

These three scenarios are designed to be “done-in-one,” but they may have greater consequences to the campaign. They are intended for use with the *Ignotus* © campaign setting, but information is given on creatures, classes, and feats not found in the *d20 Modern* © rulebook, so these scenarios can be used without the rulebook. The third scenario is for use in an ongoing *Ignotus* © campaign, though it can be modified for any supernatural setting.

We hope that you enjoy these scenarios. Happy Halloween!

# Ignotus<sup>©</sup>

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# Chaos Engine

*In this scenario, the characters will not have firearms or large weapons. They might have knives or other small, improvised weapons. Until they are sure about who the killer is not, the employees of the train will not hand out weapons. The characters might not have any idea about who the other characters are. There is a possibility that characters will be killed on the train. Try to limit this as much as possible, but if there is no way to get the character out of the situation, that character is gone.*

## The Train

The characters find themselves on a train going west through Nebraska, Wyoming, Idaho, and bound for Oregon (or some other long empty stretch). They will be separated in different cars, and (if possible) they will not know each other. The scenario begins around midnight. The restaurant car is closed, and most of the passengers are in their cabins. The sleeper cars are comfortable, and are able to sleep four to a cabin (two on the top bunks, two in the bottom). The characters will be awakened by a feeling of movement, but not the train's movement. They will feel as though they were falling, a sudden lurch in their stomach. Some of the characters will have awakened from a dream, that they were being pursued on the train by an unseen entity.

The view out of the windows is a desolate landscape, with fields of broken and dying crops, and trees bereft of leaves. It will look like twilight, or a full moon lighting the landscape, though no light is coming in through the windows. Television sets and radios will not work; they will have static or dead air. Prerecorded music or video will not play back the same way. The recordings will be distorted, with unnatural sounds.

*The train has moved out of the known world and into the Shutter.* It is slowly moving into the Ignotus. No one on the train knows what is happening. The cars are locked, and movement between the cars is impossible. The windows cannot be opened. Each car is out of communication with the others. The conductors and other employees do not know what is going on, but will try to remain calm. Attempts to reach the engine have failed. The lines of communication to the engine are not open, but the employees are able to contact each other by two-way radio.

In the halls, shuffling sounds can be heard. There is nothing there. The conductors will ask that passengers remain in their cabins until further notice, but won't go out of their way to enforce that. Inside the cabins, the light will seem dimmer, and some will begin to flicker as though they were about to go out. At some point, the characters will hear their own names whispered, as though from the halls. Only the characters will hear it, and it will only be their own name. A couple of the other passengers might hear their names, but the majority of the people on the train will hear nothing.

After this has gone on for a few minutes, characters looking out of the windows will see a pack of dogs running alongside the train. They are keeping up with the train, even though it is traveling over 70 mph. The dogs are biting and nipping at each other, fighting for position as they run.

A scream will be heard, and cries for help. If the characters are watching out of the windows, they will see a body fall from the train, as though it was thrown. If they didn't see it, one of their cabin mates will point it out. The dogs will catch it, and tear it apart as they run. The dogs will not stop.

The lights on the train will flicker on and off. The other passengers will become restless, and attempt to leave the cabin. If the character remains in the compartment, the light will go out after the other passenger leaves. The character will hear loud thuds, like something heavy being thrown against the wall. Shortly after, the body of the other passenger will appear outside of the window, beaten severely, and held upside-down. The body will hit the window if the character is not looking that direction. When the character does look out and sees the body, it will be thrown away from the train and into the pack of dogs. It will be torn apart, while the dogs continue to follow the train.

When the lights come back on, the character will see that the hall outside of the compartment is smattered with blood. There might be a few dents in the metal of the hall. The other passengers in the compartment will begin to panic, and will attempt to flee. If one of the other passengers leaves the compartment first, the character will see that person rush out and turn to run down the hall. The passenger will stop, and look up slightly, a look of fear and fatalistic acceptance on that person's face. A large, dark hand will shoot out of the darkness and grab the passenger by the throat, pulling the person out of view quickly. Anyone entering the hall will see the passenger's feet disappearing into another compartment. If the character tries to catch up with the killer, the character will only see the blood trail leading into the compartment. Inside the compartment, the body is hanging from the ceiling, the flesh shredded and almost unrecognizable as being human. On the door, written in blood, are the words, "Rex Deus."

Should the character leave the compartment first, the door will slam shut before the last passenger gets out. The door is locked. Sounds of a struggle will be heard through the door, and sounds of panicked passengers will be heard in the compartments to either side. In a matter of seconds, the door may be opened. When it is opened, the character will see the passenger hanging from the ceiling, the flesh shredded and almost unrecognizable. On the window, written in blood, are the words, "Rex Deus."

