



Bretonnian Hunting Party

by Roland Menskus (based on the Bretonnian Warband by Tom Merrigan)

The Bretonnian nobility does like to hunt. There is no other way of putting it politely (although most Imperial observers have no qualms about putting it in a non-polite manner). While some duchies, most notably Artois, have enshrined the hunt as part of their heritage, this activity also serves a much more significant purpose - as a display of the privileged position of the nobility. While any peasant found stalking game without his master's leave will soon „be wed to the ropemaker's daughter“ (as the Bretonnian saying goes), the nobility roam their demesnes far and wide, chasing after delicious fowl for their table and savage beasts for their trophy rooms alike. Accordingly, hunting parties are usually a colourful spectacle, a veritable *mise en scène* for the nobility to show off its position in the most warlike (and tasteless) manner.



Some noblemen, however, are dissatisfied with what huntable diversions their fiefs have to offer. This is particularly true of the smaller coastal duchies like Bordeleaux or Aquitaine, or of the less than lush areas of Lyonesse, where the rocky lands barely allow the shepherds to scratch a living off what passes as soil. Knights of such regions are all too wont to leave a steward behind to see to their feudal duties and quite literally chase off with a hunting party to claim their privilege elsewhere. While some more astute noblemen might grant such would-be-hunters a

temporary right to hunt on their fiefs (often in exchange for a political favour or a promise of an advantageous marital arrangement), any knight seeking to chase after more exotic quarry will have to travel farther than a well-kept seigneurial forest. Although the beasts of the Forest of Arden and the Massif Orcal remain in high favour as trophies, in recent years, the hunting grounds of the ruins of Mordheim have gained a certain notoriety with the more adventurous type of nobleman. Thus, Imperial citizens are ever more frequently treated to the sight of Bretonnian Hunting Parties on the eastward roads, a carnival of chivalrous glory in garish colours. The number of such warbands travelling back on the westward roads is significantly lower, however. Those who do return often proudly carry with them the hastily preserved carcasses of obscene abominations, creatures twisted beyond recognition. Rumours that an increasing number of high-regarded Bretonnian taxidermists have fallen to madness might be linked to this development.

Special Rules

Blessing of the Lady: Before heading into battle Bretonnian Knights kneel and pray to the Lady of the Lake (while the peasants usually say a few quick words to Taal, although with less gratifying results). Before playing a game of Mordheim, make a Leadership test against the Leadership characteristic of the warband's leader. If the test is successful, the Lady of the Lake has bestowed her blessing on the warband. The blessing takes the form of a powerful curse

upon the enemies of chivalry, and in particular upon those that make use of the foul and dishonourable weapons of mass destruction. Any model in the opposing warband who wishes to fire a black powder weapon must roll a D6 and score 4+ to overcome the curse, otherwise they may not fire the weapon. The opposing player must test each time they wish to fire such a weapon. Models armed with other shooting weapons, such as bows and crossbows, do not have to test unless they dare raise their weapons against the gallant Knights of Bretonnia. If any enemy model wishes to shoot at a Bretonnian Knight of any type, then they must first roll a 4+ on a D6 to overcome the curse.

However, there is a price to pay, as the Blessing is only bestowed upon those who act chivalrously. Bretonnian knights may never use any type of missile weapon, with the exception of Holy Water. Their code also denies them the use of drugs or poisons

(except alcoholic beverages), nor may they learn any spells (prayers are allowed). They further cannot use any Wyrdstone items or anything that can be considered warpborne or otherwise evil.

Choice of Warriors

A Bretonnian Hunting Party warband must include a minimum of three models. You have 500 gold crowns to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

Lord: Each Hunting Party warband must have one Lord: no more, no less!

Knights Errant: Your warband may include up to two Knight Errant.

Lord's Personal Squires: Your warband may include up to two Lord's Personal Squires.



Officers of the Hunt: Your warband may include up to four Officers of the Hunt, but no more than one of each type.

Squires of the Hunt: Your warband may include any number of Squires of the Hunt.

Warhounds: Your warband may include up to five warhounds.

Starting Experience

The **Lord** starts with 20 experience.

Knights Errant start with 8 experience.

Squires (all kinds) start with 0 experience.

Officers of the Hunt start with 2 experience.

Special Equipment

Light Crossbow (Common): Sturdy and easily mass-produced, these light weapons are basically the ancestors of their brutal Imperial counterparts. They are easier to load, at the expense of the heavy version's extended range, but make for ideal hunting weapons.

