

HANDOUTS 1-3: RUMOURS YOU HAVE HEARD



HANDOUT 1: RUMOURS YOU HAVE HEARD

You recently heard the following three rumours. You don't know if they are true, but you have heard them more than once. It's up to you to decide where you heard them. Was it in a tavern? On the road? At a local market? Or maybe from a friend? That's entirely up to you and how you think your Character engages with the folk of Ubersreik.

- **Rumour 1:** My cousin's just back from Altdorf, and he says the Emperor's ill. Never did recover from that business in Drachenfels castle, or so he reckons. I reckon it's all the eels they eat there. Probably just ate a dodgy one.
- **Rumour 2:** Ubersreik is home to one of the best stonemasons in the Reikland. I travelled halfway across the Empire to employ him on behalf of my master, but sadly it seems he vanished just a few weeks ago. I tried reporting it to the Watch in the Precinct, but they didn't care.
- **Rumour 3:** Listen, it's the truth, there is a monster in the Ortschlamm marsh, and even the gods are afraid of it. Can't be killed, they say. Stay out the Grey Mountains to the south-west is what I'm saying. You've been warned.

Use these rumours to spark conversations with the other Players before playing *Making the Rounds*.



HANDOUT 2: RUMOURS YOU HAVE HEARD

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- **Rumour 1:** Bloody Bögenhafen has all the luck. While we here in Ubersreik have the Emperor kicking our nobles out, over there the nobles take a back seat and let Merchant Houses like the Teugens pretty much rule the place. If we had that here, we'd all be rich!
- **Rumour 2:** The Bridge? Yeah, it's impressive, eh? Just don't go under it. The Baron and his men live in the shanty there. Not safe, if you know what I mean. And I hear there is much worse than just criminals down there...
- **Rumour 3:** Yup, enormous quantities of glass being shipped up to the Tower of Vane. No idea why. Mistress Glazer was the one making it. What's the Tower of Vane? No idea, mate.

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HANDOUT 3: RUMOURS YOU HAVE HEARD

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- **Rumour 1:** There was a witch burning over in Stimmigen. Put him up on the stake for reading corrupt books or summink. But, according to my barber, he didn't burn. Instead, this tattoo like a splayed hand lit up on his chest like a purple candle. And then he was gone! Probably nonsense, coz if you can't burn a witch, we'd all be in trouble!
- **Rumour 2:** Naw, me mate told me, and it's true! There's goblins in the sewers. And they comes out at night, right. And they're stealing children and bread and meat and cheese and... uhh... shoes, probably. Anyway, don't go down the sewers is what I'm saying.
- **Rumour 3:** There's these fights up in the Precinct that you have to proper wrap your hands for. No blood. Done for fun, I hear. But the same soldier that told me these fights were happening then told me they didn't. What's he on about? I'll never understand Altdorfers.

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HANDOUTS 4-6: RUMOURS YOU HAVE HEARD



HANDOUT 4: RUMOURS YOU HAVE HEARD

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- **Rumour 1:** I hear the Emperor is proper fed up with the Colleges of Magic. That why he's been building those semaphore towers to pass messages about. Our good ol' Karl-Franz is sticking it one to those cursed wizards!
- **Rumour 2:** Don't trust no one, mate. Everyone works for someone else in Ubersreik, and it ain't who they say, and that's the truth! Whether it's them Jungfreuds or them from Altdorf over in Black Rock Castle, it's all the same. Schemes within schemes. Still, great time to make a bit of coin, eh?
- **Rumour 3:** Watch out for that Hannah Baumann, I'm told. Witch killer. Kills anything that can do magic, even those trained legally at the Colleges of Magic. Good on her, I say. Then again, the reward for catching her is 100 shillings...

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HANDOUT 5: RUMOURS YOU HAVE HEARD

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- **Rumour 1:** Just last week there was a mutant attack on the Teufel. Birdmen, I hear. Swept out of the trees and nabbed folk up into the branches. Best stay in Ubersreik, I say.
- **Rumour 2:** Ol' Betse Wooster? Ah, I know, brilliant, eh? So glad they came back to Ubersreik. She's got clowns and jugglers and storytellers and everything. No way I'm missing out on the Cavalcade this time!
- **Rumour 3:** Have you heard that Lena Stein play? She's passing through, might catch her busking or at that theatre place if you got the coin. I'm telling you, it's like the gods themselves have taught her. I ain't heard nothing like it!

