

# The Village of Paradise

by Guild Hedemund





**From Guild Redemund:**

# THE VILLAGE OF CARADUÉ

By Lauri Maijala

Proofreading by: Santtu Pelkonen, Sami Villa  
THE Proofreader: Tom Booth (Athelassan)

Contact information is located at the end of the document.

## **Obligatory Copyright Statement**

The Village of Caradu  -sourcebook is intended to be a completely unofficial addition to Warhammer Fantasy RolePlay owned by Games Workshop (GW). All relevant trademarks and copyrights are used without permission and in no way meant to challenge ownership to them by GW.

This fan material fully recognises said copyright and trademark ownership. Where possible, this effort conforms to the 'official' nature of the Warhammer World, and does so with the full acknowledgement of the intellectual ownership and legal copyright ownership of that material.





## About the fief

The fief of Caradué located in the northern most part of L' Anguille, at the turn of River Sannez. It's main features included large amounts of arable land, low hills and a deep oak forest that was planted by one of the lord marquises of old. Though Caradué is supposed to be border guardian of L' Anguille against Couronne the relationships between people of Caradué and Couronne are unusually good - probably due the Lord Marquis's marriage to Couronnean lady.

In addition to the town of Caradué the fief also contains two small hamlets called Melis and Sanz. The population of the town of Caradué is somewhere around 1200 and when including the hamlets and homesteads the fief is home for about 1500 people.

## About the town

Fief's ruling town is located at the bank of what is called Caradué's Bend in River Sannez. The trade that moves on the river has enriched the town but it's main purpose still

is to be a fortified defense against intruders. Twelve feet high stonewall encircles the whole town and the Château de'Caradué rules over it from the top of a small hill.

## History

As most Bretonnians are illiterate not much of the history of Caradué has been written down. What is known is that the are on which the town is build has probably been inhabited by asrai long time ago as an out post to city which has now been replaced by L' Anguille. Some miles along from the Château Caradué ruins of an watchtower can still be found. What caused the elves to abandon the area is not known but if the fables are true and there lives an ancient hydra in one of the caves in the area most seemingly reason would be a battle against druchii.

## History

As most Bretonnians are illiterate not much of the history of Caradué has been written down. What is known is that the are on which the town is build has probably been inhabited by asrai long time ago



as an out post to city which has now been replaced by L'Anguille. Some miles along from the Château Caradué ruins of an watchtower can still be found. What caused the elves to abandon the area is not known but if the fables are true and there lives an ancient hydra in one of the caves in the area most seemingly reason would be a battle against druchii. Most scholars think this as nonsense as it has never been proven that druchii would have had settlements in Old World or so close to an asrai city for that matter. What ever is the case some minor elven artifacts have been found from the area so it seems that they at least where there.

The area has most certainly been a pawn between the wars of L'Anguille and Couronne as the title of Lord Marquis as the ruler of the land seems to be quite old. As the buildings of common people are by law made from decaying materials it's impossible to say how long the village of Caradué has been at its place but as a dwarven engineer visited the Château Caradué some fifty years ago he was convinced that it was at least three hundred years old at that time. So it would be safe to assume that the area has been steadily habituated around year 1200 of Bretonnian Calendar. Certainly the earliest legends of the Saints of this area reach back to about the same time. Also according to the testaments in L'Anguille title of Lord Marquis has been at the hands of House de'Caradué from year 1200 before which there are now written facts about the title which seems to imply of organized founding of the village.

During the reign of de'Caradués the fief has been fought over only a few times and most commonly by fellow L'Anguilleans than Couronneans (against which the fief was founded). It has suffered only minor threat from beastmen and greenskins though planting of the Oak Wood has increased the danger over the years.

## Current State

The fief is currently ruled by Lord Marquis Gareth de'Caradué and it looks like he's going down to history as the cruelest ruler in long time. Public hangings, impaling and caging are common views alongside the road that leads to Château de'Caradué. Though the Lord Marquis is actually quite a reason-

able man he sees fit to keep the peasants in fear rather than get involved in their petty arguments too often.

The town itself has got richer over the last couple of decades because of the marriage of Lord Marquis to noble woman from Couronne has warmed the relationship between the two dukedoms. The yearly balls held at the Château Caradué and the monthly markets have also been kind to the image of the village as it's now recognized at least a part of a Bretonnian civilization contrary to the rule of Gareth's father (and his fathers before him) when Caradué wasn't seen as nothing more as a backwater hamlet.

As Caradué is reasonably near to cities of Couronne and L'Anguille it has also become something of merchant town as traveling vendors tend to stop there if for nothing else but famous Moulan's Red wine. As the rumors go it's quite impossible for burghers and merchants not to at least have an opinion about which merchant guild he would rather belong to: to the Rooster and the Kettle or the Brethren of the Lighthouse. Lord Marquis has yet to show any interest towards the squabbles of the two guilds. Which could mean that he wants to bet on the right horse or really isn't interested in the doings of peasants. At least yet.

## Storm of Chaos

As the main battles in the war against chaos were fought in the Empire Caradué was little affected by it. The youngest son of Lord Marquis, Sir Jacén de'Caradué, was sent to war as a knight errant as well as to sons from the House Thibault. Some common folk also followed the knights but mostly the lives of the citizens of Caradué were unaffected by the Storm, if some two-headed calves, weird storms and other dire omens don't count. It's also interesting that during the Storm of Chaos outlaws found hiding place in the Oak Wood and the fist-fights of drunken tavern patrons were sometimes so loud that Lord Marquis had to hang two of them as an example. This seems to indicate that while the "Storm" physically took place in far east it still had effect to the minds of men all around the Old World.