Maximum Range: 24"; **Strength:** 4;
Special Rules: None

Toughened Leathers (Common): Called *cuir bouilli* in the Bretonnian tongue, the result is nonetheless just as smelly as its Imperial equivalent. As Bretonnian Lords do not like to spend more than they have to on peasant equipment, this type of armour is widespread among commoner troops.

Toughened leathers work exactly like light armour, giving the wearer a 6+ Armour save, but cannot be combined with the effects of any other armour except a helmet or buckler (you do get the +1 bonus for being mounted, however). Toughened leathers cannot be sold back at the Trading Posts - the stench alone is enough to drive away even the most desperate of buyers!

Seeker Hound (Common): Just as the peasantry presents a contrast to the nobility, so do the small and scruffy Seeker Hounds scale up to the Warhounds favoured by the knights. While the diminutive canines are sanguine cowards, their sensitive snouts can pick up more than just the trail of a hare.

A Seeker Hound must be represented by a model on a 20x20mm base (it tags along with the model assigned to it), but counts as equipment for all other intents and purposes. It cannot be attacked separately. For every model with a Seeker Hound that has not been taken *out of action*, you may re-roll one D6 during the exploration phase (note that you may never re-roll re-rolls).

Barding (Rare 11): Barding is armour for a horse in the same way that light armour is armour for a human. It covers the mount's hide, and in some cases, its head.

Bretonnians in particular like to decorate such armour with bright heraldic colours.

A model mounted on a barded horse receives an extra +1 to their armour save (+2 instead of the usual +1 for being mounted). In addition, a mount wearing barding will only be killed on a D6 roll of a 1 if the model is taken out of action (instead of a 1 or 2). Barding may only ever be bought for a warhorse.

War Horn (Rare 8): Nobles of Bretonnia like nothing better than sounding the charge themselves when leading a hunt.

A war horn may be used once per battle at the beginning of any turn. It allows the warband to increase its Leadership by +1. The effect will last from the start of one turn to the start of the next. The war horn can be used just before a warband is about to take a rout test.

Caltrops (Rare 6): While no noble would ever deign to use such a cowardly tool, commoner huntsmen have no qualms about doing so - and their masters rarely complain, given that these insidious spikes are highly efficient at slowing down more elusive quarry. They work equally well in hampering non-animal opponents.

There are enough caltrops to last for one use only. They may be used when an opponent decides to charge. The defender simply throws the caltrops into the path of his attacker and they reduce his charge range by D6 inches. If this means that the attacker cannot reach his target then it is a failed charge.

Bretonnian skill tables

	Combat	Shooting	Academic	Strength	Speed	Special
Lord	✓			✓	✓	✓
Knight	✓				✓	✓
Errant						
Lord's P.	✓			✓		✓
Squire						

Bretonnian Special Skills

Bretonnian Lords and Knights may use the following Skill table instead of any of the standard Skill tables available to them.

Virtue of Purity

The Knight's sole purpose is to serve the Lady of the Lake. His purity of heart and discipline endow him with the strength of spirit to resist enemy magic. Any spell cast against the knight will be dispelled on the D6 roll of a 4+. This is a natural dispel on account of the knights extreme piety.

Virtue of Valour

The Knight has vowed to confront the biggest and strongest foes. The more awesome his enemy, the more valourous are his efforts. If fighting a model with a higher Strength characteristic than himself, the Knight may re-roll any failed to hit rolls in hand-to-hand combat.

Virtue of Discipline

The Knight has total faith in his chivalric code: he maintains self-control in the face of adversity, and displays complete confidence

whatever the odds. Once per game, if the knight is not out of action, stunned or knocked down, you may re-roll a failed rout test.

Virtue of Heroism

The Knight has the fire of Gilles le Breton himself burning inside him, giving him the resolve to bring down the most fearsome creatures. If the knight faces an opponent with a base size of 25 x 25 mm or larger (or, if using round bases, of a diameter of 32 mm or larger), any roll to wound of a 6 immediately takes his opponent *out of action*.

Virtue of Impetuosity

The Knight is eager to get to grips with the enemy. He charges into combat with reckless enthusiasm. The Knight may add +D3" to his move when charging. Roll the dice each time you wish to charge and before moving the model.

