

THE GREAT HOSPICE

A Sanctum of Shallyan Sanity at Frederheim



Written by Graeme Davis, based on the novel 'Drachenfels' by Jack Yeovil
Updated for WFRP 2nd edition by Alexander J Bateman

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A Sanctum of Shallyan Sanity at Frederheim

The Great Hospice

The Nuns of the Order of the Bleeding Heart, or the Sisters of Shallya as they are more informally known, is one of the largest groupings of the faithful within the Shallyan priesthood. Members of the order may be found throughout the Old World working with the poor and sick, sometimes alongside male followers of Shallya. Most members however are stationed at one of the many hospices that are scattered throughout the Old World.

These Hospices are large hospital-monasteries, estates that are dedicated not just to the worship of Shallya, but also to the practical arts of healing. Some of the hospices deal in general healing and take any patient who comes to them in need; others specialize in particular ailments and conditions, and draw their patients from all over the Old World. The hospice at Seuchenshof in Nordland, for example, specializes in the treatment of the Black Plague, while the one at Frederheim in the Reikland specializes in the treatment of insanity.

Frederheim

The village of Frederheim lies not far from the point where the highway from Altdorf forks for Middenheim and Delbertz. It is a tiny, undistinguished place of seventy five or so souls who typically scratch a living from simple farms, selling what little they over produce directly to the Hospice. Despite being situated just off the busy Altdorf to Middenheim road, few people ever stop here, although there is a quiet Four Season coaching inn situated on the road. Few maps even bother to record Frederheim's position, even though it is a part of the Imperial estates. The locals are reluctant to talk about the Hospice, not because of any disrespect to the Sisters, but from simple fear that the madness that haunts the place is infectious, just like any other plague.

Past Frederheim, but not quite through it, runs a dirt road, linking the Great Hospice to the Altdorf road. The turning is not marked by a post or milestone, and is easy to miss if you are not sure of your way. Despite appearances, the road is capable of handling coach traffic and winds through the dark forest for two or three miles until the high, grey walls of the Great Hospice suddenly loom out of the trees.

The Hospice

The Great Hospice was founded in 2243 by a grant of land and money from Eberhardt the Just, who was then Emperor of the Reikland. A postulant priest of Shallya himself, Eberhardt suddenly had the leadership of the House of Holzkrug thrust upon him when his father was

murdered by a von Carstein assassin and his elder brother was found issuing decrees to an electoral assembly which consisted entirely of potted plants.

Despite dwelling in a dark time of a divided empire, ever threatened by the forces of the Vampire Counts, Eberhardt expended a great deal of time and money, much of it his own, on improving public health in the Reikland's towns and cities. He was especially interested in the causes of madness, and as soon as the newly endowed hospice was built he sent local militias scouring the towns and countryside for lunatics to occupy it. Eberhardt hoped that by studying lunatics a cure might be found for madness, but the Sisters of Shallya placed the well-being of their patients above any academic priorities, and no startling progress has been made.