# THE VILLAGE OF CARADUÉ



## (1) Château de'Caradué

Located on a low hill the Château de'Caradué watches over the town. Though it has been build as a manor for noble family during recent two hundred years it has been fortified to endure attacks of any kind. Most villagers don't know much about the manor as the trip to it usually has dire consequences. To them it's both danger and guardian that can be seen from every house in the town. As the guard of the town mainly consists of the personal guard of Lord Marquis their barracks are connected to the manor. It's rumored that under the Château there's a deep network of tunnels and dungeons of old where Lord Marquis has sentenced many of those who oppose him.

**Adventure Seed: Prison Break**

## Steward Redemund

Redemund has served the House de'Caradué over thirty years - first as a wall-warden and around twenty years as a steward. He's commonly dressed in simple grey robes unless the situation demands a more proper costume. As a handler of all things in the manor he's known as a quick witted man who can win any argument at any given time. After his wife went mad Redemund is most likely the only voice of reason that Lord Marquis now listens to.



## (2) Town Square

All of the major buildings in Caradu  are build around the Town Square. Excluding the manor's courtyard it's the only piece of land in the town that has been paved. Every third week a market is held at the town square as merchants, burghers and tradesmen come to the square to sell their products. Also each during each month's first Marktag a larger market is held when sellers come to Caradu  even from greater distances. During other times purchases are usually made directly at burghers' or tradesmen's houses.

**Adventure Seed: For a Few Guilder**

## (3) Chapelle de la Grail

Most notable building after the manor is a Grail Chapel that was founded by Grail Knight St. Thoas de'Caradu  about three hundred years ago. It's devoted to the bravery of St. Thoas in the battle against green skins during the war of 2201. The three great glass windows' mosaics and the wall-paintings all describe St. Thoas - the patron saint of the whole fief.

During the reign of the current Lord Marquis the chapel has been repaired and is now even more luxurious than ever before. The people of Caradu  are quite pleased to this for it means less money to wage war against neighboring fiefs. Beggars tend to gather at the steps of the chapel during holy days when the local nobles (though few in number) gather to pray in the chapel before the altar under which St. Thoas is buried.

The chapel houses only one holy man, monk Aymar, who's an old and grayish man of who rumor says is a Grail Pilgrim.

## (4) Moulan's Boot

At the town square a traveller can also find the only inn in the town, called Moulan's Boot after the family who has owned it for as long as any local can remember. It's a tall and handsome building of three

floors made entirely of wood from the nearby Oak Forest. It's renowned not only in l'Anguille but also in Couronne, as its keeper is not only known for his friendliness and hospitality but also for his wine.

Piers Moulan has developed a secret way to mature his wine. The red wine is admitted to be good enough for even Duke Taubert and many are the brewers that would like to get their hands on the secret of Moulan. As the wine is made in quite small quantities it's usually quite expensive though M. Moulan considers it only fair to serve it to locals at a relatively cheap price.

**Adventure Seed: Lock, Stock and Two Sunken Barrels**

## (5) Hospice of St. Margaritte

Located at the very edge of the city and certainly away from the eyes of local nobles, the Hospice of St. Margaritte is a place of healing for those with little or no money. It was founded a few years back and named after a Shallyan priestess who worked with the poor a few hundred years ago. The Hospice is held in high esteem by poor people as its workers don't accept donations as do the priests of the Town Temple.

Under the hospice's roof live the few incurable ill that haven't been lynched by villagers. Those that can will most certainly avoid this place in fear of leprosy and other diseases. Evil tongues rumor that this isolation is abused by the Shallyan priests.

Leading the efforts of the Hospice is Sister Vermengard Foire, a young and diligent woman who doesn't turn away anyone who comes to her door. Many are the drinks that have been drunk in Moulan's Boot while cursing about Vermengard's choice as she's both extremely beautiful and unmarried.



## (6) Town Temple

The temple of Shallya has its place just beside the Grail Chapel. It's not as grand as the chapel but it naturally has much more use. The temple isn't used just by the cult of Shallya as Morr also has his share of it. Behind the temple is a small Garden of Morr where all citizens are buried - excluding the de'Caradués who are buried in their family tomb under their manor.

Shallya and Morr have five priests all in altogether who are led by locally influential Anointed Cédric. Cédric is a youngish and surprisingly plump man who enjoys popularity amongst the villagers. He's a titular priest of Shallya but he also takes part in services of Morr every now and then. As most women come to give birth to this temple where the funerals are also held there's a saying amongst the villagers: *"Everything you get from life is the smile of Cédric"*. By which they mean that he's the central figure of common folk in Caradué as he's there when they are born and die.

## Antoine

The youngest of the novices in the Town Temple is only fourteen years old and on his way to becoming a priest of Morr. He's slender, red-haired and quite a bit sharper than other of his age. Amongst the villagers Antoine is known as a hard working young man who travels with Father Cedric and reads aloud the few odd messages that villagers get and can't read themselves. Antoine's parents, Guy and Lavonne, are reasonably wealthy farmers who had the chance to send their son to be trained as a priest as their older son (Varden) will inherit the land.

