

Oath of Freedom

A Fantasy One-Sheet by Vince Kingston

On the Road

The scene begins as the heroes are travelling down a wide country road that cuts through a small valley. It has been raining for several days prior, and in fact has only just let up the morning they left wherever it was they spent the previous night. The road is wet and mud covers their boots (if on foot), or a couple of inches up on their mounts' hooves. About an hour into their journey, they hear a battle cry, as a small band of Orcs come at them from beyond the trees, there's one Orc per PC.

Once they have dispatched the Orcs, the PCs continue onwards. Several hours later, the sky is beginning to cloud over, and the party spots a wagon off to the side of the road in the distance (about one hundred yards off). As they approach closer, they notice it leaning to one side, and make out a man standing beside the wagon trying to move it.

Roadside Assistance

As the PCs get closer to the wagon, they make out an older man desperately trying to push on the back of the wagon while shouting at someone in the front. As they near, they can make out a slender person trying to coax the oxen driving the cart into moving forward. If the PCs announce themselves, the elderly man turns around slowly, carefully, and looks relieved once he sees them. He introduces himself as Brother

Eidric, a humble monk from a monastery a few miles back. He goes on to introduce the slender man as Initiate Tomas.

If the PCs approach Tomas, he shies away, keeping his face covered and acting in a submissive manner. Eidric apologizes for his companion's behaviour, and explains that as a new initiate to the order Tomas had to take a vow of silence and humility. If the PCs ask what brings them out this way, Eidric states simply they were on their way to an Inn about ten miles up the road to deliver some barrels of mead and beer, and ended up getting stuck in a mud hole. If the PCs think to, they can confirm that the wagon is laden with several barrels, and that Eidric seems to be telling the truth.

If the PCs offer to assist Eidric, he is extremely grateful for the help. Allow the PCs to come up with some plans on how to get it out of the hole.

Whichever method the party uses, they should manage to get it out of the hole. As they do so, they notice that the rear wagon axle is broken. The PCs could offer to assist the pair to get to their destination, either by helping to get the wagon mobile, or by some other method within the PCs power. As they are beginning to get underway, have the PCs make Notice rolls at -2. On a success they are able to catch a glimpse of some light reflecting off of a metal surface in the distance, just as some arrows slam into the side of the wagon.

Hip Deep

Allow the PCs some time to react, as a number of bandits ride out from over the hill to surround the party and wagon. They are all dressed in a similar fashion – dressed head to toe in dark brown cloaks, and dark brown masks covering their faces. They all have longbows pointed at the party when a lone rider from the group approaches them, and addresses them.

"Well look at this boys," the leader says, "a bunch of so called 'adventurers', and a couple of wealthy monks. What you say we relieve these fine folks of their goods?"

At this the men all heartily agree, and drop their bows, dismount, and begin making their way towards the group. At the first signs of resistance, the leader dismounts, and heads towards Tomas, grabbing the meek man while placing a dagger at his throat.

"Now now folks, I'd not be resisting too much if you be placing any kind of value on this young man's life."

Most likely the PCs will continue to resist, and as they do so, they notice Tomas slamming his foot down on the leader's, and then takes off over the hill. The leader shouts a loud curse, and order's the men to keep the PCs busy as he quickly mounts and rides off to fetch Tomas. At that command the bandits close in and try to pin

Cont'd on Page 2

Bandits

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7(1)

Hindrances: Greedy, Mean

Gear: Leather Armor (+1), Longsword(d6+d6), Long Bow (12/24/48, 2d6)

Eidric

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Faith d10, Guts d6, Healing d10, Notice d6, Persuasion d8, Taunt d6

Pace: 6; **Parry:** 3; **Toughness:** 5

Hindrances: Pacifist (Minor), Vow (care for the sick)

Edges: Arcane Background (Miracles), Healer, New Power, Power Points

Gear: Staff (d6+d4, Parry +1, Reach 1), holy symbol

Powers: Deflection, healing, and light (5 Power Points left).

Tomas

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Faith d8, Guts d6, Healing d8, Notice d6

Pace: 6; **Parry:** 3; **Toughness:** 4

Hindrances: Pacifist (Minor), Vow (care for the sick)

Edges: Healer

Gear: Staff (d4+d4, Parry +1, Reach 1), holy symbol

Orcs

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8(1)

Gear: Leather armor (+1), short sword (d8+d6)

Special Abilities: Size +1



Cont'd from Page 1

the PCs in place. There are two bandits for each PC.

After a bandit manages to land a blow on a PC, have that PC make a Notice roll at -2 to realize that these bandits are not out to kill them, and on a raise they notice they are trying to only hit them with the flats of their blades (game effect they are dealing only non-lethal damage). After 1d6 rounds, one of the bandits looks off in the direction that the leader went. As he does so, he whistles loudly, and any remaining bandits turn and flee as quickly as they can. A PC may make a Notice check as an action to notice a large red flag going up in the air in the same direction.

The End?

The PCs may look to try and chase down the bandits, but as they do so, they hear a moaning coming from near the wagon. Unless anyone thought to protect him, one of the original arrows fired wounded Eidric. It's not a mortal

wound, but it will slow the group down. As the group look in on him, he says, "Protect her..." before collapsing from the pain.

If any PCs head off to chase down the bandits, they are long gone by the time the PCs mount up and give chase. Once they get up to the top of the rise however, on the ground they notice a large number of cloaks, including what looks to be Tomas' robes. They should then return to Eidric, and take him to where he was travelling to. Once to the inn, they notice the town is in an uproar. If they question someone, it turns out that the daughter of a much beloved duke has disappeared during an Orc raid the night before on their manor.

What happens next is up to you... Where did these men go? What happened to Tomas? And who is this "her" Eidric spoke of before he passed out?

More To Come!

Want to send in your own One Sheet tale? We'd love to see more submissions from explorers! Any official setting or any generic setting is fine! We're looking forward to seeing your submissions in the near future!

one-sheet@savageworldsexplorerssociety.com