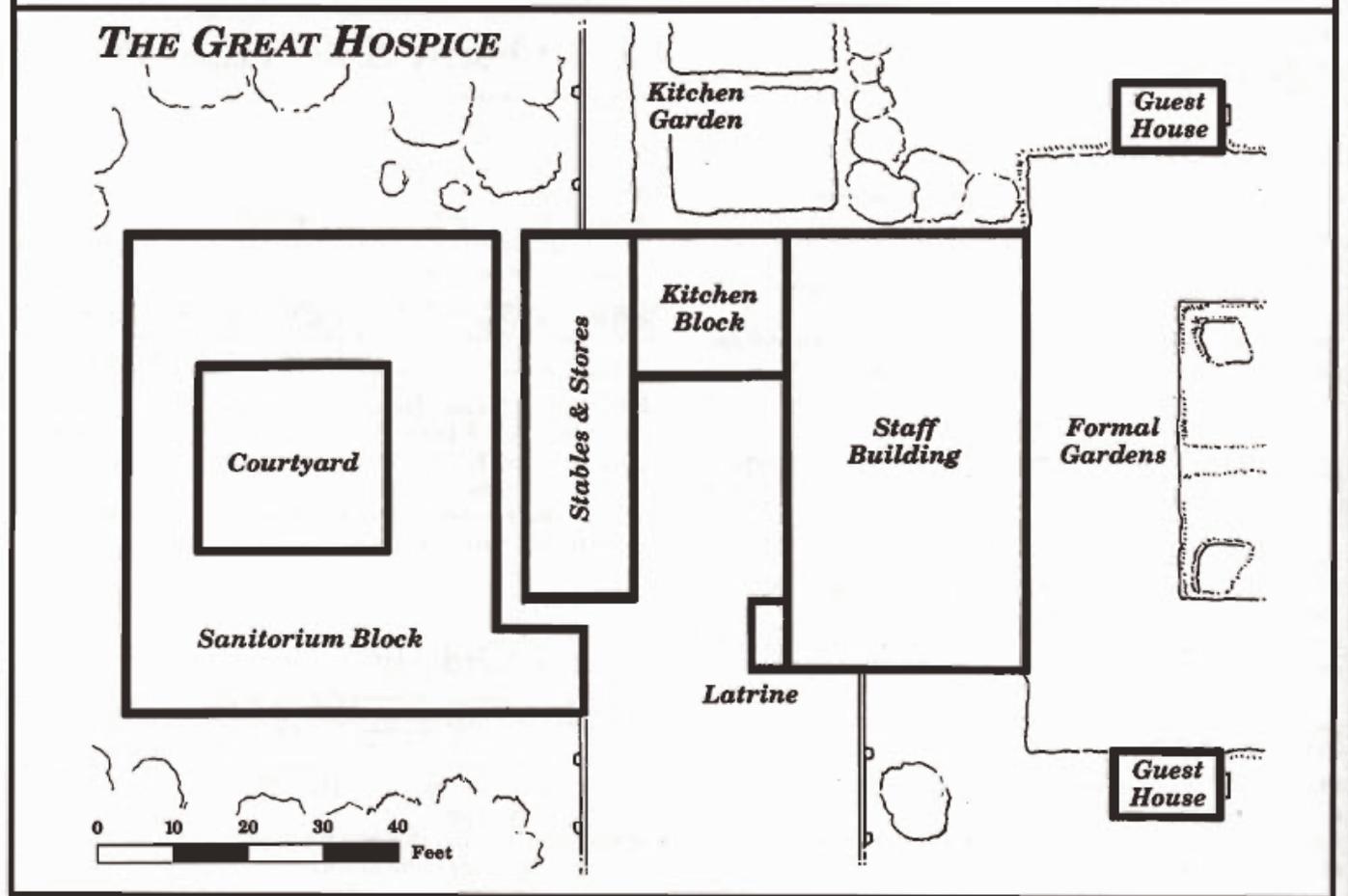
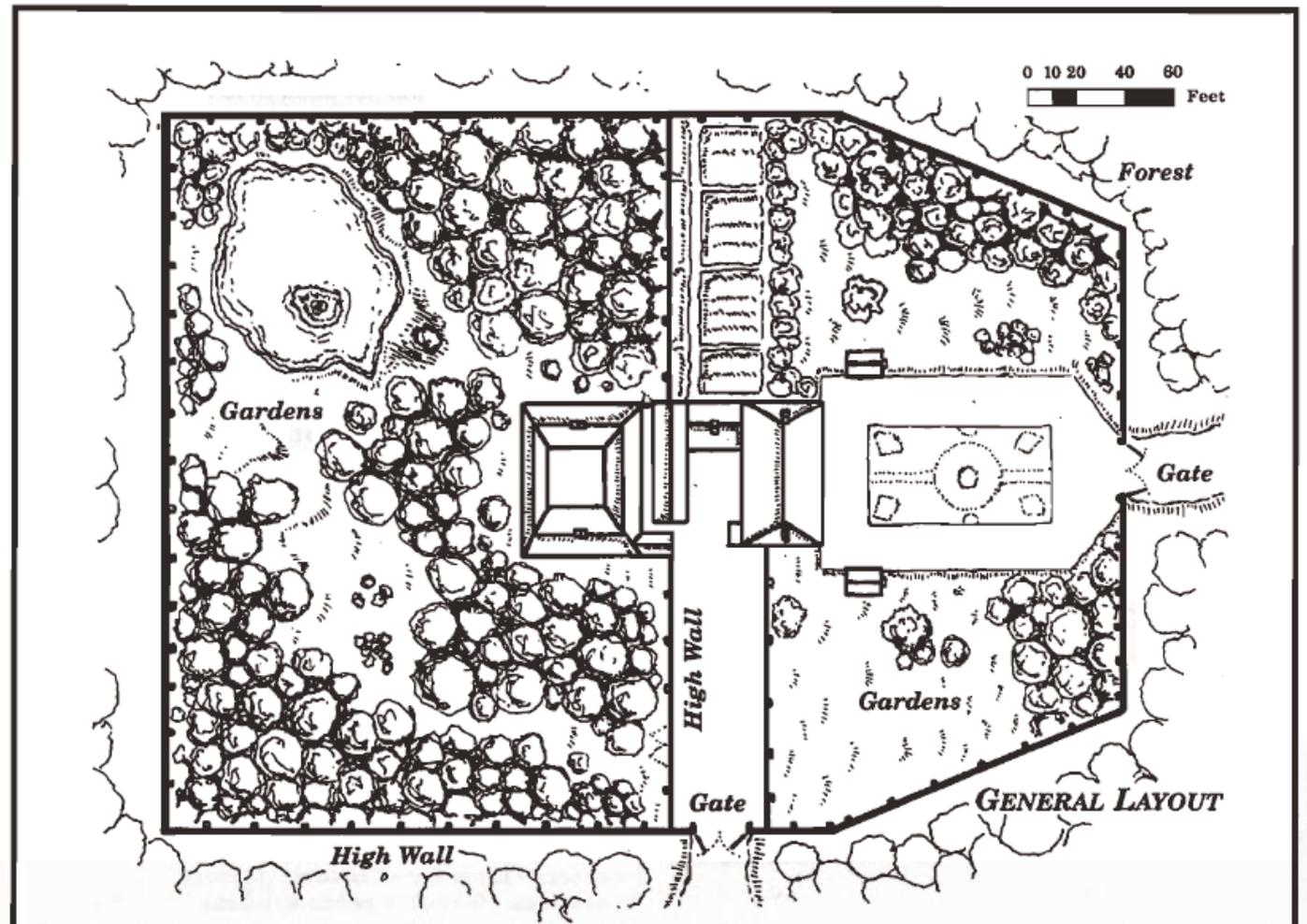
The Great Hospice of Frederheim continues to receive financial support from the crown, but this has reduced drastically over the years. For the last century the Hospice has relied on "donations" (they refuse to call them fees), from the families of their more wealthy patients. No one has yet been turned away.

