

Fan Material for Warhammer Fantasy Roleplay : Hoodies!



# HOODIES!

Written by Toby Pilling

## INTRODUCTION

*"Herrimaults? They are mere vermin: outlaws. I do not distinguish between them, and neither shall the hangman's noose."*

- **Nicholas de Rainault, Castellan of Castle Châlons**

The scenario is designed to set players and characters several challenges beyond mere combat. All of its protagonists are human, with not a chaos cultist amongst them, so it provides some interesting moral dilemmas. You will also find no details of stats for any of the protagonists herein. This should provide flexibility when balancing the encounter to the ability level of your adventuring party, as well as hopefully encouraging more diplomacy as opposed to conflict.

It's setting is the Forest of Châlons, within the Dukedom of Bordeleux, in the Kingdom of Bretonnia. Little work is required to set it elsewhere in that land, and it caters for a party of any experience level. It can be completed in an evening, though options have been provided to extend the encounters.

## BACKGROUND

*"Nothing's forgotten. Nothing is ever forgotten."*

- **Michel, the Hooded One**

Michel is the eldest son of Baron Turpin, a local lord. A life of esteemed privilege awaited him, and indeed he had already begun a life of Knight errantry when an event occurred that changed his life, forever.

Two years ago, the Fey Enchantress visited the Grail Chapel of the city of Bordeleaux. A conclave was held within it behind closed doors, with various Grail Damsels and Grail Knights in attendance. Not even the Duke himself was allowed within, for he has yet to sup from the Grail. Michel and some of his hot-headed comrades were so enflamed by the Enchantress, they dared to infiltrate the sacred gathering, so as to gaze more upon her unearthly beauty. What they espied, before their deception was unveiled, shook their faith in the cult of the Lady to the core. The Fey Enchantress herself, rather than punish them, ensorcelled them, so that when they woke the next morn, they remembered naught of the previous night: all was forgotten. Only Michel

was spared his memory, and he raged long at the incredulous faces of his friends, who supposed he had supped overlong on some heady brandy. At last, he set forth on his steed into the deep forest of Châlons, seeking solace in his confusion, for he knew he could never go back to his previous existence. There it was that the figure of the Horned One appeared to him, and secrets were revealed that explained much. Michel forswore his former life, and now follows the cult of Taal, of whom he believes the Horned One is an aspect. He gained a following of Herrimaults, including his lover, Judi de Chevalier, herself of noble blood.

The band of outlaws has protected local villages from the depredations of the less salubrious denizens of the forest, as well as from the worst exploitation of the local nobility. The latter is mostly represented by the ruthless figure of Nicholas de Rainault, Castellan of Castle Châlons, which dominates the western fringe of the forest. The Castellan has laboured long to capture Michel and his fellows, and has recently been presented with his best chance yet. A Grail Damsel arrived at his door recently, predicting the location of a source of information regarding the outlaws. Armed with this foreknowledge, De Rainault captured an ex-member of the group, who betrayed his former companions. An expedition has hence being launched to rid the forest of this thorn. The players will get caught up in this, as they begin the scenario as victims of Michel's merry band. Will their motivation to retrieve their belongings waver as they learn more of their erstwhile enemy and allies? The scenario explores that quandary.

One important factor that makes 'Hoodies!' work even better, is to make sure it occurs soon after the players have been well rewarded for their recent actions, either through loot, gift or payment. Indeed, this is your excuse to give them such a reward, for, alas; they will probably have little chance to enjoy it. Whilst players may bemoan being 'railroaded' or 'stitched-up', I prefer to see their loss as a vagary of fate, or even a trial from the Gods. Remind them that after all, bad fortune oft turns out good. Such reassurance should soothe their wailing.

# CHAPTER ONE:

## RICH PICKINGS

*"Sackcloth and ashes? My dear boy, I am a petitioner to the Lady, not a pox-ridden, Shallyan pilgrim. One maintains certain standards."*  
- Lady Isabelle

The encounter begins on a road through the forest. To add some regional flavour, a rumour table is available should the players wish to seek news of the route they shall shortly traverse.

### Rumour Table

Roll a d10 and consult the following list.

