

WARHAMMER
FANTASY
ROLE-PLAY I
REIKLAND
MISCELLANEA

A COLLECTION OF THRILLING ADVENTURES, INTRIGUING LOCATIONS,
SECRETIVE PATRONS, AND WORRISOME SPELLS

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PATRONS OF THE OLD WORLD

♦ INTRODUCTION ♦



The Old World is awash with stories of heroism and larger-than-life figures of daring and renown. From the legendary Sigmar Heldenhammer and his companions, to the romantic tales of Geneviève Dieudonné and Detlef Sierck, every man, woman, and child in the Empire can recall the names of countless paragons of legend. But the truth of these people is often far murkier than the tales would have you believe.

This chapter presents eight powerful NPCs for GMs to introduce into their campaigns, as mentors, sources of information and adventure, and perhaps even antagonists if the Characters make a mess of things. Each NPC comes with a full background, statistics to use in play, a unique location where they can be found, and a host of adventure hooks to lead the Characters to them, and for them to lead the Characters towards.

In addition to the adventure hooks, each patron comes with a short stub that can be expanded into a full, multi-session adventure, once the Characters have proven their worth. Completing these Prestige Adventures grants the Characters access to greater resources, knowledge, and allies — a whole campaign could be constructed around them, if you wish.

How Shall I Use This?

There are a number of ways to use this book: as a selection of NPCs to interact with your Characters, as sometime patrons and givers of adventure hooks, as informants for the *Consult an Expert* Endeavour (WFRP, page 197), or as seeds for entire campaigns. GMs may wish to utilise the rules for Favours (WFRP, page 198) as rewards for accomplishing the various tasks the patrons have for the Characters.

ENDEAVOURS

Each of these Characters has a special Endeavour that Characters may take advantage of during the Between Adventures phase of a game. In some cases you must earn the NPC's trust before this option is available, while in others it is enough simply to know how to find the NPC.

SKILLS ABOVE 100

Many of the Characters presented in Patrons in the Old World have Skills above 100. To perform Tests with these Skills, please consult the rules on Warhammer Fantasy Roleplay page 151.

UBERS... WHERE?

Each patron presented here comes with a signature location where they live and work from, and where your Characters are most likely to interact with them. Whilst these locations are presented in the context of the Old World — in Altdorf, or Nuln, or what have you — they can easily be transplanted to any area of the Old World you need.

Alternatively, you may wish to leave these patrons exactly where they are described, giving your Characters reasons to travel the world to find the NPCs they need to complete their own goals. Journeying to find masters, mentors, and patrons like this is a common trope throughout many epic stories, and it fits very well into Warhammer campaigns.



SCEALLEAH 'SHELLEY' THORNCOBBLE

SKAVEN-HUNTER



SCEALLEAH THORNCOBBLE HALFLING NOBLE DETECTIVE (GOLD 2)

M	WS	BS	S	T	I	Agi	Dex	Int	WP	Fel	W
3	14	42	17	25	82	72	85	77	85	90	11

Traits: Afraid (Rats), Mutation (Chaotic Dreams), Weapon (Punch Dagger) +3

Skills: Bribery 95, Charm 110, Climb 37, Cool 110, Dodge 92, Drive 90, Endurance 35, Evaluate 92, Gossip 115, Heal 97, Intuition 107, Language (Mootish) 82, Leadership 105, Lore (Anatomy 97, Law 92, Medicine 97, Noble 97, Reikland 80, Skaven 97), Melee (Brawling) 34, Perception 120, Perform (Dancing) 92, Pick Lock 100, Research 97, Sleight of Hand 105, Stealth (Urban) 92, Track 102, Trade (Cook) 88

Talents: Acute Sense (Sight, Taste), Alley Cat, Beneath Notice, Bookish, Break and Enter, Etiquette (Criminals, Guilders, Nobles, Scholars), Field Dressing, Linguistics, Night Vision, Noble Blood, Read/Write, Resistance (Chaos, Disease), Savant (Medicine), Shadow, Sixth Sense, Small, Speedreader, Strong-minded, Surgery, Tenacious, Tower of Memories

Trappings: Best Quality Courty Garb, Best Quality Trade Tools (Medicine), Quality Sleuthing Clothes, Skaven Punch Dagger

Motivation: Truth.

Short-Term Ambition: Establish a convenient cover for gathering a group of like-minded Skaven believers.

Long-Term Ambition: Expose the Skaven threat and those who have covered it up.

Shelley was raised, prim and proper, in the heart of Nuln. Hailing from the well-to-do Thorncobble clan, it was predestined that she would rub elbows with the upper echelons of Nulner society, so when she showed an aptitude for medicine and anatomy she was taken in quickly as an apprentice to the court physicians. She studied hard, and became well loved for her bedside manner and her tireless efforts. Unlike many of her contemporaries, she would spend her few hours of free time tending to the common folk of the city as well, which made her popular in noble circles as a charitable young lady.

In 2504 IC, when the plague hit the streets of the Jewel of the Empire, and rats flooded out of the sewers, Shelley found herself paralysed by fear, hiding under the floorboards as her patients were butchered in their hospital beds. The scratching and squeaking of the vile Ratmen invaded her dreams, and have had their grip on her since. But in the following weeks and months, as the cover-up began and Shelley saw how the situation was explained away by those in power, she resolved to get to the bottom of it all. Putting aside her terrible fear, and her illustrious career, she dove into the oldest libraries, the darkest sewers, and the very worst of Nuln's underbelly to discover the truth.

A decade later, Shelley Thorncobble stands as one of the finest minds regarding the Skaven, though she keeps her pursuits quiet, and works instead through a network of friends and confidants. But she is desperate for the last pieces of her puzzle, and once she has them she will turn the Old World upside down with her overwhelming evidence.

