

Rumors & Gossip (2D20) — Page 1

Roll	Rumor	Threat	Location
1	The Earth Bleeds: Whispers from the desperate few who dare venture near the old granite quarry speak of the very earth groaning, and thick, viscous liquid bubbling from deep fissures. They say it's not water, but something alive and ancient, and it's spreading.	A primordial being of Earth affinity has awakened or been disturbed deep beneath the city, causing localized seismic activity and strange geological phenomena. It is intensely territorial and hostile to anything built on its domain.	The quarry itself has transformed into a dungeon, potentially a "Collapsed Section" or "Maintenance Shaft" leading to deeper, newly formed "Cave System" chambers infused with the creature's presence.
2	The Silent Choir: Locals tell hushed tales of a new "church" that appeared overnight in the abandoned part of downtown. No one's ever seen anyone go in or out, but late at night, a beautiful, haunting choir can be heard, so perfect it makes you weep... and sometimes, people who hear it just disappear.	A zealous seraphim or other high-ranking angel has established a hidden sanctum, gathering "faithful" souls through mesmerism, potentially to fuel a divine ritual or prepare for a local "purge" against the Awakened or other magic users. They wield potent celestial affinity magic.	The newly manifested church is a heavily "Warded Chamber" or "Ritual Chamber" in a Dungeon beneath the city, connected via a hidden "Secret Passage". It possesses the "Holy Ground" tag and is heavily shielded from mundane detection.
3	The Grinning Butcher: There's a new "artist" in town, they say. Specializes in... unusual anatomy. Small street gangs are going missing, and some "art installations" are appearing in back alleys – gruesome, but with a terrifying, precise beauty. They say the artist always leaves a calling card: a single, rictus grin carved into a victim's face.	A particularly sadistic and powerful demon, potentially an Arch-Demon or a unique hellion, is harvesting bodies for a gruesome purpose, possibly for a large-scale Blood ritual or to create specialized Infernal Beasts. They are likely a master of Blood magic and potentially Degradation.	The "artist's studio" is a hidden "Forge/Workshop (Hidden)" or "Hidden Laboratory" in a Dungeon underneath a seemingly innocent urban building, perhaps a derelict "Factory" or "Warehouse". It will feature the "Infernal Interest" setting tag.
4	The Dream Eater: People all over town are suffering from waking nightmares – vivid, terrifying visions that bleed into their days. Some are found catatonic, muttering about a shadowy figure that takes their dreams, leaving them hollow. The "cure" seems to lose all hope.	A powerful astral entity from the Nightmare Realm, possibly Phobetor himself or a potent servitor, is actively preying on the collective unconscious of the city. This entity feeds on sanity and can inflict severe mentality damage.	The source of this psychic drain might be an "Underground Garden" or "Subterranean Grotto" that has become twisted into a Dungeon nexus, feeding the entity. Or it could be a "Hidden Laboratory" where the entity is being unwillingly 'farmed'.
5	The Shifting Shadow: Objects are disappearing from homes, then reappearing in strange, impossible places. People feel watched even when alone. There are whispers of a thing made of pure shadow, slipping between the cracks in reality, taking whatever it pleases, and growing stronger with each theft.	A powerful Otherworld entity with a strong Shadow Affinity, like a greater Lurker or perhaps even a being akin to Luna Panther of Darkness, is using the unraveling of the Mist to manifest and establish itself in the city. It preys on fear and attachment to possessions.	The entity has made a lair in a disused "Warehouse" or "Abandoned Cabin" that has become a pocket dungeon, where shadows seem unnaturally deep and reality itself is "Shifting".