**1-2** *"You'll be passing by the Castle? I warn you that the entry toll is quite high. The Castellan is keen on collecting his taxes. Yes... keen indeed."*

**3-4** *"Of course, there are foul creatures in the woods. The villagers have their defenders though. Men-at-arms? Well, err...sort of."*

**5-6** *"Beware the Herring! Led by a Cod they are: A voracious pack!"*  
*"What? Man eating fish? Are you mad, or just stupid!?"*

**7-8** *"You'll be seeking the Lake then? We get them coming through here all the time: Questing knights, Grail pilgrims, Nipponese tourists. If you want my opinion..."*

**9-10** *"They say Duke Alberic is looking for a reliable steward, so he can go on his own Grail Quest. I hear the Castellan of Castle Châlons considers himself in the running..."*

Either way, the characters eventually hear the sound of hammering and cursing up ahead. They soon come upon the wagon of Lady Isabelle, which her driver and man-at-arms are busy repairing the wheel of. Indeed, they are putting the finishing touches to the work, and will be about to re-start their journey as the players approach. The erstwhile handymen will appear surly and suspicious of the PCs to begin with, but Isabelle herself will greet them with the natural confidence of the noble born, addressing herself to the most gentrified of them. The damaged wheel has delayed them in their journey, so dusk may now fall before they reach the safety of the next hamlet. She will offer to pay for the food and drinks of the players when they reach a haven for

the night, if they travel with her small entourage for the day. A couple of attractive young serving girls will titter at the players from the back of the wagon if they require further encouragement to take up the offer – which is not a particularly onerous one anyway. If they do, they will get the chance to converse with Lady Isabelle and her servants. It does not fundamentally change the scenario if they do not take up the offer – just have them ambushed later alone.

### Lady Isabelle

A noblewoman of neighbouring Bastonne, Isabelle is in her early thirties, but is having difficulties providing an heir for her husband; at least, her husband has blamed her for the difficulties. Therefore, she is on a pilgrimage to the Grail Chapel in Bordeleaux, to make an offering and seek the blessing of the Lady in encouraging her fertility. Some pilgrims might attempt the journey barefoot or even on their knees – such baseness is totally beneath Isabelle. She is haughty and a little distant, and will certainly not admit the reason for her pilgrimage. However, she is not particularly nasty, and is happy enough to gossip and chat with someone around her social level. Her servants include a pair of flirtatious maids, Elise and Anne, her driver Anton and her liveried man-at-arms, Jacques.

### The Ambush

Even with extremely cautious progress (and Isabelle will demand speed to reach the next habitation before nightfall), grant the PCs only a very difficult perception test to allow them a round of warning. Michel and his band will be well hidden around the track, placed so as to minimise the chance of being charged by those they wish to rob. The ambush will begin with a warning arrow thudding into the side of the wagon – if it can pin a PCs sleeve to it, so much the better. Outlaws will emerge from cover with long bows bent and aimed – a passed perception test will identify over a dozen opponents. A hooded Michel will demand, politely but firmly, that the guards (including the PCs) throw down their weapons. If they do so, he shall appear from behind a tree with a couple more of his companions, ahead of the wagon. He assures Isabelle that she and her companions shall not be harmed, and will be free to continue their journey once they have made a contribution.

If the PCs disarm, Michel will concentrate his attentions on Lady Isabelle's wagon, and will indeed relieve it and her of any riches. Only if any of the PCs look noble born or wealthy will he attempt to part them from some of their valuable

## Fan Material for Warhammer Fantasy Roleplay : Hoodies!

possessions. If the PCs have a great hidden item of value, even if they look destitute, he will by some sixth sense sniff out their nervousness and attempt to locate it. Once he has done so, he will thank the victims, bid them a good onwards journey, and disappear rapidly into the forest with his companions. As they know the forest inside out, it should be easy for them to evade pursuit, using streams to mask attempts to track them, and even ambushing any attempt to follow.

Of course, PCs may not willingly submit to such treatment, even outnumbered as they are. They may attempt to flee, in which case if they appear mere peasants, Michel will let them go; though not before some of his men have loosed arrows at them.

