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URBAN DRESSING: SAGES



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URBAN DRESSING: SAGES

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Design: Brian Fitzpatrick

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: Paul Daly and Claudio Pozas. Some artwork copyright Paul Daly, used with permission. Some artwork by Claudio Pozas, copyright Expeditious Retreat Press, used with permission.

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ragingswan.com
gatekeeper@ragingswan.com

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A: CHARACTERISTICS & APPEARANCE

Every sage's place of business should have a distinctive appearance. Use these tables to generate their interesting characteristics and features. Some features may be inappropriate based on your set up or what the PCs have encountered. Ignore such results and simply re-roll.

EXTERIOR

D%	
01-02	A stone gargoyle hangs menacingly over the outer door.
03-04	The door knocker resembles a snarling beast.
05-06	A lonely bench rests just outside the door for visitors to wait for their appointed time.
07-08	A small bell hangs outside the door for visitors to announce their presence.
09-10	The building has a small moat, drawbridge and gate.
11-12	Crumpled up papers with blotched ink and strange symbols lie on the ground.
13-14	Half-full food and water bowls are set to the side of the doorway.
15-16	The carcass of a small bird or rodent has been carefully set before the door.
17-18	Several man-high scratch marks mar the door.
19-20	A wall sconce by the door holds a torch burning with a strange colour and a stranger odour.
21-22	A nearly empty bowl of milk rests to one side of the door.
23-24	To get to the front door visitors must push through a veritable forest of overgrown trees and shrubbery.
25-26	A small vegetable garden has been neatly planted and maintained about the building. Its plants are heavy with produce.
27-28	Two red banners hang listlessly from upper floor windows.
29-30	A bronze statue of the god of knowledge stands prominently by the building's door.
31-32	The flag of a far off kingdom flies from the building's roof.
33-34	Visitors see a tapping at a window near the door and see someone who may be the sage's spouse beckoning them in.
35-36	The door appears to be older than the house and is made of incredibly hard, black wood.
37-38	The road to the sage's home has been long neglected and become overgrown.
39-40	The smell of fresh bread and fresh flowers emanates from the building.
41-42	The once beautiful garden has gone to seed.
43-44	The ground surrounding the sage's cottage is brown and withered with blight.
45-46	A porch swing sways gently in the breeze, on a squeaky chain.

47-48	A strange odour emanates from the building.
49-50	Stones in the walkway leading to the front door are covered in raised arcane symbols.
51-52	All along the outside of the building are passages hastily painted in an ancient language.
53-54	Sampling any fruit or vegetables from the garden leaves a strange taste in a visitor's mouth.
55-56	A windowsill holds an odd smelling pie that looks delicious.
57-58	Bells line the walkway to the front door ringing gently in the breeze.
59-60	Each stone in the walkway is set at a different height, making following the path treacherous.
61-62	Visitors hear small metal strips banging the walls in the wind to keep animals off the roof.
63-64	Out of the corner of their eyes visitors notice a menagerie of small animals watching closely as they approach the door.
65-66	The smell of ozone permeates the air about the building and is particularly heavy at the door.
67-68	A fire burns what must have been a small pile of pages and scrolls as you approach.
69-70	A tall tree standing in front of the building is decorated by hundreds of small ornaments, each with a single rune of an ancient language.
71-72	A wrought iron gate surrounds the property. Mystic symbols decorate the weathered metal.
73-74	A worn-looking rocking chair rests on the porch.
75-76	The odour of putrescence wafts from a nearby pit containing rotting corpses of small animals.
77-78	A tired-looking messenger arrives at the sage's door moments before the party.
79-80	A murder of crows rests on a low stone wall surrounding the property.
81-82	The door to the sage's home stands wide open and hangs from one hinge.
83-84	A number of small holes have been dug in the ground around the building.
85-86	A dozen statues depicting ancient mythological creatures stand atop the building's roof.
87-88	Three rickety steps lead up to the front door. Each creaks and groans loudly when stepped on.
89-90	A small shrine pierces the low stone wall lining the property.
91-92	A front window features a beautiful stained glass treatment of a local legendary figure.
93-94	The front yard features numerous small bird feeders; many beautiful perches within.
95-96	An ancient stone has been incorporated into the building's external wall.
97-98	A dangerously leaning chimney set in the roof's peak spews smoke into the sky.
99-100	A small child waits patiently on the steps outside the sage's house.