Rumors & Gossip (2D20) – Page 2

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6	The Time Eater's Echo: Moments are repeating. Sometimes a conversation loops, sometimes a car drives by twice, exactly the same way. The oddest reports come from the historical society: dates on documents are changing, and certain events are... un-happening. Someone says it's a "temporal glitch," but others whisper of something far older, and hungry.	A remnant of a fallen reality or an agent of pure chaos with a mastery of time affinity is subtly disrupting the flow of time in the setting. It seeks to unravel local reality, possibly as a prelude to a larger dimensional collapse.	The core of the temporal instability is deep within an "Ancient Library/Archives" or even a "Museum" that has become a Dungeon – a place steeped in recorded history, making it a target. The location itself might have the "Fluid Reality" or "Limbo" tags.
7	The Thirsting Veil: The local mortician is acting strangely. People who visited the funeral homes came out... changed. Pale. And the cemetery. They say the ground is restless, that the dead are not staying buried, and that a cold, hungry mist rises with the moon.	A powerful lich, perhaps a subordinate of Nagash, has established a foothold, raising legions of undead and slowly draining the vitality of the living. This lich focuses on necromancy and degradation magic.	The local "Cemetery (rural)" and the mortician's "Business" itself (or perhaps an illicit "Morgue/Cold Storage" attached to it) have become a Dungeon, a "Catacomb" or "Ossuary" expanding beneath it. The "Necrotic Energy" tag will be active here.
8	The Zealot's Crusade: Heavily armed "missions" are being conducted in the less affluent parts of the setting. They call themselves "Purifiers." They preach about cleansing the city of "abominations" and have been seen dragging away anyone they suspect of "unnatural" activity. They are organized, ruthless, and seem to have an endless supply of weapons and fanaticism.	A zealous Archam-like soldier or a small, highly disciplined detachment of the Heavenly Host has deployed to the setting, conducting a localized "purge" of magic users. They are physically formidable and immune to Fear effects due to their faith.	Their main base of operations is a fortified "Church/Cathedral" that has become a functional Dungeon command center, or a hidden "Bunker" on the outskirts, containing "Security Checkpoints" and "Armory" qualities.
9	The Golden Web: Several prominent small businesses in the setting have suddenly, mysteriously gone bankrupt overnight, and a strange new "investment firm" with oddly dressed "consultants" has moved in, snapping up properties for pennies on the dollar. They're surprisingly persuasive, and their offers are hard to refuse, but those who deal with them seem to lose more than just money.	A powerful Gnomish guild or influential Gnomish enclave has targeted the setting for economic exploitation. They are masters of finance and manipulation, using their "shrewd business acumen" and potentially subtle magic to gain control. Their leader might be a Heroic Adversary with high Affluence and Influence.	Their headquarters is a newly acquired "Office Building" or "Bank" that functions as a Dungeon with hidden "Locked Vaults" and "Server Rooms (Abandoned/Corrupted)" where they conduct their illicit activities.
10	The Wild Hunt's Calling: Animals in the nearby forests are behaving erratically – both incredibly aggressive and strangely intelligent. Hunters have gone missing, and some whisper of a creature, a primal force of nature, drawing them into a never-ending hunt. It's beautiful, but deadly.	A powerful mythical beast or cryptid, or a primal aspect of a primordial guardian (like Oak, the Ghost of Life, in its uncontrolled form), is asserting its dominance over the wilderness surrounding the setting. It acts as a territorial protector, eliminating those who threaten its domain.	The source of this primal surge is a remote "Deep Forest/Woods" or a "Jungle Clearing" that has become infused with feral energy, effectively acting as a dungeon where natural hazards are heightened, and the terrain itself conspires against the players. It might even connect to a "Sacred Grove".