This scene is playing out in every car, even though there is just one killer. It will move from car to car, taking one victim until stopped.

After the discovery of the "Rex Deus" victim, the cars will open again. The only ones that are inaccessible are the engine and the car behind it. The train employees will try to gather the passengers together in the restaurant car. There, they will wait like sheep until they are all dead. The conductor has access to three stun guns, and will give them to three of the characters. They will also look around for improvised weapons.

As this is going on, the passenger that was left hanging in the compartment will try to break through the door. While still outside, it will yell things like, "You left me to die," and, "I have seen the truth; I will guide you into a wonderful new world."

It will take about one minute for the thing to break through. It will look like the passenger, but the clothing is torn and bloody, and part of its cheek is hanging loose. It will be hunched and loping, like an

animal. The passenger has become a foul repentant, and has come to seek justice on those who could not stop the killing.

Whenever the foul repentant has a chance, it will try to make the others believe that they can be saved by following the one king ordained by God. It will offer sanctuary to anyone that is willing to follow the king of Vlad Dracul's lineage. Indeed, those who do pledge their life to service of this king will be given sanctuary, and a manner of eternal life. They will become foul repentants in service of the king.

**Foul Repentant:** HD 3d12; hp 18; Mas --; Init +1; Spd 30 ft; Defense 13, touch 11, flat-footed 12 (+1 Dexterity, +2 Natural); BAB +2; Grap +5; Atk +5 melee (1d4, Claw), or +5 melee (1d6/19-20, metal club); Full Atk +3 melee (1d4, Claw), +3 melee (1d4, Claw), +3 melee (1d6, Bite); or +5 melee (1d6/19-20, metal club), +5 melee (1d6, Bite); FS 5 ft by 5 ft; Reach 5 ft; SQ withering touch, fast healing 3, damage reduction 5/+1, undead traits; Simple Weapon Proficiency (Feat), Personal Firearms Proficiency (Feat), Multiattack (Feat), Light Armor Proficiency (Feat); Skills: Hide 4, Move Silently 6, Search 5, Spot 3; AL Deus Rex, evil; SV Fort +2, Ref +2, Will +5; AP 0; Rep +0; Str 17, Dex 12, Con --, Int 13, Wis 10, Cha 10.

The characters should be able to defeat the foul repentant, with the help of other passengers and the employees. The conductor does carry a handgun. The other workers carry stun guns.

When the foul repentant is destroyed, it will burst into flame. Anyone succeeding at a spot check (DC 15) will see a dark figure in the doorway. It will disappear into the shadows of the car before anyone gets a good look at it.

The employees will try to organize a search of the cars. During the search, other passengers and train employees will disappear, only to be seen being thrown to the dogs outside. One by one, the people on the train will be killed; it will happen once per car. There will be little safety in numbers, as those who are at the rear of the group will be taken.

When they reach the second car back from the engine, they will hear a muffled screeching, like metal on metal. It is coming from Room 103. Inside, the killer is in the process of tearing apart a victim. The victim is fighting back, using a blessed knife. The killer is screeching in pain when the blade strikes. The killer will wrench the blade from the victim's hand before the characters can react. The knife flies out of the window, into tall grass. The dogs avoid it, but rush back beside the train. They appear to be trying to jump in through the window. The victim will plead for help from anyone who is watching.

The killer is wounded, and should be taken down by a few people. One of the passengers (or characters) will recognize the host body as his or her brother, whom he or she thought was the first victim of the killer.

Once the killer is destroyed, the engine will stop. The engineer will walk back into the train, and attack anyone in the cars. The dogs will try to climb in through the windows. The only escape is through a door on the hall side of the train.

About 500 yards away is a farmhouse, surrounded by trees. There are no lights on in the farmhouse. It appears to be abandoned and derelict. The victim will buy the survivors time by throwing

himself to the dogs. There will be stragglers among the passengers who will serve to slow down the dogs and the engineer long enough for the rest to get to the farmhouse.

**Shadow Paraelemental:** HD 4d8; hp 16; Mas --; Init +2; Spd 30 ft; Defense 18, touch 12, flat-footed 14 (+4 Natural, +2 Dodge, +2 Dexterity); BAB +3; Grap +3; Atk +4 melee (1d6 slam) +4 melee (1d6 bite); Full Atk +1 melee (1d6 slam), +1 melee (1d6 slam), +1 melee (1d6 bite); FS 5 ft by 5 ft; Reach 5 ft; shadow attraction, shadow parity, elemental traits, fast healing, shadow jump, hide in plain sight; AL shadow; SV Fort +8, Ref +8, Will +3; AP 0; Rep +0; Str 12, Dex 14, Con 16, Int 12, Wis 10, Cha 10.

