

Thank you for taking the time to check out *Desert Dreams*, the first supplement for the *Ignotus* campaign setting from Sacred Wolf, Inc's pole playing game imprint, Spider Dreams.

There isn't much that we can give away in the preview—the parts of the story are interwoven. But we can show you one of the NPCs. His background and stats will give you some idea of what characters will be dealing with, as well as a look at some of the new stuff that's included in this supplement.

This is just the first in a series of supplements; there are two ongoing NPCs, but they will be detailed in each supplement, so you don't need them all to enjoy them. We are setting them up so that they may be played as self-contained stories, or they may be used as a series.

We hope that you enjoy the *Ignotus* campaign setting.

William A. Rae

# Ignotus<sup>©</sup>

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## scott's background

Scott was born to a prostitute in Hell's Kitchen, New York. He had to fend for himself while his mother tried to keep food on the table and a roof over her head (and feed her addictions). By the time he was ten, he was taking care of both of them; she had given in to the addiction and the pressures of her life. One night, he walked in on his mother with a client. The John attacked him, and almost beat him to death. He fled the apartment, and took to the streets. His mother tried to find him, and tried to get clean. She found him on the street when he was 12, and apologized for what had happened. She explained that she was sober and trying to earn a legal living as a waitress in Queens.

Scott walked away from her. His anger was too great to forgive her.

He found a home among a small group of homeless people who were working at making the streets safer for others in their situation. They watched over the denizens of the streets, and did what they could to feed and clothe their fellow street dwellers. It was among these people that Scott learned to fight.

Over the next few years, the group splintered into two factions. One continued to work with members of the community to provide services for the homeless, while the other sought to protect the street dwellers from gangs and violence. This second group found leadership from a lone woman who claimed to hold the secrets of the shadows. She taught them ways to control supernatural forces, to make them more effective warriors. They saw themselves as the defenders of the alleys. Through her, the urban spectres were brought into New York.

Scott devoted himself to learning from her; she became a surrogate mother to him. When he had learned all that he could from her, she disappeared, and moved on to the next city. He was devastated by this, but continued to work within Hell's Kitchen to keep the homeless safer. In his nineteenth year, he found a gang that accepted him for what he was, and took him in. He learned streetfighting from them, and began to fine-tune his body as a warrior. He hadn't abandoned his former friends and allies, but he did stop working directly with them.

He spent the next three years learning from the gang, sharpening his skills in back alley bouts and unsanctioned underground fights.

One night, while he walked back to the shelter that he called home (for a few weeks), he was attacked by a pack of stray dogs. They came out of the shadows in an alley that seemed darker and more deteriorated than he remembered. Six dogs attacked him; they did not fight like normal dogs. They seemed to use complicated tactics and strategies to bring him down. He killed three of the dogs before he lost consciousness.

He awoke in a booth in a café that looked abandoned except for a young boy dressed in a black and white striped shirt and coveralls. The boy told him that he wasn't in New York anymore, and that he had saved him from the attack. Scott felt stiff and sore from the attack, but he noticed that his wounds were nearly healed. The boy explained that they were in a place apart from the world, and tried to ease him into the idea of the Shutter and the Ignotus. Every day, while Scott recuperated, the boy told him a little more

about where they were and what was happening. Someone had pushed him through the Shutter to get rid of him.

Scott found that the boy's description of who he was and what he did in the Ignotus fit a need that he had had since he left his mother. His sense of security and protection was piqued. After a week of recovery, Scott decided to stay in the Ignotus and learn from Charlie. Charlie took him under his wing, and found Scott to be a good protégé. He learned quickly, and adapted to his surroundings.

Now, Scott roams the Ignotus looking for people who have found their way in and need help finding their way out.

However, Scott faltered in his training. A few days before the characters meet him, Scott found the man who beat him, trapped in the Ignotus. He lashed out at him with all of his anger and pain, and destroyed him. By the time that Scott realized what he had done, the Makula had found and marked him. He continues to look for wanderers, but he has also been looking for an escape from that fate.

### ***Scott***

Tough/Urban Spectre/Street Warrior/Shutter Guardian (fallen) 4/10/7/3 Male Reputation: +7

S: 20 D: 19 C: 21 I: 15 W: 13 Ch: 14 Occupation: Street Dweller

Fort: +22 Ref: +15 Will: +15

Hit Dice: 24d10 +120 hit points: 253

Defense Bonus: +32 (+10 base, +18 class, +4 Dex) Speed: 30 feet Init: +4

BAB: +18/+13/+8/+3 Melee: +23/+19/+13/+9 Ranged: +22/+18/+12/+8

*Flaming staff* +3: +26/+21/+16/+11

**Special Abilities:** Remain Conscious, Robust, Friends In Low Places, Slippery Mind, Improvise, Misplaced Knowledge, Shadow Jump, Hidden Secret, Improvise Alchemy, Found Money, Forgotten Knowledge, True Seeing, Urban Survival, Improvised Weapons, Street Cred, Improved Streetfighting, Weapon Specialization, Purity of Spirit, Inletus Mark

**Skills** (185 points): Bluff +10, Concentration +21, Diplomacy +7, Empathy +16, Faith +21, Gather Information +8, Hide +14, Knowledge (arcane lore) +16, Knowledge (Ignotus) +18, Knowledge (streetwise) +8, Listen +13, Search +10, Sense Motive +15, Spot +11, Survival +16, Treat Injury +11.

**Feats:** Alertness, Jack of All Trades, Streetfighting, Defensive Martial Arts, Brawl, Frightful Presence, Improved Brawl, Dodge, Mobility, Spring Attack, Elusive Target, Run, Fleet of Foot, Blind-Fight, Endurance.

**Equipment:** Scott wears a dark red leather trench coat. He carries a *flaming staff* +3. (This weapon deals an additional +1d6 fire damage on a successful hit when *flaming* is activated.)

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