---

# The Four Noble Houses

---

## THE HOUSE DE'CARADUÉ

As the ruling House de'Caradués could also easily be the richest House at the region. However that's not the case. The Coffins of House de'Caradué have been almost empty for generations as Lord Marquises of old have spent their money warring against other local Houses and to equip knights and men-at-arms against the beasts and monsters of the Oak Forest.

The rule of de'Caradués has always been harsh and stiff. Many are the "criminals" who are sentenced to iron cages on the hill of Château de'Caradué. Many of the locals

despise the family but are too afraid to do anything about it for after all the House of de'Caradué is the protector of the lands.

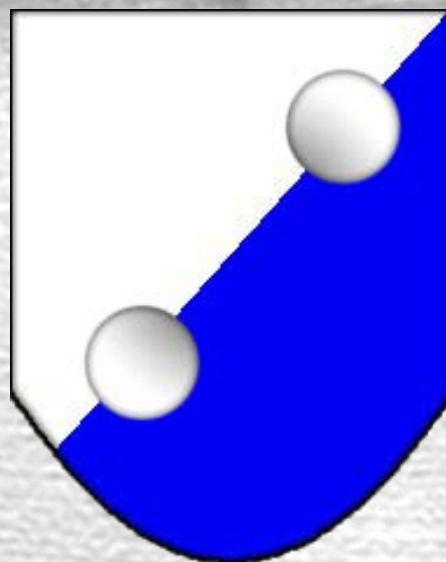
## Lord Marquis Gareth de'Caradué

The latest ruler in a long line of de'Caradués is a known for his temper and unnecessarily cruel judgments and therefore avoided by the common folk as much as possible. He's an old man who holds his position with bitterness that can only be explained by



the death of his second son a year before the Storm of Chaos and the madness of his wife which following the death.

The Lord Marquis is rarely seen outside his Château and it's even rarer to see him in the nearby hamlets as he couldn't care less about his peasantry. Even though he's a cruel and bitter man he cannot stand to see this in other nobles under his rule. Most villagers can still remember Sir Tuluan who was banished from Caradué by riding in a wagon after molesting a peasant woman. This is even weirder as most people in the village "know" that he's quite insatiable when it comes to women and probably has more than a few bastards amongst the children of the village.



*The Coat-of-Arms of House Caradué displays two silver coins on white/blue background*

## Lady Enide de'Caradué

A Couronnean by birth Lady Enide is an old woman who has given birth to three sons by his husband. She's known as silent and obedient wife who (according to some) doesn't take enough responsibility in running the manor. Lord Marquis is known to deeply love his wife and when entertaining guests he usually asks Lady Enide to entertain them with her beautiful singing.

If they think they can get away with it the servants of Château can tell that Lady Enide lost her voice after she caught her husband bedding a maid. As the story goes Lady Enide had the maid whipped to death and buried in secrecy. After that she has only gained her voice back while singing.

## Sir Thoas de'Caradué

The oldest of the three sons, Sir Thoas has been trained to take responsibility for the fief one day. Like his mother Sir Thoas is a silent one and not very adventurous as the other two sons. He's married to a member of the house of Thibault, called Lunete. They live in the Château with their twin girls Morgan and Isolde. As Sir Thoas is more of a poet than a knight, most people would have liked to see him to be sent to the east to fight in the latest Errantry War instead of his youngest brother.

## Sir Hern de'Caradué

The second son of Lord Marquis died of fever during the winter prior to the Storm of Chaos. He was known as knight errant who rode around his fathers fief to uphold the law and his father's rule. In tavern stories he's the paragon of knighthood who fought monsters too horrible to describe and is surely missed by all citizens.

## Sir Jacén de'Caradué

Sir Jacén is the youngest of the three sons. He's a proud Knight Errant seeking for fame, honor and acceptance from his father. Sir Jacén took part in the Errantry War in the Storm of Chaos against the will of his father, but missed most of the action while laying in a sickbed (and therefore didn't receive the title of a Knight of the Realm afterwards). As the war proved futile for him Sir Jacén grew bitter and now does only what his father wills, even if it's against his own beliefs like marrying a peasant for money and politics. To impress his father Sir Jacén is determined to hunt down the herrimaults rumored to live in the woods.



## THE HOUSE OF LUC

**Bonard Luc** is the head of a minor noble line and a elderly knight with one son (Gervais) and three daughters (Fleur, Mireille, Odile), Luc lost his wife during the childbirth of his third daughter seven years ago and has yet to marry again. The Lucs have always had good relation with the de'Caradués and it's not uncommon for the head of city watch to be a member of the Lucs family (as is the situation now).

**Adventure Seed: Who Guards the Guards?**

## (7) THE HOUSE OF THIBAUT

As the oldest noble family in the region the House of Thibault has always envied the de'Caradués. They see themselves as the rightful rulers of the land and are currently working with the Rooster and the Kettle to surpass the Lord Marquis and rise to power. The Family is large enough to have members in Caradué, and L'Anguille and a few other towns.