Bretonnian equipment lists

The following lists are used by Bretonnian Hunting Parties to pick their weapons:

KNIGHTS EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Sword	5 gc
Double-handed weapon.....	15 gc
Morning Star	15 gc
Spear.....	10 gc
Lance.....	20 gc

Missile Weapons

None

Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Helmet	10 gc
Barding	30 gc

Miscellaneous

Warhorse	80 gc
War horn.....	30+2D6 gc

SQUIRES EQUIPMENT LIST

Hand-to-hand Combat Weapons

Dagger.....	1st free/2 gc
Hammer	3 gc
Sword	5 gc
Axe	5 gc
Spear.....	10 gc

Missile Weapons

Bow.....	10 gc
Longbow	15 gc
Light crossbow.....	20 gc

Armour

Toughened leathers.....	5 gc
Light armour.....	20 gc
Shield.....	5 gc
Helmet.....	10 gc
Buckler.....	5 gc

Miscellaneous

Horse	40 gc
Caltrops.....	15+2D6 gc
Seeker hound.....	7 gc





Heroes



1 Lord

80 gold crowns to hire

Mordheim is a place roamed by escaped monsters from the Count's menagerie, wild beasts drawn by the prospect of relatively easy prey, and by unspeakable insults to nature created through the ubiquitous wyrdstone contamination. In short, to a passionate big game hunter, it is a twisted idea of paradise. Also taking into account the insidious evil suffusing the shattered walls of the City of the Damned, the combination can truly be considered a worthy challenge for any knightly aristocrat. It is no wonder then that many a Bretonnian Lord will journey to Mordheim. Needless to say that they travel with all the accoutrements befitting their station, earning them many a befuddled look from Imperial onlookers... not that they would care about the opinions of commoners. Their reputation as fearsome warriors and unrivalled huntsmen remains untarnished nonetheless, not taking into account the poor souls who became protagonists of ballads like "Bold Baldric Bit Off More Than He Could Chew", "Hélas, The Spawn Ate Chevalier Aimaury", or "Mordheim Messily Murder'd Monseigneur Matthieu".

Profile M WS BS S T W I A Ld

4 4 3 4 3 1 4 1 8

Weapons/Armour: A Lord may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list.

SPECIAL RULES

Leader: Any warrior within 6" of the Lord may use his Leadership characteristic when taking Leadership tests.

Knight's Virtue: A Lord is a chivalrous warrior, raised in the saddle, who is superior to ordinary warriors. He will never panic and break from combat and so does not have to pass a Leadership test for being *all alone*. He also automatically has the skill *Ride Warhorse*.

0-2 Knights Errant

50 gold crowns to hire

Knight Errant are the sons of nobles, eager to prove their mettle by feats of arms, and earn their place amongst the Knights of the Realm of Bretonnia - or, at least, hope to do so. The unfortunates who end up as little more than the glorified errand boys of a Hunting Party are landed with the thankless job of carrying the brunt of the fighting while having to leave the more glorious parts of the hunt (most notably the slaying of the preferably hideous and savage monster) to their Lord. Proving themselves through a valorous deed thus means toeing an exceedingly fine line between earning their master's favour through daring and earning his ire by hogging the glory. But with the large number of landless sons of the nobility, there are always enough applicants even for this demeaning work.

Profile M WS BS S T W I A Ld

4 3 3 3 3 1 3 1 7

Weapons/Armour: A Knight Errant may be equipped with weapons and armour chosen from the Knights section of the Bretonnian Equipment list. A Knight Errant may not ride a warhorse unless the Lord also rides one.

SPECIAL RULES

Knight's Virtue: A Knight Errant is a chivalrous warrior, raised in the saddle, who is superior to ordinary warriors. He will

never panic and break from combat and so does not have to pass a Leadership test for being *all alone*. He also automatically has the skill *Ride Warhorse*.

Warhound Handlers: Lords like to pawn off lesser duties that they would only trust few commoners with on Knights Errant with little choice, particularly the handling of purebred Warhounds. They automatically have the skill *Warhound Handler*.

0-2 Lord's Personal Squires

15 gold crowns to hire

Lord's Personal Squires live in a social netherworld between nobility and commoners that makes their lives a challenge at best. Many are the illegitimate children of the local Lord, or scions of a knight who had to settle for a commoner wife, meaning that any issue of such a union would not be of the nobility. Detested by the commoners (who envy them their almost unpatched garments and heated accommodations within the castle) and looked down upon by most of the nobility (particularly by many Knights Errant who are, materially, ostensibly less well-off than them), their primary social relation is with their Lord, whom they serve without question. Some secretly hope to rise into the ranks of the nobility as well, though such incidences are few and far between.