If they draw weapons and fight, charging into the undergrowth, again after a few volleys of arrows (which will also slay Jacques, Isabelle's man-at-arms), Michel will order the retreat – he knows the religious ritual is approaching tonight, and does not want to risk unnecessary casualties. Before the retreat, however, Isabelle will cast a casket of valuables to him, bidding him take them and be damned. Make sure the PCs suffer from their rash action though, and end up having sustained a few wounds.

Lastly, the PCs may keep their weapons and attempt to hunker down and defend or negotiate. Michel will simply give them an ultimatum, knowing he is in a position of strength. Once more, the PCs are likely to receive a few volleys of arrows, before Isabelle will end such foolishness, again granting Michel a casket of valuables, which he will be content with.

If the PCs are on the road alone, adapt the ambush event. Remember, the aim is certainly not to kill the PCs, preferably only to rob or wound them. Stupidity though on their part, should carry consequences.

### Michel

Noble and generous, charming and fair, Michel can also seem at times detached, distracted and over earnest. His followers however see the latter as minor foibles in a leader they almost worship.

His confidence and speech befit a noble, but his familiarity with the wilderness and concern for the poor mark him as different. His time in the forest, and his devotion to Taal, has brought him useful outdoors skills. As regards the arts martial, unusually for a Bretonnian noble, he was interested and excelled in archery. This was to the detriment of more knightly skills, like jousting

with a lance.

He is devoted to his mission, which he feels is divinely inspired; hence is more committed than even other Herrimault leaders to the cause of justice he pursues. He speaks little of the cult of the Lady, but views Grail Knights and Damsels alike as individuals to be avoided, not lauded. He has no idea that his younger brother has taken the Grail vow, as he sought to protect his family by feigning his own death.

### Will you tolerate this?

The aftermath of the robbery is the time for Isabelle to belittle the party's efforts, no matter what they were; if they ran or submitted, they were craven; if they fought or brazened it out, they rashly put her and everyone else at risk. She'll also curse the outlaws whole-heartedly, and promise a reward (which will now have to be collected from her estate) to capture them and bring them to justice. Hopefully, the PCs will find it difficult to tolerate a humiliating situation where they did not win, or even deal any damage, to their foes.

## CHAPTER TWO: CASTELLAN GOT YOUR TONGUE?

*'...Thou shalt give unto thine glorious liege the taxes that he requires.*

*Thou shall labour all but feast days,*

*And no more than a tenth-share shall you keep for kith and kin.*

*Rejoice! For a knight of Bretonnia provides your shield...'*

### The Peasant's Duty

One way or another, the PCs should continue on the road to reach Vaysey before nightfall, preferably in the company of Lady Isabelle.

They will discover a simple hamlet, obviously poor, but as homely as the inhabitants can make it. A successful perception test will accrue the observation that few inhabitants seem abroad, and those there are seem nervous, even fearful. If the test was passed by 20%, characters may catch a glimpse of the glint of metal within a shadowed doorway. It is because they are

## Fan Material for Warhammer Fantasy Roleplay : Hoodies!

currently being observed.

### Nicholas de Rainault, Castellan of Châlons

Vain, cruel, proud and prone to dangerously paranoid rages, the Castellan can also be urbane and witty when the mood takes him; be sure though never to trust him. He is more sly and cunning than intelligent, and is careful to only ride roughshod over those below him. Certainly, his over-riding ambition is to feather his own nest and rise up the ranks of the nobility. Saying that, he does not lack courage, fuelled as it may be by an utter contempt for the many groups he despises; including of course, peasants and outlaws. Until something goes wrong, when the PCs meet him he will be in an ebullient mood, looking forward to vanquishing his foe. Repaying the many previous sleights he has suffered at the hands of Michel, it is obvious, has become almost an obsession for him.

The Castellan of Châlons has taken over the village, garrisoning his men in hiding within its hovels, whilst sending out some peasants (not beyond line of sight) to maintain a facade of normality. Their families, alas, serve as hostages to dissuade misconduct: He has threatened to cut out, 'with a spoon', the tongues of the loved ones of any who speak a word of his presence to outsiders. None of those so threatened know what such an act would entail; neither do they wish to find out.

