

URBAN ~~A~~RCANA

campaign setting

adding more personality to your urban arcana campaign



Eric Cagle



Additional NPCs for the *URBAN ARCANA* Campaign Setting



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Based on the *d20 Modern Roleplaying Game* by Bill Slavicsek, Jeff Grubb, Rich Redman, and Charles Ryan, utilizing mechanics developed for the DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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The *URBAN ARCANA Campaign Setting* for the *d20 MODERN Roleplaying Game* introduced ten new NPCs who represented a small fraction of that world's movers and shakers. As with any new book, a few items had to be cut from the final product because of space limitations and tight deadlines. But fear not—the NPCs that were deleted from the book are presented here for your enjoyment. Two of them, Burlton and the Messenger, even have “unaccredited” images in the book. Enjoy!

CARL VOORHEES

Carl Voorhees owns Oroboros Books, an occult store that caters to people in the know. Although his shop is well stocked with mass-published “fluff” and New Age books, it also boasts an impressive collection of tomes, scrolls, and components used in spellcasting. Because of this, Oroboros Books is frequented by spellcasters of all kinds, including the occasional Shadow creature.

Voorhees is strictly neutral in his dealings with clients. He doesn't ask who they are or why they want particular pieces of merchandise—and they usually don't volunteer the information. As long as they pay and don't cause any trouble inside his store, Carl is willing to respect their privacy. His clients include local Mages, Acolytes, Mystics, goblins, vampires, elves, and one individual that he suspects may actually be a dragon.

Carl rarely leaves his store. He obtains most of his stock through mail order and via special couriers who don't ask questions. His extensive contacts, both in this country and in others, can get him just about any esoteric item he requires.

The owner of Oroboros Books disdains most technology and uses an actual book as his spellbook. He keeps a loaded sawed-off shotgun underneath the counter in case someone gets violent, but he prefers nonlethal methods or spells for dealing with unruly customers.

Barely topping 5 feet tall, Carl is slightly built and looks quite inoffensive. He is balding and appears to be in his mid-40s, although no one knows his actual age. He dresses like a stereotypical bookstore owner, wearing a tweed jacket and round glasses. Despite his lackluster appearance, Carl is very personable and has a knack for getting things from other people.

The GM can use Carl as a source of information, spell components, tomes, and magic items. Any heroes who try to harm him must contend with a talented Mage, and probably with several customers who take a dim view of anyone disrupting their affairs.

Oroboros Books is described on page 268 of the *URBAN ARCANA Campaign Setting*. The shop is well protected by both magical wards and mundane locks.

Carl Voorhees: Smart Hero 3/Charismatic Hero 3/Mage 3/Arcane Arranger 2; CR 11; Medium-size humanoid; HD 3d6–3 plus 3d6–3 plus 3d6–3 plus 2d6–2; hp 29; Mas 9; Init +1; Spd 30 ft.; Defense 16, touch 16, flat-footed 15 (+1 Dex, +5 class); BAB +4; Grap +3; Atk +3 melee (1d3–1 nonlethal, unarmed strike) or +3 melee (1d3 electricity, stungun) or +6 ranged (2d6, Colt Python) or +5 ranged (2d8, sawed-off shotgun); Full Atk +3 melee (1d3–1 nonlethal, unarmed strike) or



+3 melee (1d3 electricity, stungun) or +6 ranged (2d6, Colt Python) or +5 ranged (2d8, sawed-off shotgun); SQ: arcane skills, arcane spells, brew potion, false allegiance, familiar (cat), familiar benefits (Alertness, empathic link, share spells, touch), scribe scroll, word on the street; FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +3, Ref +5, Will +11; AP 5, Rep +6; Str 9, Dex 12, Con 9, Int 17, Wis 12, Cha 16.

Occupation: Hedge wizard (class skills: Decipher Script, Knowledge [arcane lore], Research).

Skills: Bluff +12, Computer Use +7, Concentration +7, Craft (chemical) +9, Craft (writing) +6, Decipher Script +15, Diplomacy +19, Forgery +13, Gather Information +14, Intimidate +8, Knowledge (arcane lore) +21, Knowledge (business) +9, Knowledge (history) +12, Knowledge (streetwise) +6, Knowledge (theology and philosophy) +14, Listen +3, Move Silently +4, Profession +6, Read/Write English, Read/Write German, Read/Write Latin, Read/Write Sanskrit, Research +12, Search +11, Sense Motive +11, Speak English, Speak German, Speak Latin, Spellcraft +16, Spot +3, Use Magic Device +12.

