



The Rangers are asked to intervene in a delicate diplomatic matter and prevent a war. Is it a matter of love, honor... or something else?

IT'S ABOUT A GIRL

The Heroes are sent to meet a representative of the Lanthorian Free Trade Council in the town of Homestead. They've been asked to assist in the matter of one Adelaide Fortune, the eldest daughter of the head of House Fortune in the Freeland. During a trade summit in the city of Alewond, she inexplicably left her family and her fiancé, Derek Hammil, and ran off with the new young Baron of Ollimander (a small farmland region east of Camden).

It is known that the Baron, Pendel Ollimand, eyed Adelaide hungrily during the summit, but she spurned all advances. He nearly came to blows with Derek until cooler heads intervened. On the last day, however, she stole away from her family's caravan and was seen in Pendel's carriage as he sped away.

Arbrek Fortune is gathering his forces, hiring mercenaries, and ready to go to war, as is the Hammil family. The Southern Kingdoms cannot afford such a conflict; the Rangers must find out what happened, and handle things as quickly as possible to prevent a war.

STRANGE BANDITS

The Rangers are to escort Counselor Amanda Byers to Ollimand's estate, where she will negotiate for Adelaide's release. On the way, the party is ambushed by a band of oddly capable bandits (1 per

Hero, plus 2 more). Skilled and stealthy, they still seem out of place in the woods. They will fight to kill the entire party, rather than steal anything.

These "bandits" are, in fact, spies from the Malakar Dominion. They will do anything to prevent themselves from being captured, and won't willingly reveal any information. If the Heroes are able to use extraordinary means (specifically, if someone plays the Adept and uses *Mind Reading*), they can learn "The Truth," below, before they arrive.

ULTERIOR MOTIVES

Even after the attack, Amanda will insist on approaching the Baron properly and investigating the matter with discretion. The players may choose to take a different approach, which is fine. Left to her own devices, Amanda will engage Baron Ollimander in diplomatic discourse, asking him to return Adelaide to her home and act in good faith to maintain relations between this area and the Freelands. He will insist that Adelaide is with him of her own free will, "something a Freeland should appreciate, yes?" He will demand that it is a matter of love and honor to him; his soul mate will remain at his side.

If pressed to prove it, Adelaide will be called forth. She will smile and laugh, hanging on his every word and being almost embarrassingly affectionate. Any use of *Detect Arcana* will reveal that there is some kind of magical effect on her. Otherwise, the Heroes may simply determine that her behavior is beyond normal; Amanda will reveal in private that she was not known for being so... demonstrative.

If the matter of war with Fortune comes up, Pendel will be smug about it, claiming his own forces are being built up. He will then introduce his new Captain of the Guard, Koller Jenns. At the same time, a contingent of 12 soldiers will stride into the hall, clearly signaling an end to the negotiation.

If no further argument is offered, Amanda will make preparations to leave, clearly upset by the whole matter. The Rangers will need to decide whether to press the issue (which will lead to a fight; note that Amanda is no combatant) or retreat to plan another approach.

THE TRUTH

Pendel Ollimand is firmly in the pocket of the Malakar Dominion. Their agents are acting as advisors and military leaders for him now; Koller Jenns and his men are Dominion mercenaries, and behind the scenes, there is Sharla Moran. A Dominion



adept, she has taken control of Adelaide in order to ensure Pendel's loyalty and stir up exactly the kind of chaos the Dominion wants in these lands.

One way or another, the Heroes will have to free Adelaide and deal with the Dominion agents. Pendel is, at heart, a coward; if his people are defeated, he will try to escape. Failing that, he will throw himself at the mercy of the Rangers, who should turn him over to their commanders.

The Houses of Fortune and Hammil will be extremely grateful, sending extensive additional resources to the Rangers to support them in the coming war with the Kal-a-Nar Empire.

DOMINION SPIES

Capable and loyal, these men and women are nonetheless out of place in the wilds, preferring urban settings for their work.

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

Skills: Climbing d6 (+2), Fighting d6, Guts d4, Investigation d6, Knowledge: Politics d6, Lockpicking d6 (+2), Notice d6, Persuasion d6, Stealth d8 (+2), Streetwise d6, Throwing d6

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

Edges: Thief

Gear: Saber (2d6), Throwing Knives (1d6+1d4), Partial Leather Armor (+1, -2 Coverage), Lockpicks, Falsified Papers, Rope, other gear as needed

KOLLER JENNS

Koller is absolutely loyal to the Dominion, as are his men. He is a Wild Card.

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

Skills: Climbing d6, Fighting d12+1, Guts d8, Healing d6, Intimidation d8, Notice d6, Shooting d12, Stealth d8, Survival d6

Pace: 8 (d10 Run); **Parry:** 10 (12); **Toughness:** 8 (12)

Edges: Improved Block, Brawny, Charge, Combat Reflexes, Expert: Fighting, Fleet-Footed, Improved Frenzy

Gear: Long Sword (1d10+1d8), Bow (2d6), Full Plate & Chain Armor (+4, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

KOLLER'S MEN

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

Skills: Fighting d8, Notice d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6 (7); **Toughness:** 5 (7)

Gear: Short Sword (2d6), Bow (2d6), Partial Scale Armor (+2, -2 Coverage), Small Shield (+1 Parry)

SHARLA MORAN

Sharla is an effective Dominion agent with experience in destabilizing local governments. She prefers to stay hidden and behind the scenes, but will fight tooth-and-nail if she has to. She is a Wild Card.

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

Skills: Fighting d6, Guts d6, Intimidation d6, Knowledge: Magic d6, Notice d6, Stealth d6, The Way d10

Pace: 6; **Parry:** 5 (6); **Toughness:** 6 (7)

Edges: Adept, Dreamdancer, New Power (x2), Power Points

Gear: Short Sword (2d6), Small Shield (+1 Parry), Partial Leather Armor (+1, -2 Coverage), Focus Crystal

Powers: Deflection, Mind Reading, Puppet, Stun, Telekinesis

Essence: 15

NEITHER LOVE NOR HONOR

A Savage Worlds One Sheet

For use with Shaintar: Immortal Legends or as a Savage Worlds Fantasy/Intrigue Adventure.

Words: Sean Patrick Fannon

Art: Jason Engle

Layout: Jeannine Acevedo

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