Currently there are twelve members of the House Thibault living in Caradué, led by Sir Marcel Thibault. Of his brother's, Gaston's daughter Lunette was married to the oldest son of de'Caradué to lessen the bad blood amongst the two families (and to spy upon the works of the Lord Marquis). House Thibault is relatively rich as some of them have given themselves to the cause and married rich merchants (or their daughters) to gain money for the family

## (8) THE HOUSE OF DE

**Michel de Grosse** is an old and lonely noble who live nearby the Château Caradué, de Grosse's house has only recently moved to Caradué and since his brother died four years ago in the Bloody Flux all but Michel have left the village. Michel is unmarried and poor, though he's known to be quite an expert when it comes to wines and art (he even has a large painting portraying the duel of King and Duke Merovech.) Michel can most commonly be found in Moulan's Boot savoring wine and telling war stories of his journey to take part in the Storm of Chaos.

## THE HOUSE OF LEVESQUE

The House of Levesque is the youngest of the noble houses at the fief of Caradué. They moved there from Parravon after gaining some land in a marriage a couple of generations ago. The House Levesque has been the guardian of the Oak Forest until very recently when Lord Marquis banished Sir Tuluan, the last member of the noble line, from the fief.

**Adventure Seed: A Knight of Revenge**



# Other Notable Personas

## (9) Louis Marcheure

This old gentleman is one the wealthiest men in the whole region. In only three generations Marcheure have risen from travelling pedlars to respected merchant by transporting Bretonnian tales of chivalry to noblewomen and courts of the Empire. Marcheure, his wife Dhuoda and their daughter Sirisgard live in a tall wooden building at the edge of the City Square while his son Gui lives with his mentor at the smithy. The ground floor of the building is where Marcheure keeps his small bookstore while the family live at the top of it. The Marcheures are seen as something of a wonder for a few people can understand how someone could make their living just by selling books, especially in a town where only handful of people can read or write.

It's rumored that Louis's father, Weldon, was a wide traveling merchant who build and expanded his network of bookseller throughout the whole of Bretonnia. Wicked tongues whisper that on his journeys he met an evil man to whom he sold his soul in exchange for forbidden books on which the whole wealth of the Marcheures is based.

## Woodsman Gerard

Gerard lost his wife to pneumonia a few years ago and he has been living with his unmarried daughter Aurienne since then. Gerard's other daughter, Lola, went to L'Anguille when she was married and Gerard's son, Ferragus, works in the city watch.

## (10) Miller Neville

An eccentric and curious old hermit who owns the right to mill the grain of the region. Of this he charges taxes for his Duke, baron, Lord Marquis and himself and is therefore despised by most of the village, about which he couldn't care less. Most of the children in Caradu  are afraid of Neville owing to his solitude and strange deformation that covers his left eye. He's been mistaken for a mutant several times but as the deformation was caused by fire and is not actually a mutation he has survived. At least for now...

## (11) Odo Cleacou

Caradu 's strong-armed smith works in his smithy beside the river with his pupil Gui Marcheure. While making tools and everyday items Odo constantly complains about the "good old days" when he used to make spears and axes. Odo's father passed to the Garden of Morr just after his wife a few years ago but still the villagers tend to gossip how his appearance is nothing like his father and much more like the Lord Marquis's...

## (12) Merovech Moulan

Mr. Moulan is a quite man who owns a large house by the river with his tall but silent servant Morty. He's known to be a distant and wealthy academic who studies the properties of the natural world. Even one part of his large house is turned into a green house with a full glass roof into which he has gathered numerous weird and rare plants. Plants also provide Mr. Moulan with his livelihood as he makes dyes and pigments to be sold.

As a good friend of Marcheure Moulan can commonly be found in his bookstore discussing academic theories or retrieving shipments that arrive via Marcheure's trading routes from as far as Talabheim.

**Adventure Seed: The Lure of Allure**

## Bret

Large, harsh and vulgar woodsman whose ugly looks are only surpassed by his equally ugly manners and language. He seldom has any time for fearful city dwellers (as he calls them) and no respect for people who cannot take care of themselves in the wilderness.



# Outside the Town walls

## (13) Fleuve Sannez

Beside Caradu  flows the border line to two dukedoms, the River Sannez, that is the most important source of fresh water to the citizens as only a few wells have been dug to the town. Caradu  doesn't have a notable harbor as most boats that travel along the river aren't interested in docking at the village anyway.

## (14) Tree of the Horse Lords

Outside the city walls along the river the land rises in numerous green and low hills. Amongst them is a mound of ancient origin on which grows an age old Horse-chestnut tree. Even though the tree died long ago this location is still sacred to the villagers. They tend to hang praying ribbons on its branches, leave small sacrifices beside it and numerous are the marriages held in its shadow. The tree is commonly guarded by one or two juvenile boys with sticks and clubs who do it to show off to girls of the village.

As the Horse-chestnut is a tree otherwise unknown to these regions legend tell that the Fay have brought it to Caradu  to mark the grave of a king now forgotten who still sleeps his eternal slumber in the barrow.

**Adventure Seed: Awaken the Dragon**

## (15) Oak Forest

The high stone wall was raised to protect the town from a menace it had brought upon itself around 120 years ago. The grand-father of the Lord Marquis of that time was an eager hunter and by his command a large oak forest was planted next to the village. As he died during a hunting accident in that woods it was left mostly untended and creatures of shadows crawled to hide in it. Some Lord Marquises

have tried to purify the forest from the beasts and monsters but as the forest has grown in size, no-one has succeeded. Nowadays there only one gamekeeper in the woods and he has told numerous warnings about the increasing number of weird tracks in the forest.