Profile M WS BS S T W I A Ld

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Weapons/Armour: Lord's Personal Squires may be equipped with weapons and armour chosen from the Squires section of the Bretonnian Equipment list. Unlike regular Squires found in the standard Bretonnian warband list, a Lord's Personal Squire may ride a horse even if Knights Errant within

the warband are on foot (the Lord sees no reason to ill-equip his personal retinue if some landless hangers-on cannot properly provide for themselves, noble or not).

SPECIAL RULES:

Mounted Retainers: Squires own nothing they use, as it is all provided by their master... but only within reason. The normal horses they are allowed to ride are, by Bretonnian standards, bottom-of-the-barrel nags. They automatically have the skill *Ride Horse*. Also, as their equipment is bought in bulk and no Lord would ever pay full price for a larger complement of their low-level mounts, two horses cost 60 gc instead of 80.



„The frog-eaters, they're a curious lot, they are... and if you value your lives, *meine Herren*, you won't say that to their faces, or they'll hunt you down next...”

- Luthor Wolfenbaum

may never attack, though they may defend themselves if attacked.

Trumpeter (+10 gc): If the warband's leader is within 6" of the Trumpeter (or 12" if the leader has a War Horn), any friendly model within 6" of the Trumpeter may use their leader's unmodified Leadership value (unless the leader is *fleeing* or has been *knocked down* or *stunned*).

(Note that while the Trumpeter should be modelled to have some sort of musical instrument, this item can never be sold or given to another member of the party - other characters would not know what to do with it, except maybe make rude noises)

Falconer (+15 gc): The Falconer may choose to set the birds under his care on an unsuspecting enemy! He may make one long-range attack each turn with the following profile:

Maximum Range: Unlimited; **Strength:** 2;
Special Rules: +1 to enemy armour saves, hits automatically

Squires of the Hunt

20 gold crowns to hire

Squires of the Hunt have reached the highest position a commoner of average intelligence can attain within a noble household. Drawn from the most trusted Bowmen and Men-at-Arms, they are treated to better lodgings (a pallet of fresh straw *and* a wool blanket, perhaps even a brazier at night if the Lord is feeling generous) and better food (first pick of all kitchen scraps after each hunt). Their job on the hunt is to drive out, corner, and, if necessary, incapacitate particularly obstinate quarry, so that the Lord may deliver the *coup de grâce*. As their noble master still has to get some thrill out of the chase, they have become highly skilled at dealing just enough damage

to prevent the target from escaping, while leaving it lively enough so that it can still give the nobility a good fight. While some more innocent observers might assume that their preferential treatment is due to their skill set, it is also their Lord's life insurance - for many a noble penny-pincher found his chosen mark to be unblemished enough that it proved to be more than an even match, adding his name to the long list of „hunting accident victims“ in the annals of the realm.

Profile M WS BS S T W I A Ld

4	3	3	3	3	1	3	1	6
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Weapons/Armour: Squires of the Hunt may be equipped with weapons chosen from the Squires section of the Bretonnian Equipment list, though none of them may ride a horse. Any of them receiving a roll of *Lad's Got Talent* on the Advancement chart may ignore this restriction (they are now *de facto* Lord's Personal Squires).

SPECIAL RULES

Corner the Beast: Squires of the Hunt have devoted their careers to chasing after wild creatures of all sorts, and know how to exploit any weakness. To represent this, they cause *fear* in any models which can be considered animals (Warhounds, Dire Wolves, Trolls, Rat Ogres... they are very frightening peasants). However, this does not make them immune to *fear* themselves. Should they face a *fear*-causing opponent of the above description, they must take a *fear* test first. Should they fail it, they lose this ability for the duration of the combat (their enemy can sense their fear and is no longer impressed!).