Rumors & Gossip (2D20) — Page 3

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11	The Whispering Woods: People walking the walking trails in the park have been reporting strange, unsettling whispers from the trees, and some claim the branches themselves are trying to grab them. A few park-goers have vanished, and the only trace left are new, impossibly vibrant flowers growing where they were last seen.	A malevolent nature spirit or a corrupted Fae tied to the park's natural essence has become aggressive, trying to 'reclaim' those who disturb its peace or pull mortals into its domain. It likely uses plant-based attacks, rooting, or illusion.	Park
12	The Architect's Shadow: An unnervingly charming new "developer" has been buying up properties around downtown, seemingly overnight. Businesses are being pressured out, and those who resist find their lives subtly falling apart – bad luck, sudden accidents, friendships dissolving. They say he never raises his voice, but his words twist everything.	A cunning demon (perhaps a minor duke of lust or greed, or a powerful hellion) is systematically dismantling the local community for some infernal agenda, likely to create an unstable environment for a larger ritual or to acquire souls through despair. This adversary primarily inflicts Influence and Affluence damage.	Office Building
13	The Ghost in the Machine: The smart city systems in certain parts of the setting are glitching erratically – traffic lights malfunction, automated doors open on their own, and strange messages flash on public screens. Some tech-savvy individuals claim it's not a hack, but something inside the network, a digital ghost that seems to read your thoughts.	A powerful psionic entity, potentially a rogue AI from the Astral Plane or a sentient thought-form born from the city's collective digital consciousness, has manifested within the setting's infrastructure. It can directly affect mentality and exploit technology.	Research Facility
14	The Blessed Blade: A vigilante has appeared, clad in shining white, seemingly invulnerable, striking down what they deem "unholy" with incredible precision. They leave behind no witnesses, only a faint scent of ozone and sometimes a single, perfectly inscribed holy symbol. They're targeting known magic users, even those who help the community.	A fanatical member of the Heavenly Host, perhaps a combat-focused Nephilim who believes themselves to be a true angel, has arrived to "cleanse" the setting. They are incredibly skilled in physical combat and likely immune to fear, wielding Divine Affinity magic.	This adversary could appear on city streets, or within a church/cathedral (which they consider their sacred base). They might even attempt to infiltrate a hospital to target a magical healer.
15	The Collector of Sorrows: A chilling presence has been felt in the older parts of the setting. Objects move on their own, cold spots appear, and people report hearing faint, mournful cries or even feeling their own grief amplified tenfold. A few elderly residents are wasting away, their joy and memories seemingly drained.	A powerful, emotionally manipulative spirit or poltergeist, perhaps a residual echo from the Necropolis or a tormented soul, is feeding on the emotions of the living. It primarily inflicts Mentality and Soul damage through despair and emotional draining.	An old theater (retaining residual emotions from past performances) or a haunted mansion (a specific, abandoned "house") in the oldest part of town.

Rumors & Gossip (2D20) — Page 4

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16	The Whispering Merchant: A new vendor has set up shop in the outdoor market, selling trinkets and charms that grant incredible luck... but always with a catch. Those who buy from them seem to gain much, but lose something far more precious, like their ability to lie, their favorite memory, or the color of their eyes. And the merchant's smiles never quite reach their eyes.	A cunning Fae trickster, like a Pukwudgie or even a powerful Imp, has set up a dangerous trade in the setting, exploiting human desires for strange, narrative-based payment. This Fae thrives on influence, deception, and subtle manipulation.	Market (Outdoor/Farmer's) or a seemingly quaint, isolated shop (retail) that appears and disappears at odd hours.
17	The Contaminated Supply: People across the setting are falling ill with strange, untreatable symptoms after consuming everyday goods purchased from regular stores. Doctors are baffled, and whispers suggest the contamination isn't accidental, but a deliberate act to control the market, or worse, a test.	A corrupt corporate official or a powerful organized crime boss is deliberately tainting local supplies (perhaps food, water, or even common medicines) to either eliminate rivals, extort businesses, or as part of a larger scheme. They likely rely on affluence and cunning.	A shop (retail) (where the tainted goods are sold), a warehouse (where the goods are stored/processed), or even a factory (where the contamination occurs).
18	The Undying Echo: Patrons of a specific nightclub are feeling strangely drained after nights out. Some are found with faint, almost imperceptible puncture marks. The local gossip circuit hints at a new, charismatic regular who only appears after dark, captivating everyone with their charm and leaving them feeling... weak.	A recently awakened (or newly arrived) vampire or a powerful revenant has made the setting its hunting ground, subtly feeding on the populace. This adversary is dangerous in close combat and specializes in charm and stealth.	A high-end nightclub or a secluded bar/pub that serves as the vampire's hunting ground.
19	The Feral Protector: There's a new, unusually aggressive "stray" animal roaming the edges of town – sometimes a gigantic wolf, sometimes an enormous bear – that seems to protect certain homeless encampments or forgotten corners. It attacks anyone who encroaches with unnatural ferocity, but never harms the truly desperate.	A powerful beast-shifter (perhaps a Wolf-Shifter or Bear-Shifter from the Awakened Heritage, or a lesser, protective primal spirit) has taken up residence, driven by a primal need to defend a vulnerable community or a specific natural spot from encroaching urban development or other threats. It is formidable in direct combat.	A park that backs onto a wilderness area, or a series of connected alleyways and abandoned warehouses that serve as its territory.
20	The Whispers of the Past: The old historic courthouse has been acting up. Lights flicker, cold drafts appear, and some employees claim to hear old voices arguing legal cases long dead. Clerks have quit en masse, citing unexplainable phenomena that go beyond simple drafts or faulty wiring.	A powerful, localized haunting, possibly a collective of angry or confused spirits tied to historical events or tragedies, is manifesting due to the thinning veil. This adversary primarily creates environmental hazards and inflicts Mentality damage through fear and psychic residue.	The office building that houses the courthouse, or a historic museum where artifacts might hold lingering energy.