Sworn statements by two physicians are necessary before a patient can be admitted here. In the case of poor patients who cannot afford a physician, Sister Margaret will provide one signature and Sister Marie the other. Once admitted, a patient remains in the care of the hospice until he is demonstrably cured (which is rare), until he dies, or until his family, if any, instructs otherwise.

The Hospice is a nunnery of Shallya and the whole area counts as Consecrated ground. There are certain rules which must be observed by all those visiting. No weapons or armour are permitted to be carried inside the grounds and neither are any magic items that are not obviously dedicated to Shallya. Items such as these must be kept under lock and key for the whole duration of the visit; and one of the Sisters keeps the key. No violence of any kind is permitted within the walls of the Hospice and Visitors must do as they are asked by the staff at all times.

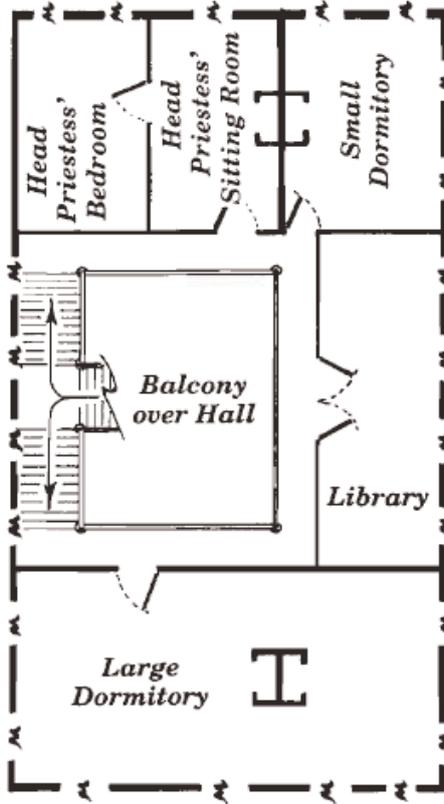
Violation of these rules and any other breach of common courtesy will result in the miscreant being asked to leave immediately. Anyone refusing to leave can expect severe repercussions, although typically not from the Cult of Shallya itself. Trespassing on the nunnery grounds is a serious offence, as the land is the property of the Emperor himself. In particular the Reiksguard make it a point of honour that they ensure that no one ever trespasses on the Emperor's land twice.