INTERIOR

D%	
01-02	Two racks of scrolls, clearly labelled "Arcane" and "Mundane" are neatly stored upon a shelf.
03-04	Loose papers on every conceivable subject litter the desk; each contains hastily scrawled notes in red ink.
05-06	A large black rock (a meteorite) serves as a paperweight.
07-08	Three small crystal skulls sit staring at the desk from a nearby bookshelf.
09-10	The sage sits upon a small three-legged stool, choosing to leave a large padded chair for potential clients.
11-12	A small vase full of freshly cut flowers and herbs fills the office with an aromatic bouquet.
13-14	The light from a nearby window shines upon the portrait of a famous scholar of antiquity.
15-16	A plaque mounted on the wall features a quote from a famous contemporary.
17-18	Resting beneath the sage's desk is a large, old (and flatulent) hunting dog.
19-20	Hanging on a wall hook rests a bright red, cowled cloak.
21-22	A name plate on the front of the desk has a different name to the sage sitting at the desk.
23-24	A small porcelain bust of a famous scholar rests on the desk.
25-26	Several rolled-up maps lay upon the desk with a pile of hastily written notes.
27-28	A deep blue dried ink stain mars the sage's desk.
29-30	A pair of beautiful feather pens stand in two different inkwells.
31-32	A long-haired cat sits lazily on the desk. It eyes all visitors with contempt.
33-34	Hung on the wall is a beautifully painted family portrait of the sage, his wife and children.
35-36	The sage's calendar is left open on the desk with the word "Interruption" hastily written in red ink on today's date.
37-38	A huge chalkboard fills one wall of the room, covered with esoteric symbols and words.
39-40	The sage's huge desk is bolted to the floor in such a way as to stop a trapdoor beneath it being opened.
41-42	A half-full beer stein stands atop a pile of papers.
43-44	A collection of empty flagons clusters precariously at one corner of the desk.
45-46	Four old candles have dripped wax down each of the desk's corners.
47-48	Beneath a pile of papers half-hidden words are scratched into the desk's top.
49-50	A complex mechanical device rotates slowly in the centre of the desk showing the sun, planet(s) and moon(s) (based on current scientific knowledge).

51-52	Piled on a bookshelf are displayed cases containing every known insect in the country.
53-54	A collection of crystals of a variety of sizes, colours and types covers the desk.
55-56	Vials in a rack bubble and sizzle with unknown energies along a workbench.
57-58	Several jars containing grotesque samples line crowded bookshelves.
59-60	A small mirror rests on the desk, angled towards the sage in the chair.
61-62	Unfolded on the desk is a letter with the words "Help me..." scrawled in horrible handwriting.
63-64	In a room with no windows and no breeze, papers suddenly tumble through the air before covering the floor.,
65-66	Resting across a stack of papers is a fantastic weapon of ancient design wrought with strange glowing runes.
67-68	The inside of the door to the sage's office is heavily scratched.
69-70	Curtains embroidered with a flower pattern adorn the single window in the office.
71-72	In the centre of the sage's office are two chairs set facing each other. There is no other furniture.
73-74	Ancient, faded tapestries depicting various legendary events cover one wall.
75-76	In addition to the papers and books crowding the desk a spread of tarot cards depicts someone's impending death.
77-78	Sitting quietly in a cage in the corner is a large bird. It glares menacingly at all visitors.
79-80	The floor of the room is littered with papers torn into small pieces.
81-82	Sounds echo strangely in this room.
83-84	A headless statue stands in one corner of the room holding a sceptre in one hand and a book in the other.
85-86	The door to this room sticks in the jamb and must be forced open.
87-88	A primitive drum rests along one wall with a small three legged stool.
89-90	Along one wall rests a table filled with glass vials, tubing, jars and bottles arranged in a complex construction.
91-92	The window is open and three small birds sit singing merrily on the sill.
93-94	The sound of running water echoes through the building. Its source remains hidden.
95-96	A small cot stands against one wall of the room. A bulging bag of clothes stands nearby.
97-98	Hung on a series of hooks are many different hats of every conceivable design.
99-100	A strange tower of small marked stones all the same size has been partially built on the desk.