It's also rumored that the forest hides many secrets now forgotten to the inhabitants of the area. Whispered tales tell about elven ruins deep in the woods as well as of outlaws that hide beneath the heavy branches planning to overthrow the current ruler, a sentiment that some villagers would be more than willing to support.

## Fountain of the Lady

At the edge of Oak Forest a clear watered spring drips into a shallow pool that has been said to resemble a cup. Old oaks reach to protect the fountain and the atmosphere here is one of inner peace. Legends are told of knights who received their vision of the Grail when sleeping beside this fountain and drinking its water is said to lift the troubles of a mind, as it is blessed by the Lady. Most villagers know how to get to the fountain and it's considered a holy site where those of common birth come to pray to the Lady. The Fountain is tended by an old hermit who even has plans to build a small chapel beside it.

## Philip de P lerin

A hermit who lives in the Oak Woods near the Fountain of the Lady. He's a good friend of a Grail Knight called Sir Yvain Briol who can sometimes be seen in Caradu  visiting the old Lord Marquis. De P lerin is also a friend to the herrimaults that dwell in the Oak Woods.



# Behind the Scenes

GAMEMASTER'S SECTION



# Additional Locations

## Skaven Warren

Near the Fountain of the Lady is a small meadow where rare herbs and flowers grow. It looks like an peaceful place but the at the hearth of the small hill dwells a dangerous menage in the form of the skaven. Their warren isn't large - only a couple dozen ratmen dwell there - but it's the "home" for a gutter runner who's collecting the herbs and cultivating strange mushrooms as well as a Clan Moulder packmaster who has been experimenting on dominating beastmen of the forest.

The Warren itself isn't much of a threat even with it's inhabitants. But there is a tunnel from this outpost to a much larger warren that extends from the elven ruins to the Smoking Caverns. Should someone try to destroy this warren the skaven are much more likely to destroy the tunnel to guard their secrets then try to defend it.

## The Elven Ruins

These ruins once served as an outpost to an elven city that stood at the site of where L'Anguille now stands. From its two high towers the region could be guarded but the watchmen couldn't see what was right beneath them. In secrecy some of the elves were members of the Cult of Pleasure and had secret ways to communicate to distant Nagarythe. As the war broke out in faraway lands it also started in lands of men. Elves fought against one another and the outpost was destroyed. The signs of the battle that took place here countless aeons ago can still be seen in the very foundations of the towers and under the surface where secret tunnels meander.

## The Smoking Caverns

About an hour's ride from the hamlet of Sanz stands an old statue guarding the mouth of the Smoking Caverns. The people who live in this region hold the caverns as a cursed place and with good reason. As one ventures to the deep tunnels of the Smoking Caverns one encounters numerous pits and lakes of mercury and lava that create the ill-smelling smoke after which the caverns are named. No fungi, or anything else for that matter, lives here as, the caverns are the resting place of an age-old hydra.

Old tales tell of a warrior that fought a duel with the Hydra, forcing it to retreat to the caverns. So badly was the beast wounded that even the sight of the warrior's sword makes it tremble and flee in terror. That is why the statue at the monster's doorsteps holds aloft the old sword - the keeps the terror at bay.

If one were to descent to the deepest parts of the caverns one could find certain old carven images of elven origin, for it is here where the elves turned to the Lord of Pleasure in those times when the ruined outpost still stood.

**Adventure Hook: Who Let the Monster Out?**



# Herrimaults of Oak Forest

Outlaws have a camp-site deep in the Oak Forest near the south-border of the fief. Their camp is located at the top of a steep and rugged hill from which they have an excellent view against intruders. As the herrimaults mainly use paths of the woodland creatures or streams to move to their site, finding it is quite hard without a proper guide.

To avoid being spotted by the few beastmen and other monsters that lurk in the woods, the herrimaults have build their "houses" amidst the branches of the largest trees surrounding a clear-watered fountain. The treehouses are masked with moss and are difficult to spot from a distance. Most of the time there are at least two herrimaults guarding the camp while others are away hunting or helping common folk in exchange for food.

Herrimaults have also made certain warnings all around the forest, that anyone with *Secret Signs (Ranger)* can identify, to warn about beastmen and diseases.

## Michel de Rainault

Masked leader of the herrimaults of Oak Woods and a son of a minor noble, Severin Bellmonte, who rules a fief bordering Caradu . De Rainault is noble and generous as well as charming and fair. At least that's the first impression of him. As one gets to know him he might learn Michel to be absent-minded and extremely grave.

Even though de Rainault's confidence and manner of speech betray him as a member of the nobility, his skills with the bow and concern for his fellow common folk speak loudly of his strange upbringing. The time he has spent in the woods with the herrimaults as well as becoming a cultist of Taal have stripped him of most of the noble bearings which still might surface every now and then. Michel de Rainault works to overthrow the Lord Marquis who treats his subjects badly and banished Michel's father in dishonor.

## Regis Petit

A runaway from Couronne where he worked as a shepherd. He's tall and tough as are the quarter-staffs he uses to beat those who have the nerve to oppose him. Regis isn't the sharpest stick in the bunch but he still is trusted by de Rainault and is his second-in-command.