A Sanctum of Shallyan Sanity at Frederheim

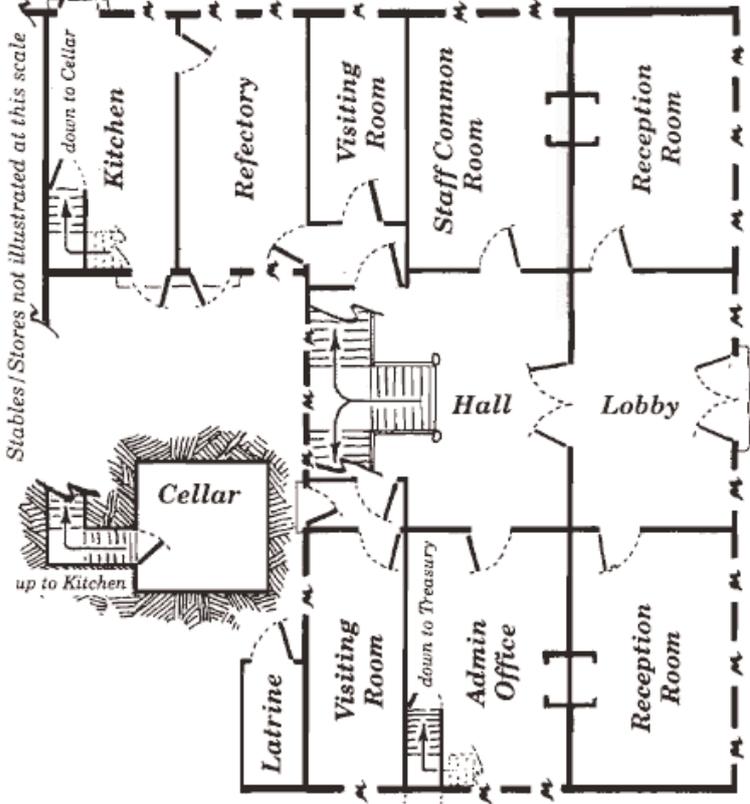


A Sanctum of Shallyan Sanity at Frederheim

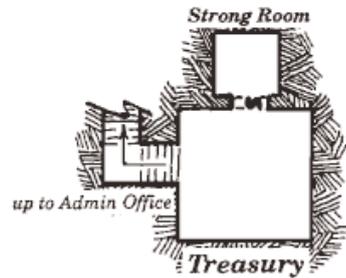
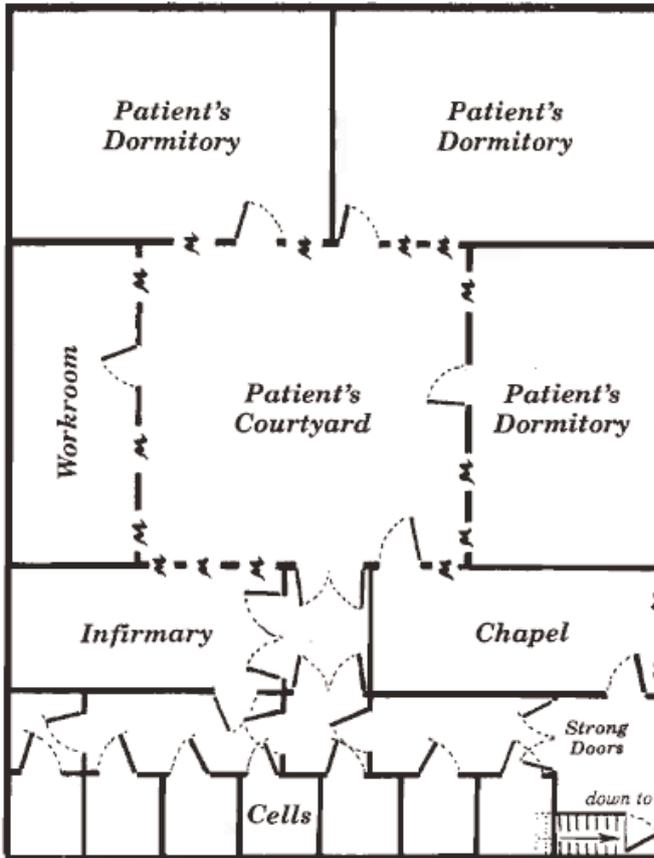
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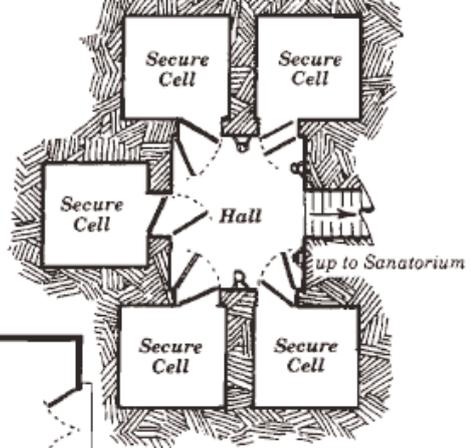
STAFF BLOCK, GROUND FLOOR



SANATORIUM BUILDING



UNDERGROUND CELLS



A Sanctum of Shallyan Sanity at Frederheim

The People of the Great Hospice

High Priestess Margaret von Aschendorf

Abbot (Ex Initiate – Ex Priest – Ex Anointed Priest)

“They're happy enough to dump their embarrassing relatives on us, but they don't seem to understand that it costs money. Just because we're priestesses, they seem to think we come by everything we need miraculously.”

Appearance: Elderly, slim, piercing blue eyes.

Personality: Brisk, practical, worldly.

Motivations: Keep Hospice running, get donations, cut costs.

- Margaret von Aschendorf -							
WS	BS	S	T	Ag	Int	WP	Fcl
40%	42%	42%	45%	42%	68%	61%	61%
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	2	0	0

Skills: Academic Knowledge (History, Law, Philosophy, Theology+20%), Animal Care, Channelling, Charm+10%, Common Knowledge (Bretonnia, the Empire), Gossip, Heal+20%, Magic Sense, Perception+20%, Read/Write, Ride, Speak Arcane Language (Magick), Speak Language (Breton, Classical, Reikspiel)

Talents: Divine Lore (Shallya: Enduring), Extra Spell (Cure Insanity), Fast Hands, Lesser Magic (Dormancy, Exorcism), Lightning Reflexes, Master Orator, Meditation, Petty Magic (Divine), Public Speaking, Savvy, Seasoned Traveller, Strike to Stun, Strong Minded, Suave, Super Numerate

Combat:

Magic: 2; Cure Insanity, Divine Lore (Shallya: Enduring), Dormancy, Exorcism, Petty Magic (Divine)

Armour (None): Best Quality Simple White Robes

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Silver Dove Cloak-pin, Prayer Book, Band of Woven Hair from Saint Cecelia (Relic), Writing Kit

Sister Clementine Clausewitz

Monk (Ex Noble – Ex Student)

“I hope it's for the best. It's so difficult to know what to do for them.”

Appearance: Late 20s, medium build, fair hair.

Personality: Dreaming, well-meaning, emotional.

Motivations: A simple life, welfare of patients.

- Clementine Clausewitz -							
WS	BS	S	T	Ag	Int	WP	Fcl
36%	34%	33%	35%	39%	61%	45%	46%
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry, Philosophy, Theology), Animal Care, Blather, Charm, Common Knowledge (The Empire), Gossip+10%, Heal+10%, Perception, Performer (Musician), Read/Write, Ride, Speak Language (Classical, Reikspiel)

Talents: Etiquette, Linguistics, Luck, Savvy, Schemer, Seasoned Traveller

Combat:

Armour (None): Simple White Robes

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Silver Dove Cloak-pin, Prayer Book, Writing Kit

TOME OF SALVATION

Full Details of the Monk, Abbot and Temple Guardian career can be found in 'Tome of Salvation', as can information on the Enduring Spell List for Shallya and the Dormancy Lesser Magic Spell. The Exorcism Lesser Magic Spell can be found in 'Sigmar's Heirs'.