### Peasants

Subservient and sullen in front of the Castellan and his men, these poverty stricken wretches labour under a noticeable shadow of fear. If spoken to alone, some successful fellowship tests (influenced by the PCs social level and how they have behaved towards the peasants thus far) may elicit news of the Castellan's threats, the high taxes they labour under, and the help the Herrimaults offered in driving off some starving Beastmen last winter.

### The Castellan's Forces

A mixed bag of around fifty individuals; the best are the dozen foresters, and half a dozen mounted yeomen. The rest are footmen; poorly trained but well armed.

### Foresters

Outdoorsmen dressed in drab greys and greens; taciturn loners on the whole, but well skilled in the use of the longbows they bear, and in forest lore. They know they are hated for enforcing the King's laws on poaching, but such knowledge merely

serves to strengthen their group loyalty. Led by a Villein called Pierre, who tends to keep his own counsel.

### Mounted Yeomen

Highly motivated when well led, and capable enough; they are armed with spears, bows and shields. Marcel leads them as Warden – a somewhat boastful man of crude manners.

### Men-at-arms

Willing enough, though not greatly skilled - lightly armoured, half carry swords and shields; the others, mighty halberds. Louis is their Yeoman Warden, who seems dull witted and unimaginative; though his doggedness and loyalty impressed the Castellan.

### Welcome Party

If the PCs exhibit suspicious behaviour, or when they reach the centre of the village, the Castellan himself will reveal himself, as will a force of his men-at-arms. Their appearance will affect his reaction, as is usual in Bretonnia. If they are still with Lady Isabelle, he will be courteous and address himself to her, unless he has good reason to do otherwise.

Generally, he would be suspicious of commoners, as he may believe them to be agents of the 'outlaw vermin', as he terms the Herrimaults. News or proof of their own conflict with the outlaws will interest him, and help allay his suspicions. What he'll then do is invite the party for refreshments, pressing them for information whilst he gets Souris to covertly observe them and assess their risk.

### Souris

Lean and mean looking, Souris has a rat like, furtive face. He was a bandit in the forest before Michel arrived and 'subverted' them, as Souris sees it. He felt he had little choice but to join them, but over time his greed and callous methods began to jar with the Herrimault's oath. He was forced out of the band, though some argued for his death; Michel's mercy, however, has not been repaid. With Eloise's help, he was captured in a nearby town after an act of violent robbery, and pleaded with the Castellan to trade his life for information on his enemy. A deal was struck, and now an unrepentant Souris is enjoying his own revenge.

He knows Edouard is a supporter of the Herrimaults, but has not denounced him as he has designs on the Headman's pretty young

## Fan Material for Warhammer Fantasy Roleplay : Hoodies!

daughter. It won't take him long to have a private word with Edouard about the price of silence, though he'll give him time until the return of the expedition to consider his options. That's nice of him, isn't it?

Souris can confirm that they were not outlaws at the time he left the band, which should finally satisfy de Rainault. Once they are not a threat, Nicholas is quite happy to outline his cunning plan, and introduce them to Richard, Eloise and even Souris. He'll be sizing them up as possible re-enforcements too, especially if they give the impression of being capable with arms, as he has little confidence in his own lowborn soldiers. Throughout the meal, the Castellan will shout at and belittle any nearby peasants, including the headman of the village, Edouard; all have been forced to cater for and serve their unwelcome guests.

### Edouard, Headman of Vaysey

A stout and wily yeoman, who is also a follower of Taal himself, Edouard is a great supporter of the Herrimaults. He therefore knows Souris, cursing his betrayal of the outlaws, but is worried that the traitor may denounce him too. The fear of reprisals from the Castellan, upon his family and the villagers, rather ties his hands. He alone of the peasants knows the site of the sacred oak, but would not willingly disclose it to enemies – again though, his concern for his family is his weak point. Only if convinced of the good intentions of the PCs, would he confide in or trust them. Until then, he will treat them with cold formality, hiding his true feelings

### Dinner is served

This is chance for the PCs to interact with all the main characters hereabouts. Their profiles should indicate the thread of any conversations they have. Note though that any interaction with peasants, beyond mere orders or curses directed at them, will have to be out of sight and earshot of the Castellan's company, if they wish to gain anything useful. Nicholas should provide at least one opportunity for the PCs to intercede on a peasant's behalf, to save them a thrashing – perhaps a villager spills some wine on a PC, and Nicholas orders the poor unfortunate flogged. Saving villagers from such punishment will help any efforts to converse with them later.