B: WHISPERS & RUMOURS

As scholars and learned folk, whispers and rumours often swirl about sages and their researched. Their association with adventurers and the like often give rise to rumours of forbidden knowledge, lost treasure maps and the like.

D20

1	The sage has a map to a buried treasure or lost wonder hidden in their office.
2	Strange noises have been noticed coming from the sage's office. Local officials are concerned but haven't yet investigated.
3	A local sage, once young and hale, has suddenly become thin and sickly. He denies anything is wrong.
4	The sage has an addiction to a rare type of tobacco or other plant not grown or found locally. He goes to great lengths to acquire a supply.
5	The sage is locked in a bitter dispute with a rival over a piece of esoteric lore. Their public arguments – which few can follow – are the stuff of legend.
6	The sage's office is haunted.
7	Years ago the sage was thought to be involved in the theft of a magical tome. The book has never come to light, even though his home has been secretly searched several times.

8	The sage loves the colour blue.
9	The sage has a collection of priceless religious artifacts from a long-dead cult hidden somewhere.
10	More than one group of adventurers seeking this sage's help have never been seen again.
11	The sage is afraid of the dark.
12	A strange figure looking a lot like the sage has been spotted digging up bodies in a local graveyard.
13	Though retired to a quiet life now, the sage was once a famed adventurer. He is thought to have a soft spot for such folk.
14	The sage has written poetry under a pseudonym.
15	The sage has sired a few children out-of-wedlock. He pays handsomely every month to keep the matter quiet.
16	Two of the sage's former students have been prosecuted for the theft of arcane artifacts.
17	The sage keeps a troubled child locked in a room in his house.
18	The sage recently suffered a strange accident and is now horribly disfigured. He rarely leaves the house and never goes out during the day.
19	The sage has a secret lair hidden deep beneath his house.
20	The sage is not the race she claims to be.



C: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to engage a sage to answer a specific question, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs may encounter while trying to make their purchase.

D20

1	A revered local sage recently passed away and an auction has been arranged to dispose of his worldly possessions. Rumoured to be among those items are several maps, journals and sketches of an area far from civilization the sage investigated when he was younger. A number of agents of sages across the known world are seeking his notes and may use force if they cannot acquire them legally.
2	A young sage has announced a big discovery in the area of decoding lost languages and arranged a talk at a local fine tavern. A group of sages has formed to stop him from revealing anything that might damage their livelihood. The sage is seeking protection.
3	The sage was recently visited by three men in dark robes decorated with strange symbols. He was visibly shaken afterwards and does not willingly entertain strangers any more.
4	The sage has been asking around town to determine if anyone has seen a particular rune, symbol or figure in any local ruins.
5	A local investigator the sage has used to check out new clients has turned up missing recently. His fate remains questionable.
6	A local sage needs some adventuring work done and will barter a favour with the PCs in return for answering their question.
7	A member of the sage's family has been kidnapped and is being held ransom. He needs the PCs' help to retrieving a lost artifact to ransom her back.
8	The sage has been seen in the surrounding towns and villages speaking secretly to innkeepers and tavern masters.
9	The very sage the PCs need to speak to has been missing for a few days after venturing into the nearby woods to research local fauna (a hobby of his).
10	The sage has had a long-standing friendship with a local cleric who has gone missing. He is seeking heroes to locate his missing friend.
11	The sage needs a brave party to gather a rare plant that only grows near the lair of a known monstrous beast. She would prefer the monster not be harmed in the process.
12	A group of particularly vociferous monks has a major philosophical difference of opinion with the sage and has been spreading rumours and lies about the veracity of the sage's wisdom.

13	An entire murder of crows has taken up residence on the local sage's property. Though the authorities have no proof, they believe someone is dead or near death at the home.
14	The local sage recently got married, but her spouse has been accused of sorcery and witchcraft. She seeks heroes to find evidence to clear her spouse's good name.
15	A strange blue light has been seen floating in the air near the sage's house. Nobody has come close to seeing what it is, but it has everyone in the area worried and afraid to visit.
16	A new priest has been souring the populace against the heretical views of the sage who has lived there all his life. He asks the PCs to find out why.
17	The sage has locked herself into her office for days working on some strange new project. She won't speak to anyone who comes to the door and the townsfolk are concerned.
18	Dogs have gathered near the sage's house a few times this week. Their howling lasts much of the night.
19	A strong smell of sulphur has recently wafted from the sage's house. She has not been seen since.
20	Livestock in the area have recently become sick and the townspeople accuse the sage of making compacts with dark forces.

