

VISITING URMAS — THE — SAGE

A RAGING SWAN PRESS MINI-EVENTURE





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VISITING URMAS THE SAGE

Languard's foremost authority on benighted Gloamhold, and the terrors lurking within, sells his services and knowledge to those with coin. Perpetually in need of gold to further his own research and lifestyle the elderly sage chaffs at the need to waste his precious time dealing with grubby adventurers and avaricious treasure-hunters. For all that, if adventurers seek knowledge of certain facts, Urmass is the person to see.

Even the smallest town has more locations than all but the most diligent and time-rich GM could ever hope to detail and design. To make matters even worse, when an adventuring party gets to a town or city, the characters often have the irritating habit of going off exploring. What's a GM to do? Designed specifically for you, the busy GM, this urban locale is designed to help you bring depth and flavour to your characters' next urban adventure. This Urban Locale is designed for use with *City Backdrop: Languard*, but is designed to be easily inserted into virtually any town or city.

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WHAT'S A MINI-EVENTURE?

A mini-eventure is akin to a normal encounter, but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges, or events, therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

USING THIS MINI-EVENTURE

This supplement provides everything you need to run a short, flavoursome eventure. As well as presenting an in-depth look at a locale this supplement also present several tables for use during play. Roll on any or all of them as often as desired to create interesting, engaging situations.

You can either plan events ahead of time or just "wing" the whole mini-eventure using the tables herein to facilitate play. (These tables could form the basis of repeated visits to the featured location as long as you keep track of what results the characters have already experienced).

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VISITING URMAS THE SAGE

Urmās' House is location H3 on the City of Languard map.

Overlooking the Dreaming Spires on the Isle of Scholars (or Alina's Isle to give it its ancient name) Urmās's house stands on the Svart's northern bank near Vonya's Span. The once-finely decorated three-storey town house has a faint air of dilapidation and neglect about it. Few people now visit the aged wizard and renowned sage dwelling within, and that's just how he likes it.

Ground Floor: Little-used these days, the front room is where Urmās met his friends, guests and customers. Most of his friends are now dead, however, and he hates having to take on paying work. Thin dust covers much of the room—mutely bearing witness to its lack of frequent use.

The room is outfitted as a comfy wizard's study; strange things cluster on side tables and a dozen weighty tomes fill a sagging bookshelf. None of these things are magical or valuable; they are nothing but props to augment Urmās's image as a sagacious sage and wizard.

First Floor: These rooms comprise Urmās's living quarters. They are dirty, disorganised and stuffy. Urmās doesn't care—and it shows. His children have long-since left home, and their rooms lie empty and dusty. Sadly, for Urmās, his wife is dead—cut down tragically by an out-of-control cart a decade ago. Since her death, knowledge has been his mistress.

Second Floor: Here are Urmās's library, workshop and personal sanctum. Rarely for Languard, the windows are glazed to enable natural light into the well-heated rooms. Urmās is proud of his glass windows; anyone breaking them suffers his ire; local children have learnt this the hard way and no longer throw stones at them.

NOTABLE FOLK

- **Urmās Aalto** (N old male human wizard 4) suspects he is on the verge of an important discovery about Gloamhold's ancient history, but it thus far remains maddeningly out of reach. Urmās is old and cantankerous; lust for knowledge consumes him utterly. When he was younger, Urmās made his fortune exploring Gloamhold's outer halls. His fortune now dwindles. As death creeps closer, he spends more and more time among his beloved books.
- **Auni Koveri** (NG female human commoner 1) works for Urmās as a maid, cook and general assistant. Urmās is too tight to pay for her services himself—a group of adventurers seeking to gain his favour paid for her services for a year up front. Auni is kind and friendly, and doesn't understand anything about Urmās's obsession with Gloamhold. She can recount quite a lot of information about the place, though, as she has an excellent memory.

OTHER FOLK

When the characters arrive, they might not be the only visitors at Urmās' House. Sometimes, adventurers come here to seek an audience with the cranky sage. Roll as many times as desired on this list, to determine who else is present:

1. **Liekko Kaivas** (N female human cleric [Morden] 3) hopes to gain access to Urmās's library and has brought several minor trinkets harvested from Raisa's Curios as gifts. She hopes her veneration of the god of magic will also help ingratiate herself with Urmās. Liekko is tall, slender and has a gawky look about her. With a severe haircut, she looks like a typical librarian.
2. **Tommo Laulaja** (NG male human fighter 4) can't shake the feeling of nameless dread filling his mind when he slumbers. Recently returned from Rivengate, he hopes Urmās has some spell or potion to throw off whatever fell effect besets him. He's tried the healers at the city's various temples and had no luck—Urmās is his last chance.
3. **Vilho Kalamies** (CN young male human rogue 1) thinks Auni is pretty and wants to impress her. He has fallen hard for Urmās's maid. He's holding a bunch of flowers and has even tried to clean himself up, when the characters encounter him. This rogue is one of the urchins lurking in the surrounds.
4. **Tiina Asikka** (NE female human rogue 3) survived her last trip to Gloamhold, but most of her companions didn't. She blames Urmās—they were following a map the sage had sold them—and has come here for revenge. She radiates an aura of barely-restrained anger and carries a surprising number of daggers given she is merely meeting an old man for advice.
5. **Dulannis Nunifae** (CG male elf fighter 1/wizard 1) carefully cradles a stuffed blue lizard he purchased at a local curio shop. He's seems slightly mad (or perhaps drunk) and claims the lizard is some kind of forgotten, slumbering nameless god. He wants Urmās to find the proof for his claim. Dulannis is an adventurer, and his exploits have had a curious effect on his mind. His friends (rightly) fear for his sanity.
6. **Noora Ahti** (LG female human wizard 8) desires a long and ponderous discussion with Urmās regards the origins of Gloamhold's so-called Twilight City. While she has never been there, she has studied the ruin from afar. She believes she has read all known accounts of the city held in the Dreaming Spires's library, and wants Urmās's opinion on certain facts that terrify her. Perceptive characters realise she is frightened.