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HANDOUT 6: RUMOURS YOU HAVE HEARD

Your Character recently heard the following three rumours. You don't know if they are true, but you have heard them more than once. It's up to you to decide where you heard them. Was it in a tavern? On the road? At a local market? Or maybe from a friend? That's entirely up to you and how you think your Character engages with the folk of Ubersreik.

- **Rumour 1:** I hear the Crown Prince of Ostland is mounting an expedition to Grey Mountains. Is hiring in Altdorf. Seems a long way to go just to come back here, though...
- **Rumour 2:** Osanna's the best lawyer in Ubersreik. Ain't no doubting that. Used to serve the royalty she did. Wish I could afford her to sort that business I have with me neighbour's pigs!
- **Rumour 3:** Bumped into that Wilhelm Wey fellah just three weeks ago in the Red Moon. Writing one of his itinerary whotsits, he said. Well, let me tell you, he may be a good drinking mate, but the nonsense he was writing about the Red Claw temple. Let me tell you, it was like he'd never visited it! I've been there. I will not go again.

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HANDOUT 7: GOING SHOPPING!

There are many exciting things you can buy in Ubersreik's Marktplatz. Your Character Sheet shows you how much money you currently have.

The coins come in 3 denominations: Brass Pennies (d), Silver Shillings (/), and Gold Crowns (GC). Coin values are:

1 gold crown (1GC) = 20 silver shillings (20/-) = 240 brass pennies (240d)

1 silver shilling (1/-) = 12 brass pennies (12d)

This is usually abbreviated to: 1 GC = 20/- = 240d

WHAT'S ON OFFER?

Whilst at the market, or at other points during play if the GM allows, you may wish to purchase some goods. The GM will tell you if you need to make a Test to find a vendor or shopkeeper selling the goods you wish to buy. When buying, you either pay full price, or you pass an Opposed Haggle Test against the shopkeeper and pay the cheaper Haggle price as marked in the **Trappings Table**.

TRAPPINGS TABLE

The following are the goods available in Ubersreik market and beyond. Strength Bonus is abbreviated to SB in any weapon rules.

	Price	Haggle	Damage	Special
Sword/Axe/Mace	1GC	18/-	+SB+4	–
Dagger	16/-	14/4	+SB+2	–
Knuckledusters	2/6	2/3	+SB+2	–
Sling	1/-	11d	+6	Range: 60 yards; Uses Stone Bullets
12 Stone Bullets	2d	2d	–	Rules on Molli's Character Sheet
12 Pistol Bullets	3d	–	–	Rules on Else's Character Sheet
12 Blackpowder	3/-	2/9	–	Rules on Else's Character Sheet
Leather Jack	12/-	10/10	–	1 Armour Point to Body and Arms
Leather Jerkin	10/-	9/-	–	1 Armour Point to Body
Waterskin	1/6	1/5	–	Carries a gallon of liquid
Tattoo	4/-	3/8	–	A simple tattoo
Pint of Ale	3d	–	–	Tasty!
Rumster Pie	3d	–	–	Comes in many flavours
Full Imperial Breakfast	8d	–	–	Best blood sausage in Ubersreik!
Inn Meal	1/-	–	–	Expensive, but good!
Bottle of Wine	10d	9d	–	A local grape
Chicken	5d	–	–	Uncooked. Unplucked. Hungry.
Healing Draught	10/-	9/-	–	Drink to Heal 1d10 Wounds.
Bandage	4d	–	–	Remove 1 <i>Bleeding</i> Condition
Deck of Cards	1/-	–	–	Brush up on your Gamble Skill
Rope, 10 yards	8/4	7/6	–	For tying up or climbing!

Feel free to come up with other prices for other items the Characters may wish to purchase based on these amounts, or refer to The Consumers' Guide in **WFRP** rulebook for many more options.