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Sister Marie Duvallier

Physician (Ex Initiate – Ex Monk)

“The mind is a complex organ – more intricate than the finest clock a Dwarf ever made. We do not even understand how it can be broken, so we have a long way to go before we know how to mend it.”

Appearance: Middle-aged, heavy build, grey hair, blue eyes.

Personality: Gentle, patient, slight Bretonnian accent.

Motivations: Welfare of patients, researching treatments for insanity.

- Marie Duvallier -							
WS	BS	S	T	Ag	Int	WP	Fc1
31%	32%	34%	36%	51%	63%	52%	50%
A	W	SB	TB	M	Mag	IP	FP
1	15	3	3	4	0	0	0

Skills: Academic Knowledge (Astronomy, Science, Theology), Animal Care, Arcane Language (Magick), Charm, Common Knowledge (Bretonnia, the Empire), Gossip, Heal+20%, Perception, Read/Write+10%, Speak Language (Breton+10%, Classical, Reikspiel), Trade (Apothecary)

Talents: Lightning Reflexes, Linguistics, Public Speaking, Resistance to Disease, Suave, Surgery

Combat:

Armour (None): Simple White Robes

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: 4 Healing Draughts, Silver Dove Cloak-pin, Prayer Book, Trade Tools (Medical Instruments stored in the infirmary), Writing Kit

Sister Anna-Lise Leverktse

Monk (Ex Barber-Surgeon – Ex Tradeswoman – Ex Physician)

“Will it work? How can I know? How do I know what works if I'm not allowed to test anything?”

Appearance: 30s, tall, slim, always wears gloves.

Personality: Brisk, efficient, unsociable.

Motivations: Develop new Compounds for treating insanity, welfare of patients.

- Anna-Lise Leverktse -							
WS	BS	S	T	Ag	Int	WP	Fc1
31%	25%	36%	42%	48%	70%	45%	47%
A	W	SB	TB	M	Mag	IP	FP
1	16	3	4	4	0	0	0

Skills: Academic Knowledge (Magic, Science+10%, Theology), Animal Care, Arcane Language (Magick), Charm, Common Knowledge (The Empire), Common Knowledge (Tilea), Drive, Evaluate, Gossip+10%, Haggle, Heal+20%, Perception, Prepare Poison, Read/Write, Secret Language (Guild Tongue), Speak Language (Classical, Reikspiel, Tilean), Trade (Apothecary+10%, Herbalist)

Talents: Linguistics, Resistance to Disease, Resistance to Poison, Savvy, Strike to Stun, Super Numerate, Surgery, Very Resilient

Combat:

Armour (Light): Simple White Robes over Leather Corset

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: None

Trappings: 4 Healing Draughts or other Potions, Silver Dove Cloak-pin, Prayer Book, Trade Tools (Barber-Surgeon's and Medical Instruments stored in the infirmary), Writing Kit

A Sanctum of Shallyan Sanity at Frederheim

Sister Ulrike Messner

Monk (Ex Entertainer – Ex Tradeswoman – Ex Student)

“The mind isn't physical and it's not chemical. The mind itself is greater than cogs and drugs.”

Appearance: Late 20s, medium height and build, piercing blue eyes.

Personality: Friendly, gregarious, talkative.

Motivations: Investigate non-surgical, non-pharmaceutical treatments.

- Ulrike Messner -							
WS	BS	S	T	Ag	Int	WP	Fcl
30%	34%	36%	36%	41%	57%	45%	56%
A	W	SB	TB	M	Mag	IP	FP
1	14	3	3	4	0	0	0

Skills: Academic Knowledge (Philosophy, Science, Theology+10%), Animal Care, Charm, Common Knowledge (The Empire), Drive, Evaluate, Gossip, Haggle, Heal+10%, Hypnotism, Perception, Performer (Actor, Palm Reader), Read/Write, Secret Language (Guild Tongue), Speak Arcane language (Magick), Speak Language (Classical, Reikspiel), Trade (Apothecary, Brewer)

Talents: Dealmaker, Etiquette, Linguistics, Mimic, Public Speaking, Seasoned Traveller, Suave

Combat:

Armour (None): Simple White Robes

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: Silver Dove Pendent, Prayer Book, Writing Kit

Chief Orderly Sister Hanna Bratsch

Temple Guardian (Ex Thug – Ex Initiate)

“I decided to stop killing and try healing instead. Any objections? In the end I just swapped one bunch of lunatics for another.”

Appearance: 20s, short, stocky.

Personality: Quiet, firm, slightly intimidating.

Motivations: Serve the hospice.