0-5 Warhounds

15 gold crowns to buy

Witch Hunters are far from the only warbands to regularly set out with massive four-legged bundles of muscle and malice. If anything, Bretonnian Lords are as obsessive about the pedigree of their Warhounds as if they were choosing a new prize stallion (or, as the peasants like to say out of earshot, as if they were choosing a wife). These creatures are fearsome beasts, sometimes even clad in rudimentary armour, and they are the animal equivalents to their noble masters in every way - including a pronounced disdain for those they deem their subordinates. Few are the peasants who successfully learn how to handle these brutal hunters - because, as befits any noble animal of Bretonnian stock, the Warhounds have little incentive to obey their social lessers. This is, in fact, more than mere

feudal conservatism - for Warhounds are not supposed to make friends with the peasantry, as many a smaller uprising can easily be culled by opening the kennel gate and letting things sort themselves out.

Profile M WS BS S T W I A Ld

6	4	0	4	3	1	4	1	5
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Weapons/Armour: Jaws, brutality, and rampant classism! Warhounds never use or need weapons. They may, however, receive armour, which follows the exact same rules as Toughened Leathers, except that they may not be passed on to another human member of the warband.

SPECIAL RULES

Animals: Warhounds are animals and thus do not gain experience.

Hired Swords & Dramatis Personae

This section is to provide an overview on which Hired Swords and Dramatis Personae may be hired and why. The units chosen from this list are all 1a-1c category according to the Broheim classification. Players wishing to use Hired Swords of category 2 or lesser are invited to use their common sense (while a Hunting Party could obviously take along a Beggar - the nobility does like to ostentatiously give alms - this could not, for instance, be said about a Necromancer).

Hired Swords

Bard: What Lord does not like their praises sung? Bretonnian Hunting Parties may hire Bards.

Beasthunter: As unwilling as Bretonnian Lords are to share in the glory of the spectacular kill, they are nonetheless willing to grudgingly acknowledge the unrivalled skills of these dour vengeance seekers. Bretonnian Hunting Parties may hire Beasthunters.

Cathayan Merchant: Bretonnian Lords do not like to sink below a certain standard of comfort, and will thus eagerly welcome anyone willing to supply them with the necessities of a lordly lifestyle. Bretonnian Hunting Parties may hire Cathayan Merchants.

Coachman: As Bretonnian Lords hope to leave Mordheim with a vast array of imposing trophies, they often hire additional transport capacities. Bretonnian Hunting Parties may hire Coachmen.

Dwarf Pathfinder: Bretonnians have great respect for the Elder Races, and do not shun their abilities lightly - and fewer are more skilled at seeking out new monsters than Dwarf Pathfinders. Bretonnian Hunting Parties may hire Dwarf Pathfinders.

Dwarf Treasure Hunter: As many a treasure hoard is guarded by hideous beasts, the arrangements between Bretonnian Hunting Parties and Dwarf Treasure Hunters are among the most fruitful and mutually beneficial of Mordheim. Bretonnian Hunting Parties may hire Dwarf Treasure Hunters.

Dwarf Troll Slayer: Where beasts are, there usually is a good doom to be had. While quarrels over the kill might ensue, a Bretonnian Lord can absolutely appreciate the ferocious skill of such dwarven doomseekers. Bretonnian Hunting Parties may hire Dwarf Troll Slayers.

Elf Mage: Bretonnians trust few who wield magic that are not Maidens of the Lady, but with the Elder Races, they usually find themselves able to lay aside such prejudices. Bretonnian Hunting Parties may hire Elf Mages.

Elf Ranger: As with Dwarf Pathfinder - but do not tell the Dwarf that (nor that Bretonnian Lords believe Elves to have better bodily hygiene). Bretonnian Hunting Parties may hire Elf Rangers.

Freelancer: In a grimly ironic twist, the non-noble sons of Bretonnian Knights and wealthy merchant daughters frequently find themselves in the employ of their noble countrymen... even though they often leave their homeland just to escape the constant reminders that they are not, in fact, members of the knightly class. But the company of Imperials over an extended period of time can prove to be quite stressful for any Bretonnian, and they sometimes find the constant humiliation at the hands of the aristocracy to be an acceptable trade-off for a bit of conversation in their mother tongue. Bretonnian Hunting Parties may hire Freelancers.

Halfling Scout: Despite Bretonnian Lords bragging about the cuisine of their homeland, the number of Halfling cooks denied employment with the gourmets of the aristocracy is even lower than the number of commoners granted knighthood. While their scouting abilities are seen as more of a welcome bonus, Halflings in Bretonnian service rarely give their employers cause to regret their choice. Bretonnian Hunting Parties may hire Halfling Scouts.