BUSY?

Of course, sometimes sages are busy and cannot start work immediately on an adventurer's query. Use this table to determine a sage's availability.

D6

1	Available. The sage can start immediately.
2	Available. The sage can start immediately, but was planning a few days off. He demands an extra 25% of normal price to begin work.
3	Start Tomorrow. The sage will start work tomorrow.
4	Already Working. The sage is already working for another client and the work will take 1d2 days to complete.
5	Already Working. The sage is already working for another client and the work will take 1d2 weeks to complete.
6	Unavailable. The sage is engaged in a personal project of great complexity. He is unavailable to work for the PCs for 1d4 weeks.

SAMPLE SAGES

Use the NPC bios below to portray sages the PCs encounter. Either determine randomly which NPC the PCs encounter or choose a suitable candidate.

D10	NPC
1	Juul Zur (NE male human expert 2/bard [detective] 1)
2	Kabbi Dux (NG male dwarf expert 2/adept 1)
3	Laxxa Tozi (CE female halfling bard [archivist] 2/expert 2)
4	Mayn Worst (CG female halfling expert 2)
5	Nor Xay (CG female gnome wizard [diviner] 2)
6	Pezzin Yebs (NE male human expert 2)
7	Robal Tuckle (NG male gnome wizard [illusionist] 4)
8	Spyr Rokk (LN gnome male rogue [investigator] 3)
9	Tup Migo (CG female human expert 2)
10	Vaggan Roe (NG female human aristocrat 2/expert 1)

JUUL ZUR

NE male human expert 2/bard (detective) 1

Appearance: Zur always arrives in food-stained clothing. He is the epitome of the messy chef.

Personality: Juul is an obsessive cook. Bubbly and excited to share his latest recipe or research find with anyone who comes to see him. Unfortunately many of those recipes deal with cannibalism, extinct species and ritual food preparation.

Mannerisms: Juul speaks with his hands and constantly uses broad gestures. This makes him a scary individual when he is holding knives.

Hooks: He seeks a recipe book rumoured to have been seen in a nearby town a few days ago.

KABBI DUX

NG male dwarf expert 2/adept 1

Appearance: Dux is a distinguished-looking dwarf who keeps a classic look of dark robes and a finely groomed beard when meeting with clients.

Personality: Brusque, he always seems like he's in a hurry to be somewhere else. He prefers direct questions, not leading ones, and quickly redirect the conversation back to the topic at hand.

Mannerisms: His pipe is always lit. The rich smell of fine tobacco hangs in his office like a pregnant cloud. As he gets more agitated, his pipe puffing increases in frequency and if he's comfortable in the conversation the frequency decreases.

Hooks: One of his dwarven brethren was waylaid on a trip. Dux seeks knowledge of his whereabouts and his safe return.

LAXXA TOZI

CE female halfling bard (archivist) 2/expert 2

Appearance: Tozi dresses in the style of her people with brash colours, decorative jewellery and tattoos. Each decorative element tells a story and she often weaves those tales into her scholarly recitations for clients.

Personality: Where some scholars simply recite things in a dry monotone, Laxxa prefers a more theatrical approach as if she were telling a story around a campfire.

Mannerisms: Tozi was a respected witch doctor for her tribe until she was banished for leading an uprising against her chief. Since then she uses her unconventional point of view and folk wisdom to steer clients towards mutually beneficial outcomes.

Hooks: Some old tribe members have come to her seeking help with a nearby tribe of orcs causing trouble. She can't go herself, but is looking for a party to act in her stead.

MAYNE WORST

CG female halfling expert 2

Appearance: Myne is pale and withdrawn, keeping to the shadows and preferring dark coloured clothes and safe corners.

Personality: Paranoid and skittish, she has trouble sitting still for too long. She constantly checks the windows and doors at her home are locked.