Feats: Alertness, Educated (Knowledge [arcane lore], Knowledge [business]), Educated (Knowledge [history], Knowledge [theology and philosophy]), Iron Will, Magical Affinity, Meticulous, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, Studious, Trustworthy.

Talents (Charismatic Hero): Dazzle, fast-talk.

Talents (Smart Hero): Linguist, savant (Knowledge [arcane lore]).

Mage Spells Prepared (4/4/3/2; save DC 13 + spell level): 0 level—*daze, detect magical aura, read magic, haywire*; 1st—*mage armor, magic missile, undetectable aura*; 2nd—*arcane lock, invisibility*.

Spellbook: 0—*arcane graffiti, daze, detect magical aura, haywire, light, mage hand, magic ID, mending, message, prestidigitation, read magic, resistance*; 1st—*change self, clean, mage armor, magic missile, sleep, undetectable aura*;

2nd—*arcane lock, enhance ability, glitterdust, invisibility, locate object*.

Possessions: Colt Python (.357 revolver), 50 rounds of .357 ammunition, sawed-off shotgun (under counter), stungun, spellbook, casual outfit, concealed carry holster, cell phone, wallet with credit cards and ID.

Oroboros (Cat Familiar): CR —; Tiny animal; HD 1/2 d8 (effective 11d8); hp 14; Mas 10; Init +2; Spd 30 ft.; Defense 16, touch 14, flat-footed 14 (+2 size, +2 Dex, +2 natural); BAB +4; Grap —8; Atk +8 melee (1d2–4, claw); Full Atk +8 melee (1d2–4, 2 claws) and +3 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; SQ improved evasion, low-light vision, share spells, touch; AL Carl Voorhees; SV Fort +4, Ref +6, Will +9; AP 0; Rep +0; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills: Balance +10, Bluff +7, Climb +5, Concentration +8, Craft (chemical) +2, Craft (writing) –1, Diplomacy +12, Forgery +4, Gather Information +7, Hide +17 (+21 in tall grass or heavy undergrowth), Intimidate +3, Listen +4, Move Silently +9, Search +2, Sense Motive +11, Spellcraft +9, Spot +4, Use Magic Device +5.

Feats: Weapon Finesse (bite), Weapon Finesse (claw).

THE MESSENGER

If you absolutely, positively have to have something delivered by yesterday, then call the Messenger. Though he can operate just about any land vehicle expertly, he usually shows up in his trademark cherry-red 1967 Camaro with the oversized engine and killer flame paint job.

The Messenger is a tiefling with a leadfoot and a well-deserved reputation for speedy deliveries. Unlike others of his kind, the Messenger is neither evil nor malicious—he is a truly neutral mercenary who prefers to trade in information and goods rather than violence. The Messenger will ferry any message, package, item, or person anywhere that he is able to go—no questions asked. His



services don't come cheaply, however, and he prefers to deal in a combination of cash, information, magic items, and favors.

The Messenger accepts work from anyone who has not previously betrayed his trust or set him up for disaster. Anyone so foolish always comes to regret it, since the Messenger has no compunctions about using his extensive contacts to seek revenge on the perpetrator.

As befits his nature, the Messenger is likely to run when the going gets tough. He prefers to use his own car, but he is willing to drive or pilot any vehicle provided for him. The Messenger is only truly happy when he's blazing down the road—his occasional passengers describe him as quiet and moody outside his car and irritatingly chatty and upbeat while behind the wheel.

It is up to the GM to decide when, if, and how the heroes can call upon the Messenger, but he could show up anywhere and anytime in a campaign. His picture appears on page 197 of the *URBAN ARCANIA Campaign Setting*.