- Hanna Bratsch -							
WS	BS	S	T	Ag	Int	WP	Fcl
51%	23%	33%	37%	36%	42%	50%	35%
A	W	SB	TB	M	Mag	IP	FP
2	13	3	3	4	0	0	0

Skills: Academic Knowledge (History, Theology), Charm, Common Knowledge (The Empire), Consume Alcohol, Dodge Blow+10%, Gamble, Gossip, Heal, Intimidate+10%, Perception+10%, Read/Write, Search, Secret Language (Thieves' Tongue), Speak Language (Classical, Reikspiel)

Talents: Cool Headed, Disarm, Public Speaking, Resistance to Poison, Strike Mighty Blow, Strike to Stun, Very Strong, Warrior Born, Wrestling

Combat:

Armour (Light): Bleached Leather Jack and Leggings

Armour Points: Head 0, Arms 1, Body 1, Legs 1

Weapons: Quarterstaff (1d10+2, Defensive, Pummelling)

Trappings: Healing Draught, Silver Dove Brooch

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The Inmates of the Great Hospice

The Great Hospice has secured cells for twelve patients, and many more staying in one of the three dormitories. A few example patients are given below.

Inmate Bratsch Erzbet Wegener

Assassin (Ex Entertainer – Ex Bounty Hunter – Ex Targeteer)

Erzbet is one of the Hospice's more tragic patients, a withdrawn woman who seemingly cannot even remember her own name. Although docile now, initially she was on suicide watch for over three years, and her therapy is widely considered a success by most of the Sisters. 100 gold each year is paid to the Hospice for her upkeep, paid for by the banking House of Mandragora, by an account in the name of "Dieudonna"

Appearance: Late 30's, delicate build, wild tangled hair, deeply-etched face, vacant expression with eyes staring into space.

Personality: Docile, quiet, seldom speaks or interacts with people in any way.

Motivations: None. Erzbet seldom speaks, when she does it is often a soft recital of the long list of names of all the people she has murdered.

- Bratsch Erzbet Wegener -							
WS	BS	S	T	Ag	Int	WP	FcI
51%	76%	36%	38%	63%	40%	48%	37%
A	W	SB	TB	M	Mag	IP	FP
3	14	3	3	4	0	4	0

Skills: Charm, Common Knowledge (The Empire), Concealment, Evaluate, Follow Trail, Gossip, Intimidate, Outdoor Survival, Perception+10%, Performer (Acrobat, Dancer), Prepare Poison, Scale Sheer Surface, Search, Shadowing+10%, Silent Move+10%, Sleight of Hand, Speak Language (Reikspiel), Swim

Talents: Marksman, Mighty Shot, Quick Draw, Rapid Reload, Rover, Sharpshooter, Specialist Weapon (Entangling, Longbow, Throwing), Strike Mighty Blow, Sure Shot, Swashbuckler

Insanities: Blasted Brain, The Fear (Strangers), Heart of Despair, Knives of Memory

Combat:

Armour (None): Inmates Uniform

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: None

Trappings: None

Anders Bohne

"I don't want to keep repeating myself, but I am sane. I'm not mad. I shouldn't be in here. There's been a terrible mistake. Just talk to the Sisters, they'll tell you I'm right."

Appearance: Late 30s, slim build, fair hair.

Personality: Quiet, reasonable, violent when he doesn't get his own way.

Motivations: Escape.

Insanity: Blasphemous Rage

Hanni Eiferer

"I'm going to cut the wickedness out of your soul. You want me to hurt you. I can tell. There's an eye in the middle of your forehead that's winking at me. It's telling me what to do. So SIT STILL. I'M A SURGEON, DAMMIT"

Appearance: Old (late 60s), slight build, drawn face, piercing eyes.

Personality: Charming psychopath.

Motivations: Destroy "wrongdoers", escape to continue the "great work".

Insanities: The Beast Within, Delirious Saviour

Jurgen Stumpfnase

"Flies. Flies. Flies. That's the only thing for me. But there's not much life in a fly, you know. Far more inside you. Or one of those nice ripe Sisters. Yummy."

Appearance: Indeterminate age, scruffy, red-rimmed eyes.

Personality: Deluded, believes that he is a Vampire.

Motivations: Live forever!

Insanity: The Deviant Mirror

Inmate 21B

"That wall's a lying git!"

Appearance: Early 20s, long hair, beard, unwashed.

Personality: Almost non-existent, can barely deal with inanimate objects...

Motivations: A quite life, away from everything.

Insanity: Profane Persecutions (Objects), Venomous Thoughts

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Additional Insanity Rules

The WFRP rulebook offers a selection of mental disorders and some basic notes on the treatment of insanity. However, further disorders have been recognized by Old World medicine, and further treatments have been developed at the Great Hospice and elsewhere. Here is a selection of optional and advanced rules, which can be introduced into your WFRP campaign if you wish.

New Insanity – The Deviant Mirror

Someone who suffers from The Deviant Mirror believes that he is something other than what he truly is, to the point that they will see themselves as that when looking at their own reflection. This can be anyone or indeed, anything, at all. A Human character might believe he is an Orc, for instance, and behave exactly as he believes an Orc would behave. Note that it is what the afflicted character believes that matters, not the actual truth. Deluded characters might believe that they are Ores, or Dwarfs, or even trees or squirrels. Alternatively, a character might believe that he is a certain famous or historic individual, for example Giles le Breton or Teclis.

As this Insanity is so broad in scope, the exact effects of this are left up to the GM. However at some point a character suffering from The Deviant Mirror will certainly find himself on the wrong side of the law, as behaving like a rampaging Orc will quickly get oneself into serious trouble with the watch, whereas telling people that you are Sigmar walking the earth again is likely to get your burnt at the stake by Witch Hunters.

