

THE PATRON

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An operator of old could gig across continents and spend across them too. Chains of biz locked the whole earth to the whole sea to the whole sky, and if you found yourself in foreign burn flats or foreign rag wastes among the utmost unfamiliar strangers, shake jingle in your hand and they will recognize the same sound.

Now, here, in this Apocalypse World, no gigs cross continents. Nothing does. Now, here, someone shakes jingle in their hand, and you know the sound only if you know the hand doing the shaking.

USE IN PLAY

Print this playbook supplement out and bring it to the table. Choose v1 (p1-2), v2 (p3-4), or v3 (p5-6).

As a player, you can bring the patron into play during character creation, or during play as one of your advances. Either way, show it to the MC and make sure she knows how it works and what you're up to.

As MC, you can give the patron to a player of your choice during character creation, or at any time during play, freely, if it seems right. You can also offer it as an advance for someone to choose instead.

The Patron v1
a Playbook Supplement
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THE PATRON v1

A PLAYBOOK SUPPLEMENT

The world's psychic maelstrom has taken an active and surprisingly personal interest in your doings, in the form of a bizarre patron. Choose 1:

- Your patron is a wolf of the maelstrom. *If the child-thing is in play, ask that player what the wolves of the maelstrom are like. Otherwise, create them yourself, using the rules below.*
- Your patron appears as a mysterious, ambiguous child, sometimes real, sometimes hallucinatory. *Tell the MC to create your patron as a perversion of birth, and to put it on the threat map in the "out" octant, on the "nearer" side of the line. Furthermore, if the child-thing is in play, get with that player. Your patron also hears the mother's heartbeat.*
- Your patron appears as a large, lazy, inquisitive *scuridae*, genus *marmota*. It's visible to you, but no one else can see it, at least without opening their brain. *Tell the MC that your patron represents the world's psychic landscape as its agent, and to create it as a threat accordingly.*

At the beginning of the session, roll+weird. On a 10+, hold 3. On a 7-9, hold 2. On a miss, hold 1 anyway. No matter what you roll, the MC holds 1 against you.

At the beginning of the session, you can choose to spend 1 of your hold to have your patron give you 1-barter or 2-barter to spend toward your lifestyle, your choice which.

During the session, any time you **read a person** or **read a situation**, you can choose to spend 1 of your hold to tell the MC that your patron is there, though invisible to anyone but you, or perhaps not present at all, only whispering into your brain, but to ask her "what is my patron doing? What does my patron say?" Your patron can offer you guidance, warning, opinions, advice, or insight, from their own point of view, and from the world's psychic maelstrom's as well.

During the session, at any time of her choosing, the MC can spend 1 hold against you to have your patron appear to you and tell you what they'd like you to do. If you do it, you mark experience, but if you refuse to do it, your patron erases one of your stat highlights for the rest of the session, exactly as though they'd **seduced or manipulated** you and hit the roll with a 10+.

You can remind the MC that she has hold to spend against you whenever you like. You may find it in your interest to do so.

At the end of the session, if the MC still has hold against you, she chooses 1:

- *Your patron is delighted with what you've done, despite giving you no instructions. The MC spends 1 hold against you now and you mark experience.*
- *Your patron found no use for you, and wonders whether you can be of service after all. The MC keeps her hold against you and carries it over into the next session.*

If any session ends with the MC still holding 3 against you, your patron abandons you for good.

THE WOLVES OF THE MAELSTROM

Your patron is a wolf of the maelstrom. They seem human, but under their disguise, like all of the maelstrom's wolves, they look like (choose 1):

- people
- birds
- beasts
- insects
- angels
- shadows
- machines

But (choose 2):

- they have no faces
- they have human faces
- they have wolves' faces
- they have empty holes for eyes
- they have no expression
- they're dripping gore
- they only howl
- they don't stand on the ground
- they make terrible grinding noises
- they are made of metal and plastic
- they have awful voices
- they come and go impossibly
- they're invisible

Tell the MC the above. Tell her to create your patron as a perversion of birth and to put them on the threat map anywhere on the "nearer" side of the line.

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THE PATRON v2

A PLAYBOOK SUPPLEMENT

You're the patron. You like to spread your jingle around when you've got it, and you like people to jump and come running when you crook your finger.

If you **spend 2-barter on your lifestyle** at the beginning of a session, then once during the session, you can make the following move:

Crook your finger: when you want someone to come running, roll+cool. On a 10+, choose one of the following NPCs. On a 7–9, narrow it down to the three you'd prefer, and the MC chooses one from among them. On a miss, the MC chooses one freely.

Whichever NPC it is, they come running, eager to please you.