Rumors & Gossip (2D20) — Page 5

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21	The Cursed Monument: People have been leaving offerings at the old historical monument in the town square, saying strange things have been happening at night. Lights flicker, cold spots appear, and some claim to see shadowy figures moving among the statues. Nobody stays there long after dark.	A powerful, restless spirit or a localized haunting is tied to a historical monument, feeding on the lingering emotions and memories of the past. It primarily inflicts Mentality damage and can cause environmental disturbances.	Town Square (specifically, a Cursed Historical Monument if you wish, or just the main monument).
22	The Unsettling Chef: There's a new chef at that fancy downtown restaurant, and the food is divine, but people are coming out feeling strangely empty, like a part of them has been... consumed. They keep craving more, even though they feel worse after each visit.	A Gluttony Demon or a particularly insidious Hellion has taken up residence as a chef, subtly feeding on the joy, essence, or even minor aspects of the souls of its patrons, leaving them perpetually unsatisfied and weak. This adversary primarily targets Soul and Mentality.	Fancy Hotel (specifically the high-end restaurant within it).
23	The Whispering Walls: The new apartment building on Elm Street has weird vibes. Residents complain of hearing faint whispers when alone, and sometimes their thoughts don't feel like their own. One tenant swore their reflection in the window waved back.	A powerful thought-form (Tulpa) or Egregore, born from the collective anxieties and subconscious thoughts of the building's residents, is manifesting and subtly influencing them. It feeds on mentality and can cause paranoia.	Apartment Building.
24	The Iron Grip of the Union: The new "safety inspector" from the Confederate Union's border patrol is in "the setting," doing "routine checks" at the Industrial Park. But everyone knows they're really sniffing out magic. Don't be seen with anything unusual, and definitely don't let them hear you talk about anything "Otherworld."	A highly trained Inquisitor or a zealous agent of the Heavenly Host, operating discreetly within the "Government Control" framework of the Confederate Union, is conducting a covert sweep for magic users or illegal items. They excel in observation and interrogation.	Factory or Warehouse
25	The Collector's Curse: A new antique bookstore opened up on Congress Street, claiming to have "truly unique" items. The owner is charming, but some customers say they felt compelled to sell something precious after browsing, and now they regret it deeply, feeling a strange emptiness about that missing item.	A cunning Fae or a greed-driven Gnome has opened a front business, subtly compelling customers to trade valuable personal items (not just monetary value, but sentimental or magical significance) for seemingly innocuous, but subtly cursed, goods.	Antique Bookstore