**Engineer, Human Zombie:** HD 2d12 plus 3 (Toughness feat); hp 16; Init -1; Spd 30 ft.; Defense 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); BAB +0; Grap +1; Atk +1 melee (1d6+1, slam); Full Atk +1 melee (1d6+1, slam); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ undead, move or attack action only; AL Rex Deus; SV Fort +0, Ref -1, Will +3; AP 0; Rep +0; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

**Medium-Size Murrain Dogs (8):** CR 2; Medium Shutter creature; HD 2d8; hp 8; Mas 11; Init +6; Spd 30 ft; Defense 15, touch 13, flat-footed 12 (+3 Dexterity, +2 Natural); BAB +2; Grap +0; Atk +4 melee (1d4 plus poison, bite); Full Atk +1 melee (1d4+2, claw), +1 melee (1d4+2, claw), +2 melee (1d4 plus poison, bite); FS 5 ft by 5 ft; Reach 5 ft; SQ brood mind, poison, scent; Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); Skills: Bluff +4, Hide +5, Jump +4, Listen +5 (+10), Move Silently +5, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; AL Shutter, evil; SV Fort +1, Ref +3, Will +2; AP 0; Rep +0; Str 14, Dex 16, Con 11, Int 17, Wis 10, Cha 10.

## The Farmhouse

The farmhouse is in a state of disrepair. The eaves have fallen, large groups of shingles are missing from the roof, and the paint is clinging to the boards of the walls in small patches. The floorboards of the porch are rotted and broken. The roof sags low in several places, and the chimney has fallen. The walls are still sturdy, and the pinewood doors, though rough and dilapidated, are fairly solid.

Inside, there is still furniture, though it is falling apart. The cushions of the chairs and sofas have been torn open, and the mattresses are shredded. The floors are solid, but the stairs will not take much weight before they fall apart. A layer of dust covers everything. A close search of the farmhouse will reveal small tracks, like rats, running throughout the house. There is an odor of decay throughout the place, which becomes very strong in the basement. There is no power or running water.

Behind the farmhouse is a family graveyard. It is nestled in a small grove of old elm trees, and cannot be seen from the farmhouse. When the engineer approaches the farmhouse, the dogs will surround the building, watching the windows. One will begin digging into the cellar. It will take about 20 minutes to get through. If the windows are not blocked, the dogs will begin to try to break through. It will take four rounds for them to enter. The engineer will go to the graveyard, and begin to call the ancestors. It will take about 10 rounds before 18 more zombies begin to shamle out of the grove. Their stats are the same as the engineer's. If the windows are blocked, they will circle the farmhouse until the cellar is open. Two will join the murrain dogs to try to dig into it.

## First Floor

There are four doors leading into the first floor of the farmhouse. The two doors on either side (east and west) are locked. The deadbolt locks are frozen shut with rust and dust. The doors are fairly solid (a Strength check, DC 17, will break them down). The two doors on the north side are unlocked. The locks still work, and there is a skeleton key in the door to the living room. Around the north and east side is a covered porch. The roof above the porch is sagging, and will collapse under any weight. The boards of the porch deck are rotted and broken. Most of the windows are broken; some have been boarded up.

**Living Room:** Inside, the walls are covered by peeling wallpaper (which covers plaster over thin wooden slats) or paint that is coming off of the walls in sheets. There are three chairs and a sofa in the room. The stuffing has been ripped from the cushions of the furniture and scattered in front of them. One chair was a recliner, with metal slats forming part of the frame. There is a 32-inch television set in the corner across from the fireplace. The fireplace is set into the corner diagonally. The bricks are loose, and some of the bricks from the chimney are in the fireplace. They are crumbling, and will break easily. There is an iron 5-arm chandelier hanging from the ceiling. The door to the stairs is closed.

**Kitchen:** This room holds an electric oven and stove, several cabinets, a sink, a dishwashing machine, and a refrigerator. In the middle of the room is a light fiberboard table. Two of the legs are broken, but the tabletop is solid. Five rickety wooden chairs were around the table; now, some of them are holding up the tabletop. They are still intact, but will break easily. There is a stronger odor of rot in here; the freezer is filled with decayed meat. The refrigerator still holds milk, eggs, and fruit, all of which are rotten and spoiled. The odors are contained as long as the doors are not opened.

The cabinets hold pots, pans, and iron skillet under the stove; those beside the sink hold dishes and silverware, utensils, and dry goods (which have become infested with mealworms, small beetles, and maggots). Four drawers hold various items, such as scissors, broken utensils, plastic bread bags, twist ties, duct tape, and other small, easily stored items.