Human Scout: A Bretonnian Lord barely notices another non-noble person in his household, despite the benefit he might gain... but the Huntsmaster knows better. Bretonnian Hunting Parties may hire Human Scouts.

Kislev Ranger: As they so often are women, Bretonnian Lords accord them their finest chivalric behaviour, but treat them as regular household members otherwise. Either way, such a relationship is rarely fraught with strife. Bretonnian Hunting Parties may hire Kislev Rangers.

Merchant: As with Cathayan Merchants. Particularly Bretonnian Lords who served on crusades have no desire to want for any for the luxury goods they learned to love in foreign lands. Bretonnian Hunting Parties may hire Merchants.

Mule Skinner: As with Coachmen. Bretonnian Lords care little how animals other than their warhorses, hawks, and Warhounds are being treated. Bretonnian Hunting Parties may hire Mule Skinners.

Nomad Scout: Bretonnian families with ties to Araby (be it as crusaders or through trade relations) have been known to take up particularly able warriors into their household. Bretonnian Hunting Parties may hire Nomad Scouts.

Ogre Bodyguard: The only thing that distinguishes Ogres from peasants is their greater strength and reliability, as far as the nobility is concerned. Bretonnian Hunting Parties may hire Ogre Bodyguards.

Old Prospector: Many ghastly creatures inhabit the deep ways leading to the great treasures of the Old World, so the paths of Prospectors and Bretonnian Lords can cross rather frequently. Under such circumstances, joining forces is simply a logical conclusion. Bretonnian Hunting Parties may hire Old Prospectors.

Pathfinder: There is little glorious hunting to be had if you drown in a bog half a mile from home. As loath as they are to admit to this, Bretonnian Lords will nonetheless spend what they need to get to their destination. Bretonnian Hunting Parties may hire Pathfinders.

Priest of Morr: As much as the Lady may be the highest goddess to the Bretonnian nobility, none would be so foolish as to belittle the importance of Morr, or rashly decline the help of his anointed servants. Bretonnian Hunting Parties may hire Priests of Morr.

Runesmith Journeyman: As with Elf Mages... and, again, it would be unwise to mention that to the Dwarf in question, particularly to Runesmiths, who tend to be long-living and can hold a grudge as well as any of their kind. Bretonnian Hunting Parties may hire Runesmith Journeymen.

Shadow Warrior: The agenda of Shadow Warriors may be inscrutable to most humans, but when it comes to slaying Chaos-tainted monstrosities, there is a clear overlap with the trophy-hunting ambitions of Bretonnian Lords. Bretonnian Hunting Parties may hire Shadow Warriors.

Snake Charmer: Bretonnian Lords have great appreciation for the carnival-like atmosphere that is expected for an outing of the nobility, and will outdo themselves when it comes to adding new attractions to their retinue... and if that happens to involve an expert handler of fiercely venomous creatures whose poison can slow down escaping beasts, all the better! Bretonnian Hunting Parties may hire Snake Charmers.

Swordsmith: If a sharper sword can kill a monster all the more efficiently, it does not take a particularly keen mind to see the benefit in taking along a master craftsman. Bretonnian Hunting Parties may hire Swordsmiths.

Tomb Robber: The crusades have seen many a poor knight come home with untold riches, and the services of those who know how to get to those riches are held in high esteem. After all, Mordheim is a place of many treasures, and why not take someone along who can make the most of the situation? Bretonnian Hunting Parties may hire Tomb Robbers.

Witch: Bretonnians do not share the widespread prejudice against women who have magic, and by no means all Witches are evil. Quite on the contrary, female practitioners of magic can expect to be treated fairly and generously by these chivalrous travellers. Bretonnian Hunting Parties may hire Witches. To represent their good manners, Bretonnian Hunting Parties may re-roll their roll to seek out the Witch (their good reputation helps ease the Witch's mistrust).

Dramatis Personae

Aenur, the Sword of Twilight: Elves are elves, and as long as they are not specifically known to be Dark Elves, Bretonnians will treat them with fearful respect. Bretonnian Hunting Parties may hire Aenur.

Countess Marianna Chevaux: As Marianna doesn't exactly flaunt the nature of her condition and she still is a Bretonnian noblewoman who fights the Undead, no Bretonnian Lord would dare disrespect her. Bretonnian Hunting Parties may hire Marianna.