At some point, the Castellan will offer the PCs employment, if they have impressed him enough. You may decide the exact amount he shall offer to any who will accompany his party on their pre-dawn raid. Soon after this, he will bid all goodnight, and urge others to retire – there shall

be scant sleep available, so it would be best to make the most of it.

Whatever the PCs reaction to the Castellan's offer, some sentries will be posted to keep watch throughout the night, which will also serve to inhibit any shadowy excursions the PCs may have planned. If they refuse to join the raid, de Rainault will be both surprised and offended, and with his paranoia duly re-invoked, will demand that they be disarmed and trussed up until he returns. Unless they relent, he'll post a couple of men to watch over them until he returns. They can hardly avoid such temporary confinement. Whether some villagers later rescue our hapless heroes, is for you to decide.

## CHAPTER THREE: PICKLED HERRING

*'...That which threatens, I will destroy,  
For my holy wrath will know no bounds...'*  
- **The Grail Vow**

The religious celebration that the Herrimaults will hold includes much imbibing of beverages of an alcoholic nature. The Castellan therefore intends to move to surround and attack the outlaws in a pre-dawn raid, when their defences are weak and their wits dulled by the after-effects of drinking. Souris is the one who can lead him there most easily, though Eloise may substitute, by guiding the hunters towards '...emanations of power – from what source, I know not'.

It may be that in the middle of the night, PCs manage to warn Michel, somehow, of the impending attack (for example, by kidnapping Souris and forcing him to lead them to the Oak). Should they manage to do so, they will find Michel in a very pensive mood; he has just had a dream like visitation from the 'Horned One', who warned him of an impending threat, but counselled him to stand and face it. If so warned by the PCs of the exact nature of the threat, he will release his followers from their bond of loyalty, to seek safety elsewhere. Some will take his advice, after heart wrenching farewells – but the core group will remain to face the threat with him. So forewarned, they'll put up a better fight before succumbing.

Assuming the Castellan launches the raid as planned, if the PCs are with him, work on building an eerie atmosphere as they follow the line of soldiers. Make much of foreboding trees all

## Fan Material for Warhammer Fantasy Roleplay : Hoodies!

about, the low-lying mist, dripping moisture and screeches of owls, to unnerve the players. The clanking of the armoured men-at-arms, and their occasional muffled curses as they slip and trip will seem almost deafening. Eventually, as they will near the site of the Sacred Oak, De Rainault will order his men to fan out – the foresters on the outer edges. As dawn begins to break, he will mount his assault – unless pre-warned, the outlaws will indeed be caught unawares. The normal outlaws will quickly flee or be overwhelmed, whilst the core followers of Michel retreat to the stony mound upon which the Sacred Oak stands, taking cover amongst the rocks and bushes, and loosing arrow after arrow. Nicholas will eventually order a charge of the mound, once his men have surrounded it. Shortly afterwards, the defenders will be vanquished and throw down their arms. Multiply Michel and his core followers by 1.5 to determine the number of foes they eventually slay (2 times if forewarned). They further wound half that number. Of course, player actions could upset the script – it is for the GM to run the combat as they see fit.

### Outlaws

The dozen rank-and-file are good with their bows from an ambush, but can't stand up to men-at-arms in a melee. Whilst they are dedicated to the cause, they also value their lives above loyalty to their leader.

### Judi de Chevalier

The beautiful young daughter of a knight, she became the Castellan's ward when her father failed to return from an errantry war. Through previous escapades, she fell in love with Michel and absconded from her oppressive carer, taking to life in the forest as a fish to water; or a herring, to be precise.

### Jean Petit

Tall and tough, as you would expect of an ex-shepherd of Carcassone (he still bears his Shepherd's Crook), Jean is Michel's deputy. What he lack in wits, he makes up for in enormous strength and unswerving loyalty.

### William 'Écarlate'

Uncouth and violent, William rose to be a yeoman in the service of a noble house, before some injustice perpetrated by his employer left him with nothing, and his family dead. He hates the nobility, though he accepts Michel's leadership – with reservations. His brightly coloured hose seems out of place in the forest – it is a deliberate provocation, flouting sumptuary laws - and is how

he got his nickname.