## William ' carlate'

William worked as a servant in Ch teau Caradu  over ten years ago until he found his wife, Aurelie, abused. Aurelie couldn't give the name of her abuser and she died shortly after, but William is certain that the culprit is none other than Lord Marquis himself. William stole some money and a red cape from the Ch teau and fled to the Oak Wood, becoming one of the original outlaws that de'Rainault rallied together. William is of middle hight and has a thin face. He is quick to anger and blames all nobles for the fate of his wife.

## Trop

What looks like a lost and simple boy is in fact a young maiden, Emele Nizan, who fled to the woods after two knights were arguing who should have the right to take her to his bed. Trop is actually quite intelligent woman who hides this (as well as her sex) under the pretence of stupidity.

## Other fellows

The remaining six herrimaults are outlawed in either the fief of Caradu  or fiefs bordering it. Most of them were farmers who didn't have the money to pay the taxes or who hunted illegal game. They are all skilled with the bow.

**Adventure Seed: Merry Men For Hire**



# Adventure Seeds

## Prison Break

*During each Lily Day a large ball is housed at Château de'Caradue where even nobles from Couronne sometimes take part. Because of the Storm of Chaos the last ball wasn't a great success, so the Lord Marquis is planning for this one to be a party to remember. Nothing will not be allowed to go wrong. The players are enlisted to swell the ranks of the manor guards just before a prisoner escapes from the dungeons beneath the manor. Will Lord Marquis blame them or command them to get the man back behind the bars?*

## For a Few Guilders

*Even though most of the burghers in Caradué belong to Rooster and the Kettle (or at least want to belong) the Brethren of Lighthouse is also trying to get its piece of the monthly markets and trade. As Caradué is considered a remote location the two guilds just might to use it as a battle ground for their guild war. Certain signs have certainly been seen.*

## Lock, Stock and Two Sunken Barrels

*Moulan's secret is wanted by many and little do they know that it's actually quite unimpressive. M. Moulan matures the wine in oak barrels under the waves of River Sannez which give it a peculiar taste that many people enjoy. Should the secret get out mr. Moulan would lose a lot of money (maybe even his inn) so he is naturally quite protective about it.*

## The Lure of Allure

*Moulan has just recently received something spectacular - a plant from Lustria called Allure. This strange flower has enthralled the mind of M. Moulan and he keeps studying and feeding it every time he can. One night*

*when M. Moulan is dreaming Allure-inspired dreams about forbidden cities beyond the stars, he is rudely awoken by burglars. A strange daemon from beyond the veil enters the world and butchers the thieves. M. Moulan must rely on the player characters to discover what caused the deaths of the burglars as he has no idea he was responsible.*

## Awaken the Dragon

*Unbeknownst to the villagers the tree genuinely marks a grave. Not the grave of a merciful king, however, but the tomb of a high ranking Blood Dragon. Even now the followers of the fallen knight are working to make the area around the tomb suitable to perform the Rebirth in Blood-ritual. Will they manage to turn the site into an accursed ritual site or can the characters stop them before it's too late?*

## Who Let the Monster Out?

*A group of adventures is commanded by the Lord Marquis to get rid of the outlaws in exchange for their lives. While tracking down the herrimaults these adventures stumble upon the caverns and steal the sword that the statue is holding. After they have gone the beast awakens and wrecks havoc everywhere it goes. The characters are commanded to track down the thieves who took the sword and bring it back so that a noble knight can once again drive the monster back to its cave.*

## Merry Men For Hire

*A Merchant approaches the adventurers in Moulan's Boot and tells them about his trouble with another merchant from a different guild. He asks the adventurers to search for the herrimaults and enlist them to his cause to get rid of the merchants. When the players persuade the outlaws to work for the merchant he suddenly appears with the city guard to arrest both the adventurers and the herrimaults.*



## **Who Guards the Guards?**

*After the loss of his wife Luc was desperate. He searched something to blame and travelled to L'Anguille to get away from the village that had killed his loved one. In L'Anguille he was approached by a member of the Rooster and the Kettle who managed to turn Bonard's mind against the Lord Marquis. Now Bonard Luc is a bitter agent of the merchants' guild and doesn't intervene to stop their efforts to capture the town as a base, from which they can conquer L'Anguille from the nobles.*

## **A Knight of Revenge**

*After his humiliating banishment Sir Tuluan Levesque has been on the road of revenge. He's from a noble line of knights that have guarded the Oak Forest of Caradu   for years and he personally has fought against the beastmen more than a couple of times. Which means he knows how to lure them where he wants them to strike... Will the knight let his thirst for revenge get the best of him and set the beastmen on one the small hamlets or does he still follow the code of honor and try to get his position back by some other means?*



# Campaign Seeds

Below some major plot-lines are given. They can easily be entwined together into a grand campaign in the land of the Grail or be treated as their own. They have been given here in a nutshell so to turn them into a campaign would require quite a lot of effort. But then again planing the campaign is almost half fun. At least those damned players can't foil it before it has been started...

Most of these ideas can be played from two points of view - either the standard "adventurers against Chaos"-style, or players could be put into the position of antagonists who would do ill to the village of Caradu . Certainly the plots to create a "damned location" or the power struggle of skaven clans are intriguing ideas.