ASYLUMS IN THE OLD WORLD

The common reaction to characters of questionable sanity is either to let them wander the streets with beggars and the other dregs of society, or to 'put them away' in an asylum. Since most asylum owners charge a fee for their services, this latter option is generally open only to the more well-to-do, who pay handsomely to avoid the embarrassment of having a member of the family wandering about as a known lunatic. Most asylums are little better than dungeons: patients receive no treatment, and are often subject to abuse by the staff and other inmates. A spell in an asylum can often result in the patient's condition deteriorating, as their purpose is to keep lunatics confined rather than cure them, making those institutions run by the Cult of Shallya even more of a rare blessing.

Delusions

Delusions are similar to Insanities except that they are less encompassing and severe, having little to no real impact upon a character's life. Many people, especially the elderly or infirm suffer from one or two of these, and amongst the nobility they are typically referred to as "Eccentricities" A character suffering from this disorder believes something which is very obviously untrue. The nature of the delusion can vary widely, and typically will affect the character's life some-what, but not enough that normal life becomes impossible. However, the character will be recognized as seriously eccentric and others may avoid him or at least tap their heads knowingly behind his back...

Some examples of typical delusions are.

- The character believes that all members of a particular race or nation are slightly deaf, and always shouts when talking to them.
- The character believes that any entrance in the east of a building lets Daemons in, and will never enter any room which has an eastern door.
- The character believes that the meat of a certain animal causes baldness, and refuses to eat it.
- The character believes that earth can never conquer water, and therefore will never cross a stone or earth bridge over a river, because the bridge cannot possibly exist.
- The character believes that moonlight is dangerous, and will go to some lengths to avoid being struck by the rays of either moon.
- The character believes that boots and shoes are actually malignant life-forms that are just awaiting the signal to bite their unsuspecting victims' feet off, and will refuse to wear any kind of footwear.
- The character believes that mice are intelligent beings from another world, and will spend hours talking to them in respectful tones.

With the GM's permission a player may trade a single Insanity Point for a delusion instead. Players should avoid taking too many delusions, and typical character should be careful to take no more than three. After this Witch Hunters, Priests and Physicians will start taking an Interest, and the Character may well end up locked inside the Great Hospice himself!

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New Treatments for Insanity

As well as the treatments described in the WFRP rulebook, there are other means that can be used to try to cure personality disorders. Often distressing for the patient, they are neither gentle nor reliable, but occasionally they do work.

Confrontation Therapy

This treatment is used in cases of "The Fear" and other conditions which arise principally from phobia. The patient is forced to confront the object of his fear, and hopefully repeated exposure will decrease the fear until it becomes manageable. Or it might drive the patient even further into insanity.

The patient makes a Will Power Check for each session of therapy. If the test is passed, the patient comes a little closer to mastering his fear; if not, the fear gets a little worse. Make a note on the character sheet of each passed test: 6 passes will cure the disorder, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient gains another insanity point. It is possible for a patient to be cured of one disorder and gain another in the process.

Confrontation therapy can also be used to treat cases of "Profane Persecutions" but if the test is failed the patient does not gain another insanity point. Instead, the condition takes its normal effect, described in the WFRP rulebook.

Aversion Therapy

This technique seeks to alter a patient's behaviour by administering a sharp punishment every time the undesirable behaviour is displayed, in a way it gives the patient a phobia against the undesirable behaviour or against the treatment itself of course. Aversion therapy can be used to treat almost all disorders.

The patient makes an Intelligence Check for each session of aversion therapy. Make a note on the character sheet of each passed test: 6 passes will cure the disorder, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient gains another insanity point. A new disorder acquired while undergoing aversion therapy will always be "The Fear" typically manifesting as a phobia of physicians, the cult of Shallya, or of some other recognizable group of people associated with the treatment.

Shock Therapy

As its name suggests, this treatment involves administering a sharp shock to the patient, dousing with cold water, for instance. It is mainly used in cases where the patient has become withdrawn (e.g. "Heart of Despair" and "Knives of Memory") and has also been used in cases of other dementias to try to shock the patient's mind back to full functioning.

The patient makes a Will Power Check for each session of shock therapy. Make a note on the character sheet of each passed test: 6 passes will cure the disorder, and each pass gives the patient a +10 modifier for all subsequent tests. If the test is failed, the patient retreats further from the discomfort of reality and the disorder is reinforced: the patient gains a permanent -10 modifier to all subsequent attempts to treat the disorder.

Deprivation Therapy

Known informally as "cold turkey" in our world, deprivation is often used to treat disorders such as "Mandrake Man" and "Terrible Thirstings" but it can also be used, in a modified form, to treat any other behavioural disorders which require a daily Will Power Check, simply by denying the patient the opportunity to indulge in the aberrant behaviour.

For each day of deprivation, the patient must make a Will Power Check. If the condition being treated is a physical addiction, such as "Mandrake Man" or "Terrible Thirstings", the patient must also make a Toughness Check daily. Each failed Will Power Check gains the character an additional insanity point, and each failed Toughness Check causes the character to lose 1d10 points from a random characteristic generated by the following table.

Die Roll	Characteristic Loss
1	Weapon Skill
2	Ballistic Skill
3	Strength
4	Toughness
5	Agility
6	Agility
7	Intelligence
8	Will Power
9	Will Power
10	Fellowship

All such losses are permanent. If any characteristic reaches zero, the patient lapses into a coma and must pass a Toughness check or die; patients who survive still have 1d10/5 points in the affected characteristic.