### Trop

He appears a young ragamuffin, perhaps lacking the sharpest mind. But appearances can be deceiving – this being Bretonnia, 'he' is actually a bright, intelligent maiden who was wronged by some mean knight and decided to head into the forest and join the Herrimaults. Her seeming thick headedness is simply an act to avoid prolonged conversation, and so risk her unmasking. She's a pretty good shot with a bow though.

### Philip le Pèlerin

Philip is a portly ex-Grail Pilgrim, who somehow reconciles his devotion to the Lady with a newfound reverence for Taal. Still he wears his old robes, and his head is tonsured. He likes fine food and wine – which he finds taste all the better, when he's not paying for it.

### The Horned One

Though the Sacred Oak is huge and impressive, and obviously extremely venerable, it and the mound it sits on are otherwise unremarkable. Characters attuned to the wild, however, such as Wood Elves or followers of Taal, will find the place exerts a curious sense of serenity and spiritual calm. At some point during the battle, as the dawn mist makes one final swirl before disappearing, give the PCs a perception test to see amidst the failing haze, the figure of man with a stags head. This apparition soon disappears, but not before those PCs who passed the test by 20%, notice an uncharacteristic snarl of fury pass like a shadow over Eloise's face, who also spotted the ghost like figure...

If they pre-warned Michel, he will give back any valuables he appropriated from them earlier. On the other hand, if they assist the Castellan, victory will also allow them to regain such items. The only other riches available for plunder, are Lady Isabelle's. She would offer a reward for their return.

Even if the PCs side with the Herrimaults, the outlaws should find themselves overwhelmed. Utilise Richard de Turpin and Eloise more to bring about their defeat, in such an eventuality, though be sure to grant Michel a fate point to avoid death at this stage. Either way, he should end up captured, along with most of his band. Most, but not all: For one remains...

## CHAPTER FOUR: BATTERED COD

*'...I spurn those whom I love.  
I relinquish all, and take up the tools of my  
quest...'*

### - The Questing Vow

Nicholas and his soldiers will return to Vaysey, with their prizes trussed and ready for execution at midday. A mood of celebration will be upon he and his men. It is possible that the PCs may be amongst the prisoners. All who were held and remained only as insurance against any misdeeds, though, will now be released.

The Castellan will, with great relish, have a makeshift gallows erected for the entertainments to follow. The prisoners will be dumped in a small hut, and a watch posted around it. Nicholas and his men will then eat, drink and boast until the sun reaches it's zenith, whereupon the outlaws will all be executed, one by one – Michel last.

Of course, that is but their plan. This part of the adventure is very free form, and the outcome will likely be influenced by the PCs actions.

Several events occur, and others can do so at the GMs discretion, as outlined below.

### Kith and Kin

Upon the unhooding of Michel, PCs can make some difficult perception tests to notice Richard make an involuntary comical double take of recognition. Only Judi knows her lovers secret heritage, but she is unlikely to know Richard's (there is only slight family resemblance between the brothers). Therefore it is possible that Michel and Richard alone share the truth of their relationship. Does Eloise know? The Grail Damsel's mind is yet closed to us.

This knowledge will create an understandable turmoil within Richard's mind. He will request an audience, to 'question the prisoner alone', which is likely to be granted by the Castellan – victory has made the latter uncharacteristically charitable. What they discuss, and whether the PCs can eavesdrop such a conversation, is for the GM to decide. Possibly one of Edward's youngest children can overhear it, so as to quote some fractions of it to them.

Michel will no doubt inform his brother of the truth

about the cult of the Lady (as he sees it). As each GM will have a differing interpretation of the facts behind the cult, again the 'revelations' shall differ according to the campaign. Some may even decide that Michel is deluded in his insights. Whatever – the upshot will be that Richard's faith will be shaken. Whether it breaks, again can be influenced by the PCs, who should notice his discomfort. Alternatively, if they are all prisoners, Richard's defection can offer them an escape route.