---

## To Awake the Dragon

Before the Affair of the False Grail the de'Caradu s didn't live at the bank of the Sannez. They lived in the Barony of damned, Mousillon, serving the duke as loyal subjects. As the king led his army to the city of Mousillon, the de'Caradu s betrayed their lieges and joined the forces of the king. They fought against their former friends and were rewarded with grave responsibility. When the siege was finally broken the King gave land to loyal subjects and took it from those who didn't deserve it. To the de'Caradu s king gave the lands now known as Caradu  that were back then ruled by the family of Thibault. The title of Lord Marquis was given to the head of de'Caradu s but not without a price.

During the battle, Grail Knights had managed to pin down a dark knight called Gautier la Parouse who was later found to be not dead but an undead vampire. As la Parouse was - despite being a creature of darkness - a member of the noble line of the Dukes of L'Anguille he wasn't destroyed but reduced to torpor and given to Lord Marquis de'Caradu  to hide from his followers.

De'Caradu s made the long journey from Mousillon to L'Anguille and buried la Parouse under a hill beside a fort that later became Ch teau de'Caradu . Atop the mound they planted a horse-chestnut tree. The mound was guarded for a century until the darkness that

slept in its bosom was forgotten and only the legend about the grave of a noble warrior remained.

During the two hundred years that la Parouse has been prisoned under the Tree of the Horse Lords his evil presence has been able to corrupt the land a little. His dark thoughts have drawn beasts and monsters to the region and drawn the life out of the tree that marks his grave. Lately that's not all that he's been able to do.

As the second son of the current Lord Marquis learned about the legend of a lord of the night sleeping next to his beloved home, he descended to the crypt, only to be struck dead by the curse cast upon the tomb while it was sealed. As the villagers came to the tree to judge a pig-thief they found the way to the crypt dug open and saw the dead noble at the its doorway. Rightly afraid of the wrath of their lord they sealed the crypt again, leaving the body of the Lord Marquis's son inside.

But young Hern de'Caradu  managed to awaken the vampire and even though he was imprisoned in his stone sarcophagus with chains of silver and words of magic, Gautier la Parouse could reach the minds of men with his thoughts. He lured the village elder, Waldon Rouget, into his service and via him managed to send word to his ancient order, Ordo Draconis or Blood Dragons.

Now several conspirators and dark souls are trying to create a way to resurrect their evil lord with the guidance of Waldon Rouget. Having managed to secure an ancient tome with the unknowing help of Louis Marche r they have learned the ritual of Re-



birth in Blood and are now working in the shadows to turn the whole area of Caradu  into the cursed region demanded by the ritual.

Order of the Sleeping Dragon (as the few men and women who serve la Parouse call themselves) has been able to work its way into the Guild of the Rooster and the Kettle and manipulate them into starting a revolution of merchants from Caradu . They have made secret deals with the Skaven to help the infiltrate the town. They have summoned creatures of the night to the fief and conduct their own dark rituals and experiments to make the way to their lord.

## Guild Wars

As a somewhat distant but still notable trading place Caradu  is seen as the perfect turf to practice a revolution for two different merchant guilds of Bretonnia. The Brethren of the Lighthouse and The Rooster and the Kettle are both planing to remove the other guild from the town and then to surpass the Lord Marquis in the name of their rival. This would create a diversion for Duke Taubert, and as he rode to Caradu  to suppress the revolution, the real one would start in L'Anguille. The nobles would be placed under house arrest until such time as they recognized the city as an autonomous city state similar to Marienburg.

To achieve such a victory both guilds have different plans. The Brethren of the Lighthouse has been watching the descent of the de'Caradu s with keen eyes and they're sure that now is the time to move in and try to strike a deal with the poor noble house. They believe that by buying the poorest of the nobles they could raise an buffer army that the duke would hesitate to attack, and against and thus create ground for negotiations for independence.

The Rooster and the Kettle on the other hand has much more straightforward solution. They trust in the hatred of the Thibaults for the de'Caradu s and are using them as puppets to allow the transportation of gun-powder weapons from the Empire to L'Anguille. Most of the guns are currently hidden by the Thibaults who have been promised a seat in the council of Free L'Anguille.

As both guilds have some idea about the plans of their enemy they are both trying to hurry their plans. As they fear to draw the attention of the duke to the city of L'Anguille they have started their "shadow war" in Caradu  were they try to spy and murder each other as much as they can. The leaders of both guilds see Caradu  as little more than a board for their game of power.

## Of Diseases and Beasts

The fief of Caradu  has been no real importance to the children of the Horned Rat in the past. Small burrows have been dug into the area, mainly as a stopping point between the undercities of L'Anguille and Couronne. The area has been mostly controlled by Clan Moulder who have done some experiments with the taming of beastmen. As the merchant guilds have taken interest in the town, so have the Skaven. For where gold moves, people can be bought, and the great plan of the Horned Rat furthered.

To the disappointment of Clan Moulder a large number of the members of Clan Pestilens have been moving into the area. They have brought their sick ways to the lives of the mutators and started a power struggle between the two clans about who could be more successful. As more strange diseases are brought from Lustria to Caradu  via L'Anguille the power of clan Pestilens grows, and that has not gone unnoticed by the current leader of Clan Moulder (who's sure that those cursed monks are trying to killkillmurder him).

There are rumors in the skaven society about releasing a deadly disease to Caradu  as an experiment for an even greater scheme to be put into motion in the war-torn Empire. As the Clan Pestilens moves to execute their plans by corrupting villagers to worship of the Horned Rat and to members of the Cult of Yellow Fang, Clan Moulder is desperate to prove their own way better for enslaving the manthings. Mutators are furiously searching for more warpstone and more subjects for their laboratory and some of them have even heard a rumor about a great serpent in the Smoking Caves, though no-one has yet to dared to search for it.



