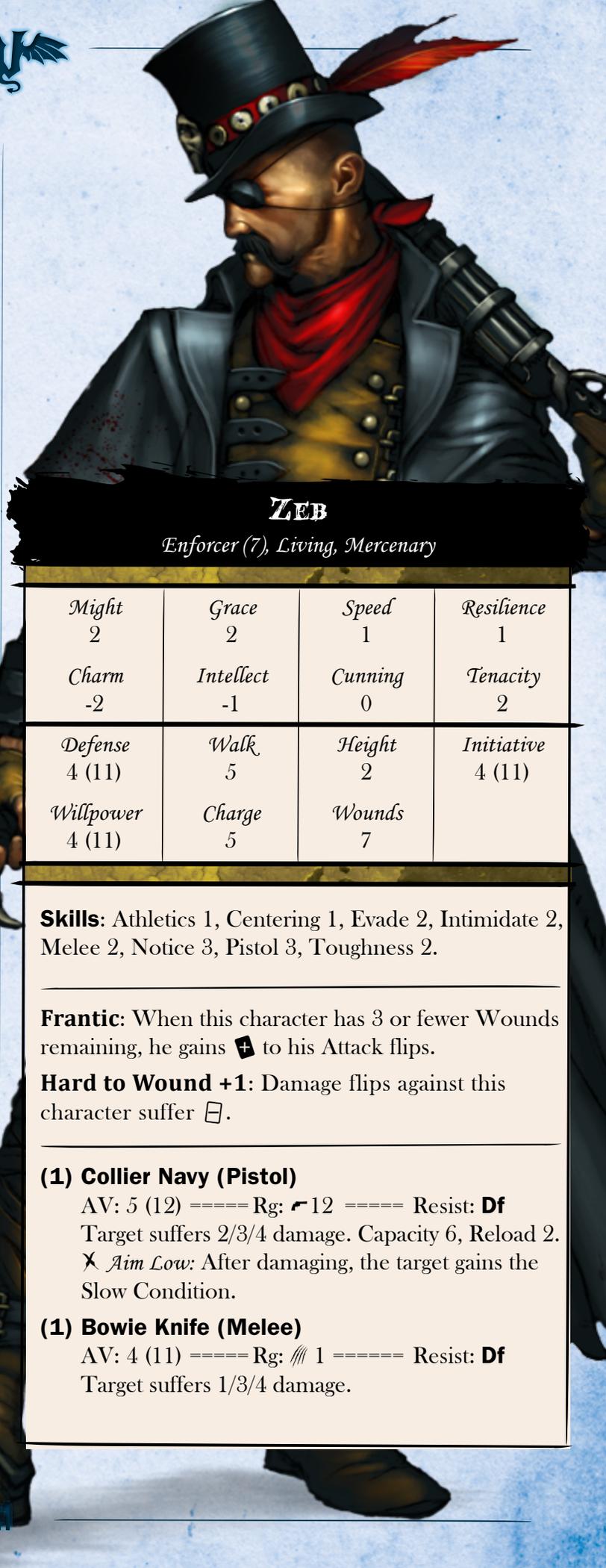


EPILOGUE

If the Fated get Titus into the courthouse, they find Arthur Pettybone, an incredibly nervous young lawyer in a tailored suit and a white mask, waiting for them inside. He heaves a sigh of relief when he learns that Titus is safe and hands the Fated the remaining 15 scrip of their escort fee. “You’ve done capital work here, my friends,” he’ll say, taking the opportunity to shake their hands.

At the hearing, Titus gives his testimony and describes the blonde woman who aided the bandits, which sends murmurs through the gathered crowd. Pettybone asks the judge to send for Marshal Starling, and when she’s brought before the court, Titus identifies her as the woman he saw helping the bandits. She’s quickly convicted of robbery and stripped of her office.

If Titus doesn’t make it to court, Marshal Starling escapes without any suspicion coming her way and continues to drift deeper into corruption. If the Fated remain in the area, they might find themselves facing off against her again in the future.



ZEB

Enforcer (7), Living, Mercenary

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> -2	<i>Intellect</i> -1	<i>Cunning</i> 0	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 4 (11)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Athletics 1, Centering 1, Evade 2, Intimidate 2, Melee 2, Notice 3, Pistol 3, Toughness 2.

Frantic: When this character has 3 or fewer Wounds remaining, he gains **+** to his Attack flips.

Hard to Wound +1: Damage flips against this character suffer **□**.

(1) Collier Navy (Pistol)

AV: 5 (12) ----- Rg: **☞** 12 ----- Resist: **Df**
Target suffers 2/3/4 damage. Capacity 6, Reload 2.
✕ Aim Low: After damaging, the target gains the Slow Condition.

(1) Bowie Knife (Melee)

AV: 4 (11) ----- Rg: **///** 1 ----- Resist: **Df**
Target suffers 1/3/4 damage.



CARLYLE THORN

Enforcer (7), Living, Guardsman

<i>Might</i> 1	<i>Grace</i> 0	<i>Speed</i> 0	<i>Resilience</i> 1
<i>Charm</i> -1	<i>Intellect</i> 2	<i>Cunning</i> 1	<i>Tenacity</i> 2
<i>Defense</i> 4 (11)	<i>Walk</i> 4	<i>Height</i> 2	<i>Initiative</i> 3 (10)
<i>Willpower</i> 5 (12)	<i>Charge</i> 4	<i>Wounds</i> 7	

Skills: Acrobatics 1, Athletics 1, Centering 3, Evade 2, Long Arms 3☉, Melee 3, Notice 3, Pugilism 2, Teach 2, Toughness 2, Track 3, Stealth 2.

Taking Aim: When this character gains the Focused Condition it lasts until the start of his next turn.

Stand and Fire: When an enemy character declares a Charge Action within line of sight of this character, this character may reduce its Focus Condition value by 1, to a minimum of 0, to immediately deal 2 damage to the charging character.

(1) Slug in the Face (Pugilism)

AV: 3 (10) ===== Rg: ☼ 1 ===== Resist: **Df**
Target suffers 2/3/3 damage.

(1) Guard Rifle (Long Arms)

AV: 5☉ (12☉) = Rg: ☼ 14 ===== Resist: **Df**
Target suffers 1/2/4 damage. Capacity 6, Reload 1.
When this Attack Action gains the benefit of the Focused Condition, it gains +☉ to the final duel total.

☉ *Critical Strike:* When damaging, deal 1 additional damage for each ☉ in the final duel total.