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The Messenger: Male tiefling Fast Hero 3/Speed Demon 8; CR 12; Medium-size outsider; HD 3d8 plus 8d8; hp 52; Mas 10; Init +4; Spd 35 ft.; Defense 24, touch 22, flat-footed 24 (+4 Dex, +8 class, +2 +1 leather jacket); BAB +8; Grap +8; Atk +8 melee (1d3 nonlethal, unarmed strike) or +8 melee (1d3, electricity, stungun) or +13 ranged (2d6+1, +1 MAC Ingram M10) or +12 (4d6, fragmentation grenade); Full Atk +8/+3 melee (1d3 nonlethal, unarmed strike) or +8/+3 melee (1d3 electricity, stungun) or +13/+8 ranged (2d6+1, +1 MAC Ingram M10) or +12 (4d6, fragmentation grenade); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ cold resistance 5, commandeer (civilian cars), darkness 1/day (caster level 11th); darkvision 60 ft., electricity resistance 5, fire resistance 5, hit the weak spot, leadfoot, need for speed, nursing the turns, outsider traits, redlining the needle, uncanny dodge X, vehicle empathy (civilian cars); AL none; SV Fort +3, Ref +12, Will +5; AP 5, Rep +3; Str 10, Dex 19, Con 10, Int 12, Wis 15, Cha 10.

Occupation: Blue Collar (class skills: Craft [mechanical], Drive, Repair).

Skills: Balance +7, Bluff +4, Concentration +5, Craft (mechanical) +4, Disable Device +6, Drive +26 (+27 with civilian cars), Hide +10, Knowledge (streetwise) +5, Knowledge (technology) +4, Listen +6, Navigate +9, Pilot +16, Read/Write English, Read/Write Infernal, Read/Write Spanish, Repair +10, Speak English, Speak Infernal, Speak Spanish, Tumble +12.

Feats: Drive-By Attack, Force Stop, Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (heavy wheeled vehicles), Vehicle Dodge, Vehicle Expert, Vehicle Specialization (civilian cars).

Talents (Fast Hero): Evasion, increased speed.

Possessions: +1 MAC Ingram M10 (.45 machine pistol), 100 rounds of armor-piercing ammunition, 1967 Chevy Camaro (with *engine of infernal speed*, *flame job*, *fuzzy dice of luck*, and *zephyr tires*), *driving ace gloves*, 2 spike strips, 2 bags of caltrops, 4 fragmentation grenades, 4 smoke grenades, cell phone, basic mechanical tool kit.



BURLTON

A dwarf from the other side of Shadow, Burlton has often wondered whether he really belongs here. He is a master craftsman with an innate knowledge of magic, a true appreciation for technology, and the ability to fuse the two into truly unique items.

Though he is an independent craftsman, Burlton maintains good relations with his dwarven kin. His small company, Forge Technologies, works with cutting-edge technology in electronics, metal fabrication, and other areas key to inventors. Few are aware, however, that his most advanced creations combine magic with the technology of the modern world. Most of his employees are mundane humans, but a few key staff members, notably in his Research and Development department, are Shadowkind.

Burlton himself is a frumpy, frazzled dwarf who seems to pay little attention to his appearance. He usually wears a battered leather coat and tool belt, and he tends to mumble to himself, even during conversations with others. Shy and confused in most social situations, he becomes sharply attentive when the subjects of technology and magic come up.

Burlton has not yet summoned a familiar because he figures it would just get in the way of his experiments. He keeps surprisingly few magic items for himself, preferring to craft them for others who can appreciate his quality workmanship. Burlton has retained his race's enmity toward goblinoids, and he refuses to tolerate one on his company's property. Violators of this policy receive only one warning before he takes action to enforce it.

Burlton can serve as a source for both high-tech and magic items. His work is experimental but usually effective, and he can often be persuaded to let someone borrow an item for a short period of time—as long as it's returned in working order.

Burlton's picture appears on page 114 of the *URBAN ARCANIA Campaign Setting*.

Burlton: Male dwarf Smart Hero 5/Mage 6/Artificer 4; CR 15; Medium-size humanoid; HD 5d6+10 plus 6d6+12 plus 4d6+8; hp 82; Mas 15; Init -1; Spd 20 ft.; Defense 18, touch 16, flat-footed 18 (+7 class, -1 Dex, +2 +1 *leather trenchcoat*); BAB +7; Grap +9; Atk +9 melee (1d3+2 nonlethal, unarmed strike) or +10 melee (1d8+4/2d10 electricity/[TS]3, +1 *shocking blast dwarven urgrosh*) or +6 ranged (2d6, Colt M1911); Full Atk +9/+4 melee (1d3+2 nonlethal, unarmed strike) or +10/+5 melee (1d8+4/2d10 electricity/[TS]3, +1 *shocking blast dwarven urgrosh*) or +6/+1 ranged (2d6, Colt M1911); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ arcane skills, arcane spells, brew potion, craft wand, darkvision 60 ft., dwarf traits, improved brew potion, improved scribe scroll, magic mastercraft, scribe scroll, scribe tattoo, spell mastery (*degauss*, *electromagnetic pulse*, *power device*, *shutdown*), summon familiar; AL Forge Industries, dwarves; SV Fort +7, Ref +3, Will +14; AP 7, Rep +7; Str 14, Dex 9, Con 15, Int 18, Wis 15, Cha 8.