## Two Heir or Not Two Heir?

Some twenty years ago a Grail Knight came to see the Lord Marquis. He was carrying a small pack that shielded a baby from the ill weather. The knight, calling himself Sir Yvain Briol, left the baby at Château Caradué to be kept safe while he was searching for clues about the truth of the baby's origins. Sir Yvain Briol made sure that the Lord Marquis understood that the baby was his distant cousin for he dared not tell the truth.

If the rumors that the grail knight were to be believed, the baby was actually nothing less but the last descendant of Landuin the Pure and therefore is the rightful heir even though his bloodline was tainted with the blood of peasants. Sir Yvain Briol felt quite sure that he was right, for knights of Mallobaude were quite desperately trying to take the baby from

him before he managed to lose them.

If the lineage from Landuin could be made certain (maybe by some miracle of the Lady or digging of the archives) it could be argued that, as Landuin was the purest of the knights his blood would not be tainted by peasants and the parents of the baby (and their parents as long as would be needed) could be knighted post mortem. Taht would mean Mousillon could have a new duke to oppose the rise of Mallobaude who also has made a claim to be a descendant from Landuin.

Naturally this child has now grown up. Sir Yvain Briol hasn't been seen in ages but strange men with malformed limbs an odd dialect have been seen around the village. Asking for someone about twenty years old...

---

## Additional Ideas

### Linking to Other Material

Several points could link Caradué to adventures and events from official material. Below are given some ideas that aren't exactly adventure seeds but could be used as such. Their main purpose is to make Caradué a part of Old World and allow GMs to give possible hints about the going-ons around the world of Warhammer. This are only a few examples and naturally a lot of other stuff can be invented. This however worked quite well as my group lived and died in Caradué.

- Clan Pestilans has major plans to release a great plague to Talabheim in the Empire. Naturally they will need a testing ground for such a plan and they have chosen the village of Caradué to be their unwilling lab-human. The Skaven release the Grey Ague described in Terror in Talabheim to Caradué just to see how it all works out. (Terror in Talabheim)

- Merovech Moulan is a student by nature and he's a pen-pal of Gotthard Widenhoft of Talabheim. They are quite close to exposing the Skaven conspiracy against the Eye of the Forest. (Terror in Talabheim)

- The Sword that keeps the Hydra in its cave is one of the infamous Rawenfeuer-swords that was given to a knight from the House Thibault a long time ago. (Forbidden Blades fan supplement)

- Adventurers could be forced/hired by the Lord Marquis to carry a message to Lyonesse, where they could be intrigued by the Duke's mission to Mousillon. (Barony of the Damned)

- Warpstone-magazine #28 offers some nice ideas about the nature of Lady and it should be easy to introduce those elements to this material.

- After solving the revolution attempts of the Rooster and the Kettle evidence points to Marienburg where someone has been funding the transport of gun-powder weapons to Bretonnia. This offers a way to move to the Thousand Thrones campaign.



## Of the Nature of the Cult of Lady and the Curse of Mousillon

The basic idea when I planed this campaign to Bretonnia was the conspiracy behind the cult of the Lady. As somewhat of a veteran to WFRP I'm quite tired of opposing Chaos in every turn so I decided to go along with the non-chaotic way. The adventures in Caradu  were only the starting point and a way to introduce Bretonnia as a state of status quo that could then be broken by introducing the horrible secrets behind the veil (and yes - I enjoy my Cthulhu too).

What I decided firstly was that the history was written by winners. The ill happenings of Mousillon were propaganda that was created and used to oppress the people of Bretonnia to the will of the nobles. Actually the events of Mousillon were the death of the last dream of Gilles the Unifier.

As the kingdom of Bretonnia was forged in the fires of war the men of Gilles would have fallen without the help of the wood elves of Athel Loren. They saw Bretonnians as a fortification against Chaos that could stand with a little repair. They introduced the aspect of the Lady to Gilles and his companions and seeing no other way to win the war they took the bait.

Only Landuin had his doubts that were confirmed by the Necromancer at the ninth battle of Gilles. He tried to speak against becoming a slave to elves but they decided to make him an example. They withdrew from Mousillon and with them the blessing of the land was gone. Later the elves noticed the impact that Mousillon had to Bretonnia. The land of the blessed could not exist without a land of the damned as it's counterpart to remind people how awful things could be.

Over the course of history the legacy of Landuin was held in high esteem by the knights of Mousillon and by their strength of faith something that could be called the True Grail emerged from Chaos. Duke Maldred had the chance to save his land from the hands of the elves but they were too strong. Mousillon was sacked and the True Grail and the true dream of knighthood lost.

The importance of faith to knighthood has always intrigued Blood Dragons who have found their way to Mousillon. There they have seen knights more pure than the rest of Bretonnia combined. According to some rumors Walach conquered the Blood Keep at the Grey Mountains only to fight against Athel Loren and protect Bretonnia from them the decadence of Empire. Now as Mallobaude gathers his armies, he has been met by the vassals of Blood Dragons who offer their service in the battle to free Bretonnia from the threat of the wood elves.



Fan-supplement by:

Sauri Maijala

contact me at:

doc\_cthulhu@hotmail.com