Rumors & Gossip (2D20) — Page 6

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26	The Sonic Disruptor: People living near the old, abandoned research facility have been complaining about strange, high-pitched frequencies causing headaches, nausea, and even temporary hearing loss. Some say it's affecting local animals, too.	A rogue psion or a scientist experimenting with sound-based magic/technology is using the abandoned research facility as a lab, inadvertently or deliberately causing sonic disruptions. They primarily inflict mentality damage and may have some form of mental defense.	Research Facility
27	The Rogue Companion: Folks at the pet shelter are worried. One of their most beloved rescues, a seemingly normal dog, has become incredibly aggressive, almost feral. It's escaped and is now roaming "the setting" streets, but it seems to deliberately target people with animals, especially other beloved pets.	An Awakened individual who is a Beast-Shifter (e.g., Wolf-Shifter) has lost control of their animalistic urges, or a powerful Animal Companion with a deep-seated grievance has gone rogue. It is targeting those with pets due to a perceived threat or past trauma.	City Streets, starting near the Pet Shelter and leading to a chase or confrontation.
28	The Art of Deception: That new art studio downtown has amazing, lifelike sculptures, but they look... too real. Some say the artist, a beautiful but unnervingly intense woman, can make you see things that aren't there, and her "models" seem to vanish after a few days.	A Fae Hybrid with powerful illusion or glamor abilities is using their art studio as a front, drawing in victims (perhaps to feed on their emotions, or simply for amusement) and making them disappear with deceptive magic. They specialize in influence and mentality attacks.	Art Studio.
29	The Spectral Performance: The old theater on Main Street is supposedly haunted. Not just faint whispers, but full-blown spectral performances, complete with phantom applause and eerie music. People are starting to avoid it, but the few who've seen it say the "actors" look almost solid.	A group of lingering spirits, perhaps performers from a bygone era, are manifesting more strongly as the veil thins. They feed on attention and emotional energy, potentially causing mental distress or drawing living patrons into their "performance" indefinitely.	Old Theater
30	The Enchanted Ink: That new tattoo parlor is doing booming business. People are coming out with amazing, intricate tattoos that seem to glow or move. But lately, some of those getting the work done are reporting strange side effects, like sudden bursts of uncontrollable emotion or odd physical urges they can't explain.	A skilled but reckless crafter (perhaps a witch or an Awakened with the Shaper trait) is imbuing tattoos with unstable or poorly understood magic. The tattoos grant minor powers but come with unforeseen, chaotic side effects that grow over time.	Tattoo Parlor

Rumors & Gossip (2D20) — Page 7

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31	The Rogue DJ: The beats at that new techno club are insane, literally! People are leaving feeling disoriented, hearing strange frequencies, or experiencing intense mood swings. Some blame the DJ, who seems to lose himself in the music, his eyes glowing.	A powerful Awakened individual or a rogue Psion is using sound-based magic (perhaps tied to Air affinity, or raw psionic energy) to manipulate the emotions and perceptions of the crowd, inadvertently or deliberately causing mental distress.	Techno Club.
32	The Mimicking Mascot: There's a new mascot at the local university – a giant, cheerful badger. But sometimes, when no one's looking, it seems to... shift. And there have been reports of students losing their keys, or showing up for classes that don't exist.	A mischievous shapeshifting Fae (like a Puck) has infiltrated the university, using its illusions and trickery for amusement or to cause minor chaos, perhaps inadvertently affecting the fabric of reality around it.	School (specifically, a university campus area like the quad or student union).
33	The Vanishing Act: The street magicians in the town square are getting really good. Too good. One person swore a magician vanished with their wallet, only for it to reappear later... empty. And then the magician was gone, replaced by another. It's unnerving.	A minor demon specializing in deception and illusions has set up shop, running a scam that escalates from petty theft to more serious manipulation. It enjoys preying on human greed and disbelief.	Town Square.
34	The Overpriced Cure: That psychic's storefront is selling "miracle potions" for everything from bad luck to broken hearts. The prices are outrageous, but people swear they work. Except for the few who claim they just felt worse after and lost a lot of money.	A charismatic charlatan (or even a minor sorcerer with limited healing/enchantment magic) is exploiting the public's desperation, selling ineffective or subtly harmful "potions" at exorbitant prices. They rely heavily on influence and affluence.	Pharmacy/drugstore (if selling over the counter), or specifically a shop (retail) or business designed as a psychic storefront.
35	The Glamor Glitch: People at the nail salon are getting "enchanted" manicures, and they look stunning. But lately, some clients are complaining of an odd side effect: they keep getting into strange social situations, attracting unwanted attention, or finding themselves compelled to do unusual things.	A Fae Hybrid is using their innate "Unearthly Glamor" trait or subtle enchantment magic through their services to inadvertently or deliberately influence clients, creating odd social consequences for their own amusement or hidden agenda.	Shop (Retail) specifically a nail salon.