Occupation: Hedge wizard (class skills: Knowledge [arcane lore], Knowledge [physical sciences], Research).

Skills: Computer Use +12, Concentration +14, Craft (chemical) +15, Craft (electronic) +20, Craft (mechanical) +31, Craft (pharmaceutical) +12, Craft (structural) +16, Decipher Script +12, Demolitions +14, Disable Device +14, Drive +2, Forgery +10, Knowledge (arcane lore) +23, Knowledge (business) +10, Knowledge (current events) +7, Knowledge (physical sciences) +15, Profession +15, Read/Write Dwarven, Read/Write English, Read/Write German, Read/Write Russian, Repair +28, Research +25, Search +8, Speak Dwarven, Speak English, Speak German, Speak Giant, Speak Russian, Speak Terran, Spellcraft +18, Use Magic Item +11.

Feats: Archaic Weapons Proficiency, Builder (Craft [chemical]), Craft [electronic]), Builder (Craft [mechanical]), Craft [structural]), Cautious, Educated (Knowledge [arcane lore], Knowledge [physical sciences]), Empower Spell, Gearhead, Heighten Spell, Magical Affinity, Personal Firearms Proficiency, Signature Spell (*electromagnetic pulse*), Simple Weapon Proficiency, Spell Focus (transmutation), Spellslinger, Studios.

Talents (Smart Hero): Plan, savant (Craft [electronic], Craft [mechanical]).

Spells Prepared (6/6/6/5; save DC 14 + spell level, or 15 + spell level for transmutation spells): 0 level—*daze*, *detect magical aura*, *haywire*, *light*, *magic ID*, *read magic*; 1st—*degauss*, *instant identify*, *mage armor*, *magic missile*, *mask metal*, *power device*; 2nd—*burglar's buddy*, *dataread* (2), *levitate*, *machine invisibility*, *relay text*; 3rd—*empowered magic missile* (2), *hold person*, *lightning bolt*, *shutdown*.

Spellbook: 0—*arcane graffiti*, *daze*, *detect magical aura*, *haywire*, *light*, *mage hand*, *magic ID*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*; 1st—*degauss*, *instant identify*, *mage armor*, *magic missile*, *magic weapon*, *mask metal*, *power device*, *undetectable magical aura*; 2nd—*burglar's buddy*, *dataread*, *enhance ability*, *levitate*, *machine invisibility*, *protection from arrows/bullets*, *relay text*; 3rd—*electromagnetic pulse*, *hold person*, *lightning bolt*, *shutdown*. The spellbook files are protected with an exceptional security system requiring a successful Computer Use check (DC 35) to defeat.

Possessions: +1 *shocking blast dwarven urgrosh*, Colt M1911 (.45 autoloader), 50 rounds of armor piercing .45 caliber ammunition, +1 *leather trenchcoat* (treat as leather jacket), PDA (contains electronic spellbook), *animated tools* (mechanoset), *potion of mechanical aptitude*, *duct tape of repair*, toolbelt, headset, cell phone, digital audio recorder, deluxe electrical toolkit, deluxe mechanical toolkit, coveralls.

VICTOR POST

A scant few individuals have dedicated themselves to stopping the encroachment of Shadow into our world, or at least reducing it to a manageable trickle. Victor Post is one such person—a Shadow Slayer, or hunter of monsters. He has single-handedly destroyed dozens of Shadow creatures, and the very mention of his name makes the more intelligent ones shudder.

Victor is a loner and a wanderer who is consumed by an unwavering passion to destroy any creature of Shadow that he encounters. He travels all around the countryside on his beat up Harley-Davidson in search of unnatural creatures to slay. Victor considers any creature of Shadow a suitable target, though he finds undead and outsiders the most abhorrent and has specialized in their destruction. His zealotry has earned him the ire of many supernatural beings, along with an unhealthy degree of interest from law enforcement authorities.