### Richard de Turpin, Questing Knight

Stern, formal and somewhat detached, Richard is exceptionally earnest in his search for the Grail. He hero worshipped his older brother, Michel, and was dismayed and shocked by his seeming desertion. Perhaps Richard is secretly trying to expunge the shame on his family, and the terror of his own abandonment, through his own Grail quest?

Whatever his motivation, Richard is both chivalrous and unemotional – an unnerving combination - and will unquestioningly obey the requests of Grail Damsels. He also tends to see the world in absolute, black and white terms. Fearless, but fearsome and pitiless to his foes, Richard believes Michel is dead and dishonoured. Confronting the reality of the situation may have some interesting outcomes on his behaviour and beliefs.

### Holy Wrath

Richard is not the only one who wishes a private audience with the Hooded One. Eloise will take the opportunity of his capture to also demand one. The Castellan will be curious and intrigued, but again will grant the request. In truth, he is slightly fearful of the Grail Damsel, and will be glad to be rid of her.

Once again, whether or how the PCs can listen in or get a summary of the conversation is up to their efforts and the imagination of the GM, as is the exact nature of their discussion. They could certainly gain some insights into the cult of the Lady, though Eloise is likely to remain vague in her pronouncements – she may even sense any attempt to eavesdrop, which could lead to some hairy moments.

### Eloise, Damsel of the Grail

Her beauty is matched only by her aloofness. She speaks little, and those pronouncements she does make are often vague and mysterious. In truth she is difficult to converse with, as her knowledge of popular contemporary issues

## Fan Material for Warhammer Fantasy Roleplay : Hoodies!

seems almost non-existent. But whilst appearing innocent, chaste and demure, she has an amazing ability to enflame the passions of nobleman and knights alike. Is it her genuine naïveté they find so attractive? Or is she a masterful and manipulative seductress? If she is pressed on her presence here, she will merely speak of the 'will of the Lady', and that 'a wrong must be righted'.

### Anti Social Behaviour

There is one Herrimault remaining at large, who has the ability and inclination to attempt to rescue his fellows. The role he plays is utterly at the discretion of the GM, so in effect he is a 'wildcard', to be utilised in any way you see fit to advance the adventure. He can aid the PCs, or oppose them – if the plot is unfolding perfectly well, he can even be dispensed with altogether. He is Azhar-Boulos Haroun Mus'ad Diya al Din. All the outlaws call him Az'bo.

### Az'bo

An exile from the cult of assassins in distant Araby, Az'bo is probably the deadliest of the Herrimaults. He speaks little, but understands all. Dressed in black, he bears a curved bow, twin scimitars and several throwing knives. He had not attended the ritual at the Sacred Oak, deeming it an affront to the God he worships. On his return, he deduced the facts and tracked the Castellan's party back to Vaysey. He intends to use stealth to rescue his friends, and will enlist aid where he finds it. Which could, of course, include the PCs...

### Honour is all

One other loose end that may require tying up, is Souris' threat to expose Edouard as a collaborator with the outlaws. Edouard may approach the PCs for aid, or if necessary help them escape himself. He has no intention of granting his daughter to Souris' un-tender mercies, but neither does he want to threaten his families existence with treasonable behaviour. Once again, it is an issue that the PCs may well get involved with.

## CHAPTER FIVE: SUMPTUARY LAW

How the scenario ends is very flexible. Myriad situations could unfold; it is as likely that Michel could end up toasting the PCs, as the Castellan.

Anything could happen.

It is important that as a GM you try not to take a 'side' in the scenario. This should also be reflected in the reward of experience points; preventing an escape should accrue as many EPs as facilitating one.

Of course, there are other rewards than mere experience, and the scenario provides opportunities for that most rare of grants – a holy blessing. The source and nature of this depends on which party the PCs favoured, and their effectiveness. Enemies of the outlaws may gain a boon from the Lady; any recipient must be a knight or noble, however. Alternatively, supporters of the Faceless may expect a blessing from Taal.

Any such gifts work best if subtle. So, for example, if the PCs were at some future time lost in the middle of a forest whilst being hunted by foes, a mysterious stag may appear, leading them to sanctuary or safety.

Depending on the outcome of the scenario, the PCs may also have gained some powerful friends and enemies. Hopefully such threads can be continued further during the campaign, to enhance the feeling of continuity and consequence.