Rumors & Gossip (2D20) — Page 8

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36	The Haunted Bakery: The new bakery downtown makes the most delicious pastries, but customers swear they sometimes hear faint giggles or see shadows moving in the corners. And occasionally, a perfectly good pastry will just... vanish.	A playful (or perhaps slightly malevolent) poltergeist is haunting the bakery, causing minor disruptions and feeding on the residual emotions (and perhaps even the "essence" of the baked goods). It's more of a nuisance than a direct threat, but it's escalating.	Shop (Retail) specifically a bakery.
37	The Siren's Song on the Airwaves: The local radio station has a new late-night DJ, and her voice is mesmerizing. Listeners are calling in, utterly captivated, doing whatever she suggests. It's mostly harmless stuff, but some people have ended up in odd places, or made strange financial decisions, after listening for too long.	A Fae (perhaps a Siren variant or similar charm-focused entity) has taken control of a radio station, using its voice to subtly influence listeners. They aim for amusement or to subtly accrue minor benefits (Affluence, Influence) from the unsuspecting public.	Post Office (as a general communication hub) or a hidden Business building that houses the radio station.
38	The Shifting Market Stalls: There's a new section of the street market that pops up in different places every day, always with unique, old-world items. The prices are amazing, but sometimes the items vanish from your bag after you leave, or you find you paid way more than you remember.	A mischievous imp or minor fae tied to commerce has created a shifting, semi-illusory section of the market, preying on human greed and confusion. It delights in minor swindles and chaos, using illusions and quick hands (Dexterity/Affluence).	Market (Outdoor/Farmer's).
39	The Brewing Storm: The coffee shop/bar hybrid on the corner has a new barista who claims to "mix potions." The drinks are... intense. And lately, when they get upset, the weather outside gets weird – sudden gusts of wind, or unseasonal downpours, even inside the shop.	A nascent elemental user, perhaps a corrupted Druid or an Awakened with a strong Elemental affinity (Water or Wind), is struggling to control their powers, causing localized weather phenomena tied to their emotions. They might be dangerous if provoked.	Cafe/coffee shop or bar/pub designed as a hybrid.
40	The Cursed Collectibles: The new owner of the local pawnshop is a bit... intense. People who sell things there swear they get a great price, but then they experience a string of terrible luck – their other valuables break, they lose money, or their luck just completely turns sour. Some whisper the owner collects more than just trinkets.	A minor Greed Demon, or a mortal deeply corrupted by one, has set up a pawnshop as a front. It subtly siphons luck, minor blessings, or even small fragments of its clients' affluence and influence in exchange for its seemingly generous payments, leading to a cascade of misfortune for those who deal with it. This adversary primarily inflicts Affluence and Influence damage.	Pawn Shop.

RUMORS & GOSSIP

A 2D20 rumor table for the Narrator's table.

This table, Chapter Fourteen's Rumor Generator in full, is built for the Narrator's eyes: rolls, rumors, and the truth behind each one.

The Core Rulebook launches on Amazon Saturday, October 31, 2026.



THE GAME

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