Mannerisms: Mayne hasn't left her home in years and lives with blacked-out windows and triply-locked doors. Refuses to use names in public conversations, giving her clients new "code names" each time they come to see her.

Hooks: This conspiracy theorist has heard an assassin's guild is after her for getting too close to the truth about their organization. She seeks protectors to spirit her away to a safe location.

NOR XAY

CG female halfling wizard (diviner) 2

Appearance: This older lady has a wrinkled face and a kind smile. She wears a floor-length simple robe with frayed gold thread in a decorative pattern.

Personality: Always ready to help, Nor is quick to tell you her latest troubles. She is optimistic despite many setbacks in her life.

Mannerisms: A jolly laugh often erupts from her small frame as she listens intently before climbing the ladders of her extensive in-home library to search out her patron's answer.

Hooks: Her husband, Lum, passed away recently and requested a small box of items be returned to his family estate some distance away. Though Nor cannot travel herself, she would gladly pay the PCs to deliver the items for her.

PEZZIN YEBS

NE male human expert 2

Appearance: Fat and gray, Pezzin looks older than he actually is, but his rotundity is only matched by his love for food.

Personality: Overbearing and presumptive, Pezzin is known for being very free with his information. Ask a question and you may never get him to be quiet again.

Mannerisms: Pezzin comes across as nervous and sweaty. He drools constantly.

Hooks: Pezzin recently steered a group in the wrong direction, resulting in the death of a party member. He has been receiving more and more dire threats against his life and is seeking help dealing with the angry party.

ROBAL TUCKLE

NG male gnome wizard (illusionist) 4

Appearance: Short and rotund, Robal is a sad man suffering from the recent death of his only son. His unkempt and unwashed self has fallen upon hard times.

Personality: When engaged by a problem and distracted from his personal woes, he can be quite insightful and offer solid ideas and information for any group asking questions. He speaks in bursts, with long pauses between as he considers his words.

Mannerisms: It can be difficult to get and keep Robal's attention, as he is distracted easily. He brightens briefly if you bring him a toy to add to the growing posthumous collection in his child's room.

Hooks: Robal's wife has gone missing. She left the house one day and never came back. He wishes to know she is safe even if she never comes home.

SPYR ROKK

LN gnome male rogue (investigator) 3

Appearance: Spyr is a level-headed gnome of middle years who wears brightly coloured cloaks in a regular pattern throughout the week: red, followed by orange, yellow, green, blue, indigo, and violet.

Personality: Staid and calm, Spyr is recognized as a leader in his field. He listens intently and asks many questions before rendering an opinion.

Mannerisms: Spyr's monotone voice comes out as squeaky despite his attempts to lower it, making any long conversations rise and fall as he loses control.

Hooks: An adventuring party went to his office to consult on the background of a nearby ruin and asked a question that reduced the gnome to tears. Nobody can remember Spyr getting upset before and the party has not yet returned.

TUP MIGO

CG female human expert 2

Appearance: Tup Migo is a beautiful woman with knowledge far beyond her years. She prefers to use her beauty as a tool to keep clients off balance or at ease depending on her mood.

Personality: She is friends with everybody and connected in the most unexpected ways. Easygoing and pleasant to be around, she can influence those around her with a kind word and an emotive glance.

Mannerisms: Because she is so connected, she always needs a bit of extra time to consult with her network of sources on every new job. She is always apologetic for any delays, but makes sure to build them into every negotiation from the start.

Hooks: Several members of her network of sources have disappeared recently. One or two isn't unusual, as the makeup of the network changes frequently, but she has lost five contacts in recent weeks and wants to know what's going on.

VAGGAN ROE

NG female human aristocrat 2/expert 1

Appearance: Vaggan is a stately, beautiful woman in her middle-years. She proudly bears her family crest on a bright red sash she wears while in public.

Personality: Perpetually vociferous, she has a tendency to say exactly what's on her mind despite the consequences.

Mannerisms: She thinks out loud whenever working, causing no end of grief to those around her.

Hooks: Lately a small group of thieves have taken it upon themselves to set upon any rich client of Roe's immediately after they leave her residence. They simply stay within earshot and when a particularly affluent or influential client walks away, they are robbed and told to stay away. With a quickly

dwindling list of clients, she needs the

PC's help to take

care of the

thieves

discretely

to save her

business.



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