

Red Herrings

RUMOURS

d100	Rumour	Truth
1-2	Old Sven the lay technician went missing two days ago after meeting a cowled stranger in the seven Kings bar.	Old Sven has left his wife. The cowled stranger was his mistress in disguise.
3-4	There's strange lights been seen up in the Old Mill.	No there haven't.
5-6	Arbite patrol rolled in two weeks ago. The detective was looking for a Hienrich Vinkrieger. The Arbites brought a lot of men for one man.	Hienrich Vinkrieger is a notorious cold trade smuggler. However he is now off world and has no relevance to the case.
7-9	In the middle of his sermon the local priest began speaking in the tongues of the Ancients last holy day. The congregation could not understand him but it was prophecy of great import no doubt!	The priest was having a stroke. he is now receiving palliative care in a local hospice.
10-15	The local baron/governor/Guild Master is thinking of raising taxes. He is siphoning the money off to pay for an army. There is war coming!	The annual tax for the barony/planet/Guild domain gets raised every ten years as per Administratum edict 556/HHY-IJ-Delta. Applications for exemption or rebate should be sent to the sector capital in triplicate.
16-20	The mayor is conducting sorcery and dark magic in his home. He has a daemonic familiar that takes the guise of a common housecat. But his maid Octavia learnt the truth. He feeds it human blood!	What Octavia heard was the mayor shouting at his cat to drink its bloody milk. Although how the person knows about daemonic familiars is another matter.

d100	Rumour	Truth
21-24	Mutant warband been seen up by [seedy location]. No doubt they're behind [whatever PCs are investigating or some other plot event of note]	There is a mutant warband hiding out in [seedy location] but they are scavenging for food/weapons. They have no relevance to the investigation.
25-27	If you want information about [whatever PCs want information about] you should speak to Magnus at the bar outside the manufactorum. He has his ear to the ground and no mistake.	The speaker is mistaken. Magnus is no more informed than any other member of this pig ignorant planet. If the PCs speak to him roll again on the rumour chart
28-29	Klien the Reclamaitor found [speaker will lean in close] an Astartes helmet in the sump pond. And more than that it has horns on it! Never heard of the like!	Klien found a large corroded bucket he painted red and added horns to and is peddling as an Astartes helmet
30-33	Kragan is a heretic. He has a temple to foul things in his basement.	Kragan is in fact devout. Extremely devout. Make your players suspicious.

FOUND OBJECTS

d100	Rumour	Truth
34-36	A small idol of a cross legged man in prayer.	This is an old trinket from a girlfriend/boyfriend. NPC doesn't know where she got it from.
37-39	A vial of unidentified liquid.	This is a herbal treatment for bad stomach pains. if a player drinks it has a 100% chance of being a laxative.
40-43	A photograph of the PCs.	Either simply a target photo of them or there isn't an explanation!
44-47	An out of place weapon. A bolt pistol in a down and outs hovel, a chain blade on a feral world or something similar.	The NPCs great great grandfather fought in the guard and this is a memento.

d100	Rumour	Truth
48-50	A chrono meter that runs backwards.	The chrono meter is broken.
51-53	A Temple with statues to a different saint than the Temple is dedicated to.	50 years ago the congregation saved up money to refurbish the Temple which was duly sent to the Bishops office in the capital. There was a mix up of forms and the stone mason/artist/artisan that arrived had the wrong specs. Make sure the locals are very sensitive about this and either adamantly deny there is a mistake or get violent.
54-58	A notepad full of bizarre scribblings detailing strange events, odd occurrences and murderous people. To randomly determine the contents roll d5+1 times on this chart and assume the notepad details the resultant rumours, objects and events.	The NPC is a budding writer. This is their novel. Once the PCs determine that the notepad is fiction a Trade.
59-63	A glass of vinegar mixed with blood with half a frog floating in it.	The NPC is a weirdo.
64-65	A very detailed map marking out a location some distance away	The NPC secretly met a married lover he was having an affair with here a few years ago. He has forgotten to throw the map away.
66	A signet ring containing the seal of a long dead Rogue Trader House.	The NPC doesn't realise it but is the long lost scion of a Rogue trader dynasty and has the right to reclaim his birthright. Really. None the less this has no relevance to the investigation at hand.

EVENTS

d100	Rumour	Truth
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d100	Rumour	Truth
67-71	A mysterious figure in carapace armour with the insignia of the local barony/governor etc. is seen across the street staring at the PCs. He turns on his heel and leaves if they approach.	The figure is the barons/governors judicial champion. He is rather intuitive and thinks the PCs look like the kind who will cause trouble.
72-74	Two autocarriages, cars or steam wagons have a collision in front of the PCs. the drivers clamber out battered but not seriously injured. They look at each other and flee in random directions.	Driver A has no insurance. Driver B is driving a stolen car.
75-80	The PCs are accosted by a beggar proclaiming them as the fated ones able alone amongst the galaxy to shape their own destiny!	The beggar is very mildly psychic and is technically correct.
81-86	The PCs are accosted by a beggar with a perfect geometric shaped birthmark on his forehead. He wants money and vehemently denies having the birthmark.	This is the Imperium. The unusual birthmark is viewed as a potential mutation and is why the man is a beggar. It is a source of great shame. Obviously he doesn't want to talk about it.
87-90	Every night feral animals prowl the streets and the locals cower in fear inside their hab units.	The pest-castigation guild has been on strike in this area for the past century following a dispute with an Administratum official. A century worth of interest on the tithe due now means a new guild is unlikely to be set up.
91-95	A woman is brought to the centre of the hab-plaza/town square/meeting circle and burnt at the stake.	She is a psyker.
96-99	A local dignitary is touring the area. With him is a man who bares the sigil of the Inquisition.	There are other Acolytes in the sector. Some of them get easy assignments.

d100	Rumour	Truth
100	Armed men pour into the area and begin clubbing/stunning adults and dragging them away. The Arbites/enforcers standby and do nothing.	By Imperial Degree this world/hab block/village has been selected for the most holy honour of providing fighting men and women to the Imperial Guard.

PDF: [2LateForThePelle](#)

CREDITS

Visitor Q (2014, Jul 06). ARCANA ARCHIVE. Posted at <https://community.fantasyflightgames.com/topic/82130-arcana-archive/>