Choose from these NPCs:

- *Someone skilled with their hands and brute tools, a worker in scrap and rivets who can make something striking.*
- *Someone broken and wandering, a seer of antiquity and of lost things, babler of impossible truth.*
- *A dancer, an artist of bodies in motion who can captivate eyes and hearts.*
- *Someone touched with insights and arcane skills, who can repair or improvise devices weird and hi-tech.*
- *Someone devoted to you beyond thought, sense, or reason, who will stand in death's way for you.*
- *Someone brazen and fearless, who will go among your enemies and proclaim your name, words, and will.*
- *Someone beautiful and still, stately, with a rich voice, watchful and elevating.*
- *Someone furtive and violent, who will undertake to kill for you.*
- *Someone who's been in love with you from a distance, who'll do whatever you say in order to get close to you.*
- *Someone who has been intimate with your enemies, who knows their mind.*

It's the MC's job to name them, naturally, and to create them as threats if they survive and stick around.

These NPCs don't offer any blanket bonuses or mechanical benefits, but you may be able to **incorporate them into your moves**. When you do, if you call upon their strengths—when you use the furtive and violent one to go aggro on someone, for instance, or when you open your brain while in deep conversation with the broken and wandering one—the MC can choose to give you +1 to the roll.

Some of them might also, at the MC's option, give you access to **augury or insight**.

If you **spend only 1-barter on your lifestyle** at the beginning of a session, or none, then once during the session, the MC can choose one of the above NPCs and have them come around, angling for scratch. MC, choose 1:

- *They're furious that you promised them your patronage and let them down.*
- *They're desperate; if you don't pay them, their shit will go bad.*
- *They're jealous, convinced that someone else has gotten hold of the scratch that's theirs by presumed right.*
- *They figure that the well's dry, and they're here to make sure they've gotten everything out of you that there is to get.*
- *They've got another patron lined up, but they'll give you a last chance if you're still materially interested.*
- *They know things about your business that your enemies would like to learn, and have decided to use them to extort you.*

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THE PATRON v3

A PLAYBOOK SUPPLEMENT

You have an NPC patron who supports you, to whom you are beholden.

Who are they? Choose 1:

- Goscar the Krill, stubby and severe. *Tell the MC that Goscar the Krill is a grotesque:cannibal, and to put them on the threat map anywhere on the “nearer” side of the line.*
- Sad Marney, a traveling merchant and eager middle-man. *Tell the MC that Sad Marney is a grotesque:disease vector, their souped-up airstream trailer is a vehicle:cagey bastard, and to put them on the threat map anywhere in one of the cardinal directions, with an arrow to show the direction they’re currently moving.*
- Opa 1, through whose fingers jingle falls. *Tell the MC that Opa 1 is a brute:sybarite, and to put them on the threat map anywhere on the “nearer” side of the line.*

Tell the MC to create your fame as an affliction:custom, and that your patron has it.

What does your patron expect from you in return for their support? Choose one or more:

- Your violent protection.
- Diversion & entertainment.
- Invitation to your parties.
- First pick of your spoils.
- Your willing assistance.
- Other:
- Other:
- Your art.
- Access to your friends.
- Your expertise.
- Gossip.
- Your memories.

At the beginning of play, you have grace+2 with your patron.

At the beginning of each session, your patron provides 1-barter toward your lifestyle. You can spend additional barter of your own toward it too, if you choose. Then ask the MC to choose 1:

- Your patron is occupied with other things and isn’t thinking about you at all. *You get -1grace with them, to a minimum of grace-2.*
- Your patron is occupied with other things but thinks of you with satisfaction. *You get +1grace with them, to a maximum of grace+3.*
- Your patron lets you know that they expect what they expect. *If you make good during the session, you get +1grace with them, to a maximum of grace+3. Otherwise, you’ve denied them something, as below.*
- Your patron lets you know that they expect something unusual from you this time. MC, say what it is. *If you make good during the session, you get +1grace with them, to a maximum of grace+3. Otherwise, you’ve denied them something, as below.*
- Your patron shows off your goods or brags about you to their friends and/or rivals. *MC, note that the affliction:custom of the PC’s fame spreads.*



When you deny your patron something, whether it’s what they asked for at the beginning of the session or anything else, roll+grace. On a 10+, they accept your denial without rancor. On a 7–9, they’re frustrated and disappointed, and you get -1grace with them, to a minimum of grace-2. On a miss, you get -1grace with them, to a minimum of grace-2, and they’re enraged; tell the MC that they’ll act to enforce their demand upon you.

When you ask your patron to do something for you that is within their power, roll+grace. On a 10+, they do it. On a 7–9, they do it, but you get -1grace with them, to a minimum of grace-2. On a miss, you get -1grace with them for asking, to a minimum of grace-2, and the MC decides whether they do it or not.

If you’d like to end your relationship with your patron, you may. It counts as denying them something, and only works if they accept it.