Post was an active member of the Fraternal Order of Vigilance for many years, until his extreme actions and lack of discretion began to concern the organization's leaders. The inner circle eventually set him loose as an independent killer, but they still occasionally throw "leads" his way. This arrangement suits the members of the order perfectly, since they can have him do their dirty work without exposing their position.

In truth, Victor Post is quite insane, bordering on psychotic. Utterly ruthless once he's on the warpath, he eliminates anything (or anyone) that gets in his way. In Victor's mind, anyone that assists, protects, or harbors a Shadow creature is guilty of betraying this world and therefore subject to punishment. Post does not work for money beyond the amount he requires to keep himself fed and stocked with ammunition, but he accept jobs for (and may even temporarily ally himself with) people who prove their dedication to his cause.

Victor Post is a tall, menacing figure with long black hair that he wears in a slick ponytail. Quiet, grim, and cynical, he considers himself a crusader and dresses appropriately, in a battered suit of breastplate armor that compliments his biker attire. His preferred weapon is his great-grandfather's Civil-war-era military saber, which ripples with power in his hands, but he also carries a huge revolver that has been blessed with holy energy. Victor generally blazes into combat on his motorcycle, spearing foes with his lance like a knight of old.

Victor Post is best used as a lone-wolf vigilante who can either help or hinder the heroes. If desired, the GM can set him loose upon the heroes to keep them on their toes, especially if there are any Shadow beings in their number.

Victor Post: Strong Hero 4/Shadow Slayer 9; CR 13; Medium-size humanoid; HD 4d8+12 plus 9d8+27; hp 97; Mas 16; Init +2; Spd 30 ft. (20 ft. in armor); Defense 26, touch 20, flat-footed 24 (+2 Dex, +8 class, +6 +1 *breastplate*); BAB +13;

Grap +17; Atk +17 melee (1d4+6/19–20, unarmed strike), or +20 melee* (1d8+10/19–20, +2 *holy saber*) or +17 melee (1d6+8/[TS]3, light lance) or +16 ranged (2d6+1, +1 *holy S&W M29*); Full Atk +17/+12/+7 melee (1d4+6/19–20, unarmed strike), or +20/+15/+10 melee* (1d8+10/19–20, +2 *holy saber*) or +17/+12/+7 melee (1d6+8/[TS]3, light lance) or +16/+11/+6 ranged (2d6+1, +1 *holy S&W M29*); SQ detect shadow, fast healing 4, shadow enemies (outsiders, undead), shadow immunity, slayer weapon; FS 5 ft. by 5 ft.; Reach 5 ft.; AL none; SV Fort +9, Ref +7, Will +9; AP 12; Rep +5; Str 18, Dex 14, Con 16, Int 10, Wis 14, Cha 10.

Occupation: Adventurer (class skills: Intimidate, Knowledge [arcane lore]).

Skills: Concentration +7, Drive +9, Gather Information +4, Intimidate +10, Knowledge (arcane lore) +6, Knowledge (streetwise) +5, Listen +5, Profession +4, Read/Write Abyssal, Read/Write English, Speak Abyssal, Speak English, Spot +6, Tumble +2.

Feats: Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Cleave, Combat Martial Arts, Great Cleave, Improved Combat Martial Arts, Iron Will, Personal Firearms Proficiency, Power Attack, Simple Weapons Proficiency, Weapon Focus (saber).

Talents (Strong Hero): Improved melee smash, melee smash.

Possessions: +2 *holy saber*, +1 *breastplate armor*, +1 *holy S&W M29* (.44 magnum revolver), 50 rounds of silvered .44 caliber ammunition, speed loader, light lance, Harley-Davidson FLSTF motorcycle (with *engine of infernal speed* and *rein-flating tires*), 3 white phosphorous grenades, 3 fragmentation grenades, 4 vials of holy water, hip holster, Ashe's field guide. *+1 bonus on attack roll if used while mounted

ABOUT THE AUTHOR

Eric Cagle is a freelance game designer who also works for Wizards of the Coast, Inc. Recent credits include the *D&D Arms and Equipment Guide*, *Fiend Folio*, the *Ultimate Alien Anthology* for the *Star Wars Roleplaying Game*, and the *URBAN ARCANIA Campaign Setting* for the *d20 MODERN Roleplaying Game*. The next book that bears his name, the *d20 MODERN Menace Manual*, is scheduled for release in September 2003. He's a frequent contributor to both *DRAGON® Magazine* and the Wizards of the Coast website.