Shelley has a soft, somewhat narrow face for a Halfling, with rolling black-brown curls and dark blue eyes. She mostly wears dark dresses and other courtly garb, when studying or leading her 'normal' life, though changes into practical (though still fashionable) dark clothes to go spelunking through sewers. She has a soft, calm, collected voice, though is prone to moments of excitability when allowed to talk about her passion projects. She is never seen early in the morning, and is well known as a late riser. The truth of this is that she is plagued by terrible waking nightmares, but she conceals her affliction with a parade of midnight trysts with various unmarried folk from Nuln's upper class.

112 BÄCKERIN STRASSE, NULN

112 Bäckerin Strasse — often called ‘Eleven-and-Two’ by Shelley’s informants and confidants — situated along the rise of Altestadt, is a well-known and widely publicised landmark of the Jewel of the Empire, Nuln. The pfennig gazettes are wont to call it ‘The Swinging Door of Nuln’s Bachelor Class’, though almost everyone else agrees that Shelley, charitable and beloved as she is, can do precisely what she wants when not tending to the sick and dying among the upper and lower classes. The building itself is a rather thin and tall townhouse, built of dark brick, and jutting every which-way with chimneys and balconies to best keep warm in the winter and cool in the summer.

Within, long corridors filled with broadsheet clippings of accolades (and not a few scandals, which delight Shelley no end) seem well at odds with the fine furniture, everywhere trimmed in sable and lace. Though much is made for Halflings, more is built to accommodate folk of all sizes. Shelley’s Ogre majordomo — Martin Sisson, who lives in the back — is more than willing to swiftly swap out the furniture in any room for the guests present. Additional rooms can be found on the first floor where Shelley often takes patients, supplied with beds and a small, clean, operating room.

The upper floors are given over to parlours filled with Shelley’s many hobbies, libraries filled with textbooks and specimens, and comfortable places to lay down and listen to music or to dance. The top floor is reserved for her bedroom, which is sumptuously decorated, and dominated with a bed large enough to fit Shelley, or her various paramours, several times over.

But the true treasure of 112 Bäckerin Strasse is the basement, accessible only via a concealed passage hidden behind a bookcase on the third floor. The basement contains Shelley’s true pursuits: a secret library filled with Skaven lore, and her growing envelope of evidence against the vile Ratmen. Holding cells, meeting rooms, and other allowances have been made to coordinate her investigations and network of informants. Passages lead from the hidden den, by curious Dwarf-built devices, to the sewers and other secret ways under the city.

BLACK LOTUS & SKITTER

Skitter. A new mixture of obscure origin, Skitter has hit the streets of Nuln hard and is spreading fast. Those who consume it find themselves in a potent, blissful trance that can sometimes last days. You must pass a Very Hard (–30) Toughness Test, gaining the Unconscious Condition for a number of hours equal to twice –SL, to a minimum of 4. A dose counts as Minor Corruption, but if the slumber caused lasts for more than 8 hours it becomes Moderate Corruption. After waking, you must pass a Hard (–20) Toughness Test or gain a Fatigued Condition that lasts 3 days or until another dose is taken.

Skitter: 2/–, 0 Enc, Scarce.

SHELLEY'S SHORTLIST

BLACKER LOTUS

Though ostensibly a poison, Black Lotus (WFRP, page 306) can be taken in very small doses, mixed with other substances, to create a dream-like experience in those who imbibe it. A new concoction known as Skitter has hit the streets of Nuln. Skitter is cheap and ubiquitous, and though purported to consist of assorted herbs, it is actually a mix of Black Lotus, Warpstone, and a mix of other unhealthy materials. Those who consume it frequently have a habit of mutating, which is of grave concern to Shelley.

THE SEEKRAT ADMIRER

Shelley is no stranger to receiving anonymous love letters and the affections of secret admirers — in fact, she often uses such correspondence with her spy network. But when a series of letters begin coming in detailing her movements at odd times and in odd places — mentioning her taking midnight walks through graveyards and calling on scholars and other strange figures in the early hours — she becomes concerned. The Characters must track the source of these letters, and learn who has been watching the mistress of 112 Bäckerin Strasse.

DOWN FOR THE COUNT

Many of Shelley’s noble friends from before the Ratmen attacked in ‘04 went missing in the chaos — officially explained as killed and their bodies never identified. But Shelley has another theory: they were dragged away by the attackers for whatever diabolical reasons they might have. One such friend, Count Dante Maquet, has returned, however. He claims to have gone on a very long holiday, back to his family abodes in Bretonnia and Estalia, but he is different somehow... brooding, distracted, and paranoid. Shelley wants to know the truth.

STITCHED UP

Often Shelley spends part of her time aiding the Mourners’ Guild in their vivisections and undertaking, in an effort to learn more about anatomy. The strangest thing has come across their tables, of late, however: bodies that appear to have already undergone autopsy, and then... healed? Surgeries no one could survive appear to have been successful and developed scar tissue. The Morrites are keeping quiet, but Shelley is desperate to get to the bottom of this mystery. Master Moulder Raspsbank is keen to see that she does not.

BLATHERING HEIGHTS

One of Shelley’s kinfolk, who lives in a neighbouring hamlet in a manor known as Blathering Heights, is found dead, and the Thorncobble Clan is called in for a reading of the will. Shelley, fearing foul play, brings the Characters along as her aides, and has them keep watch over the proceedings. Ratmen, jealous cousins, and the ghost of her murdered relative are the least of the Characters’ problems whilst staying in the manor house.