Each time a Will Power Check is passed, the patient becomes a little bit more able to cope with their addiction. The addiction is never cured by this process, but each successful test gives the character a +5 bonus to his daily Will Power Checks to resist the lure of his particular drug.

OLD WORLDER NARCOTICS

For GMs wishing to expand addictions beyond Mandrake Root, many other narcotics are known to exist. These include narcotics such as both Black and Red Lotus, Lustrian Stardust, Laughing Powder and Notropian Blue. One of the most common drugs is Wyrddroot, a mild hallucinogenic popular among Nobles and Students. Elves favour herbal narcotics such as Moonflower while the Dwarfs manufacture the harsh stimulant known as Whack or Ax-Powder.

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Adventures at the Great Hospice

The Great Hospice of Frederheim can be used in a variety of ways in your WFRP adventures.

The Course of True Love

A friend or associate of the adventurers has been conducting a reckless and passionate affair, and the father of his paramour does not approve of the liaison one little bit. After threats, bribery and outright violence have left both lovers unmoved, the disapproving father has resorted to desperate measures and he has bribed a couple of physicians to certify his daughter insane and has had her shipped off to the Great Hospice. The adventurers, perhaps with their friend in tow, must scout the Hospice and find some way of getting the unfortunate girl out, while avoiding sacrilege or any other trouble. Perhaps afterwards they will be called upon to prove her sanity in a court of law, not an easy task!

Out of Harms Way

This idea might be used as a group adventure, or as a solo adventure, or as separate but interlinked adventures for a group of characters who have become separated. The adventurers were hired to carry out a task of dubious legality, and things went wrong. They wake up in the Great Hospice, where they have been admitted as patients under false names. Perhaps they are together, or perhaps they have been separated. They have no equipment of any kind and no clothes other than a tattered night-shirt apiece. Their former patron had them admitted-shying away from actual murder; he still needs them out of the way, as they know too much. From this none-too-promising start, they must some-how escape, recover what they have lost and perhaps avenge themselves on their former patron.

The Key Witness

The adventurers are hired by a big-city lawyer or perhaps even a templar or witch hunter. A huge trial is about to start in the city, which could be Altdorf, Middenheim, Marienburg or anywhere else you fancy, and a vital witness has vanished. The trial could involve a major organized crime ring, a powerful Chaos cult with some members still at liberty, or any other large, powerful organization. The key witness has been admitted to the Great Hospice under a false name, and must somehow be found and freed, and brought back to testify. Again, it may be necessary to establish the witness's sanity before his testimony can be admitted at the trial.

The Awful Truth

This idea would be best suited to a group which includes at least one character with Surgery or some other healing skill or magic. The adventurers are hired by a wizard, cleric, templar or witch hunter. A former colleague of their patron was conducting highly dangerous but vital research on the very edge of Chaos, when an experiment went disastrously wrong. The experimenter gained some vital knowledge, but was driven mad in the

process and is now a patient at the Great Hospice. The information locked in the madman's-tormented mind is vital, and must be recovered at all costs-but how? Which of his ravings are real, and which are merely ravings?

Brotherly Love

It is far from uncommon for patients at the Great Hospice to come from noble families, and the younger sons of noble families have been known to stoop to almost anything in order to get the succession (and the fortune) away from their older siblings and into their own hands. Such is the case here; the eldest son of a noble house has been falsely certified insane and is confined in the Great Hospice. The adventurers are hired by a faithful retainer to free the Young Master, prove his soundness of mind, and redress the wrongs done to him. The evil younger brother, meanwhile, will be happy to hire thugs, assassins and so on to make their lives just that little bit more interesting. Alternatively, perhaps the older brother really is mad, and the younger brother has decided to have him quietly done away with just in case he gets better and comes back to claim his inheritance. Or perhaps that is just what the adventurers are told - when you are dealing with skulduggery in noble houses, the truth seems to become rather changeable...

Spare Parts

In Altdorf the adventurers are hired to investigate a body-snatching gang. The trail leads to the Great Hospice, where a corrupt orderly on the staff is selling the bodies of dead lunatics to physicians, necromancers or other interested parties. Possibly the unfortunate lunatics were helped on their way in the interests of a quick profit. The gang will include a number of reputable people who will have too much to lose if their activities are exposed; if they realize that the adventurers are on to them they will try to have them put out of the way in the asylum (see Out of Harm's Way), quite possibly arranging to have them die in a short while.

The Best of Intentions

Sister Anne-Lise is permanently disgruntled with the hospice's administration for the way it puts the welfare of individual patients before the opportunity to test possible cures and, as she sees it-bring relief to a great many more people. Unable to contain her impatience, she has secretly been developing and testing a range of potions and preparations on the patients in the underground cells. One or more of these potions has produced some unfortunate side-effects, just when the adventurers are visiting the hospice on some other business. One potion, for instance, might contain a tiny amount of powdered Warpstone, causing the patient to develop Chaos mutations, it might even turn a previously harmless lunatic into a ravaging monster which breaks out and threatens the whole hospice. If you combine this with one of the other adventure ideas, you could keep the adventurers' hands very full indeed...