RUNNING THIS EVENTURE

Urmās Aalto is one of Languard's foremost authorities on benighted, doom-drenched Gloamhold. Many adventurers planning an expedition into its depths seek his advice. This is common knowledge among the "adventuring class" of Languard and newcomers will quickly learn this fact. Similarly, the location of his home can be quickly ascertained by speaking with other adventurers or asking about in High City.

WHAT'S GOING ON?

While the characters are at Urmas's House, one or more things from the list below may occur.

1. **Street Urchins:** Several street urchins hang around near Urmas's house. Several hold stones in their hands and seem to be eyeing up the house's windows with a mischievous gleam in their eyes. They scatter, if challenged.
2. **Frustrated Customer:** A burly man—Karl Aikio (NG male human fighter 2)—clad in studded leather armour bangs loudly and repeatedly on Urmas's door. After five minutes or so, he gives up and stalks away.
3. **Strange Lights:** Strangely coloured lights of a clearly magical origin flicker wildly from behind the glazed windows of the top floor. Urmas is clearly in—but what is he up to?
4. **For Sale:** Eeva Ahti (CN female half-elf rogue 3) has a map of the tunnels below Greystone she wants to sell. The map is a forgery, and Urmas will spot it instantly; however, she is more than happy to sell the map to unsuspecting characters—for only 50 gp!
5. **Heavy Rain:** It's raining heavily, and no one else is waiting to see the sage.
6. **Urmas in Demand:** Roll three times on "Other Folk". Each of these folk are desperate to see the sage, and are arguing about who should go in first.

OPPORTUNITIES & COMPLICATIONS

Lucky adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere.

1. **A Certain Object:** Urmas's studies require a certain object which he could hire the characters to find. The item lies in Gloamhold's halls—perhaps he glimpsed it on one of his long-ago delves, but could not retrieve it. Wherever possible, Urmas delays or forgets his debt to the characters.
2. **Short of Fund:** Urmas probably won't want to deal with the characters, but a shortage of funds sometimes forces him to take on paying customers. He is well known as a knowledgeable authority on Gloamhold, but he will exact a hefty price—either in coin or service—for his help.
3. **Troublesome Urchins:** A particularly bold group of street urchins have taken to harassing Urmas and throwing stones at his windows. If the characters can take care of the problem Urmas will be well-disposed toward them.
4. **Auni Struggles:** As the characters arrive, Auni is struggling to bring in a large pile of firewood dumped on the doorstep. If the characters help her, she is grateful and promises to put in a good word on their behalf with the cranky sage.
5. **Angry Supplier:** Toro Vesi (LN middle-aged male human expert 1) bangs loudly on the door. Clearly agitated, he continues to hammer away for some minutes before giving up in disgust. If asked, he tells the characters Urmas owes him money for a consignment of parchment. He warns them not to do business with the stingy, financially embarrassed sage.

6. **Busy:** Urmas is engaged in weighty research, and cannot be interrupted. Auni answers the door and explains this to all callers. It may be true, or it may be a stratagem to gain extra gold from adventurers desperate for Urmas' knowledge.

NOTABLE THINGS FOR SALE

Roll on this list as many times as desired, to determine what notable things are for sale at Urmas' House.

1. **Gloamhold Map (25 gp):** This rough, not-to-scale cross-section style map depicts Gloamhold's main areas. It shows the Shard, Rivengate, the Murkwater (along with the Three Sisters) and the Twilight City.
2. **Diary Fragments (150 gp):** This crumbling diary fragment hints at what might lie in the Twilight City. Urmas has already copied it and so—reluctantly—offers the original for sale. The characters could buy a copy for half price.
3. **Magic Scroll (200 gp):** This scroll contains the spells *shield*, *unseen servant* and *invisibility*. It comes in a watertight red leather tube.
4. **Magic Scroll (375 gp):** This scroll holds a single spell—*fireball*—which Urmas cannot see a reason to own anymore.

WHISPERS & RUMOURS

Characters chatting with folk at Urmas's House may learn some or all of the rumours (which may or may not be true) below:

1. **Urmas Knows All:** If you want to know certain facts about Gloamhold, Urmas is the person to see. In his youth he explored much of the place, and has been amassing information about it for decades.
2. **Urmas is Secretly Wealthy:** Urmas made his fortune in his youth exploring Gloamhold. His current show of poverty is naught but a trick to dissuade thieves from stealing his wealth. Some say, he possesses several elder magical objects of incalculable value found during his youthful adventures.
3. **Sinister Doings:** Urmas's time in Gloamhold deeply affected him, and he hasn't been right since. Strange lights shine from his windows, and sometimes odd—almost alien—sounds emanate from his home. Several folk have reported the wizard seems confused and distant much of the time.
4. **Hooded Figures:** Hooded figures have been seen by street urchins calling late in the night, at Urmas's home. Something about the figures felt "wrong" or "off" to the urchins and they'll tell anyone who pays them the full story. (The urchins in question keep embellishing the story as long as the characters' coins keep coming).
5. **Urmas is a Sham:** Urmas is a con-artist and trickster. He has never visited Gloamhold and only regurgitates well-known facts. His advice has killed many trusting adventurers.
6. **The Accursed Alanens:** Recently, a party of adventurers returned from Greystone with certain documents and objects pertaining to the cursed Alanen line, and left them with Urmas for study. Several powerful folk in Languard claim descent from the Alanens—trouble may ensue.

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