**Storage:** This hall is narrowed by a deep-basin sink and 2 storage bins on one side, and a series of drawers and cabinets on the other. The storage bins are 3 feet tall, 2 feet deep, and 2 feet wide. They are wedge-shaped, and rotate on the bottom edge. The back of the bin has a tall lip, which keeps it from falling out. The first bin is filled with old newspapers, which have been shredded by chewing. At the bottom of the bin is a nest of large rats. The second bin held grain, but there is little trace of it. The rats have fed on it, and left only a few small kernels. A small cabinet beside the bins holds various large tools, such as handsaws and bolt cutters. There is a cabinet above the bins. Inside, there is a gun cleaning kit, 5 boxes of shotgun shells (20 rounds in each), and 5 boxes of 7.62 shells.

In the cabinets and drawers on the other side are empty jars, various small tools (such as hammers, screwdrivers, pliers, and such), and cans of various sizes of nails and screws.

**Rats (12):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4

melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10 SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Bath:** This room holds a toilet, a claw-footed bathtub, and a small sink. There is a small window (1 foot high and 18 inches across) high on the wall. There is a small cabinet, which holds solid bars of soap and shredded towels.

**Pantry:** This room is lined with shelves. Many of the shelves are weak, and sagging. They hold dry goods (such as flour and cereal), canned goods, and jars of canned fruit and vegetables. Most of the foodstuffs are rotten. The dry goods have been devoured by rats, and most of the labels of the canned goods have been torn off. The cans are covered with filth.

There is a nest of rats living among shredded boxes and paper. Three murrain rats have joined the nest.

**Rats (10):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Murrain Rats (3):** HD 1d8+2; hp 6; Mas 10; Init +8; Spd 30 ft., climb 30 ft., swim 30 ft.; Defense 17, touch 14, flat-footed 13 (+4 Dexterity, +1 Natural, +2 Size); BAB +1; Grap +0; Atk +1 melee (1d4 plus poison, bite); Full Atk -1 melee (1d4, claw), -1 melee (1d4, claw), +3 melee (1d4 plus poison, bite); FS 1 ft by 1 ft; Reach 0 ft; Skills: Balance +10, Bluff +4, Hide +9, Jump +4, Listen +5 (+10), Move Silently +9, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; SQ Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); attraction, poison, scent, telepathic projection, instill nightmare; AL Shutter, evil; SV Fort +1, Ref +5, Will +4; AP 0; Rep +0; Str 10, Dex 19, Con 10, Int 17, Wis 13, Cha 16.

**Dining Room:** There is a small set of drawers in the north part of the room, which hold silver utensils. They are unpolished, and appear to be corroded metal. Beside it, there is a china cabinet. The shelves of the china cabinet are broken, and what is left of the dishes are in a broken heap at the bottom of the cabinet.

In the south side of the room, there is a long oak wood table. On the west side, a broken and badly out of tune piano stands. The door between the dining room and the master bedroom has been boarded shut, and is blocked by the piano. Inside the piano is a nest of rats.

**Rats (15):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**MurRAIN Rats (4):** HD 1d8+2; hp 6; Mas 10; Init +8; Spd 30 ft, climb 30 ft., swim 30 ft.; Defense 17, touch 14, flat-footed 13 (+4 Dexterity, +1 Natural, +2 Size); BAB +1; Grap +0; Atk +1 melee (1d4 plus poison, bite); Full Atk -1 melee (1d4, claw), -1 melee (1d4, claw), +3 melee (1d4 plus poison, bite); FS 1 ft by 1 ft; Reach 0 ft; Skills: Balance +10, Bluff +4, Hide +9, Jump +4, Listen +5 (+10), Move Silently +9, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; SQ Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); attraction, poison, scent, telepathic projection, instill nightmare; AL Shutter, evil; SV Fort +1, Ref +5, Will +4; AP 0; Rep +0; Str 10, Dex 19, Con 10, Int 17, Wis 13, Cha 16.

**Master Bedroom:** Two king-sized beds were in this room. The frames are still intact, but the mattresses have been torn apart. There is a large oak writing desk in front of the window on the west side. A search of the desk will uncover the diary of John Mandelson (see: Appendix).

The closet holds both men's and women's clothes, or at least what is left of them. They have been shredded. There is a storage space above the closet, which is piled with hatboxes, shredded paper, and cloth.

The bath simply holds a toilet and a small sink. A large mirror is attached to the wall above the sink. Any character that looks into the mirror for 1 round or longer must make a Will save (DC 19). If the save is failed, that character will see him- or herself being attacked from behind by the shadow paraelemental. The character will believe that it is really happening, but will be unable to do anything about it. The character will be effectively paralyzed for 1d4 rounds, during which he or she will believe that the paraelemental has won, and that the character is now undead. This delusion will last for 1d10+4 rounds (half that with a successful Will save, DC 16).

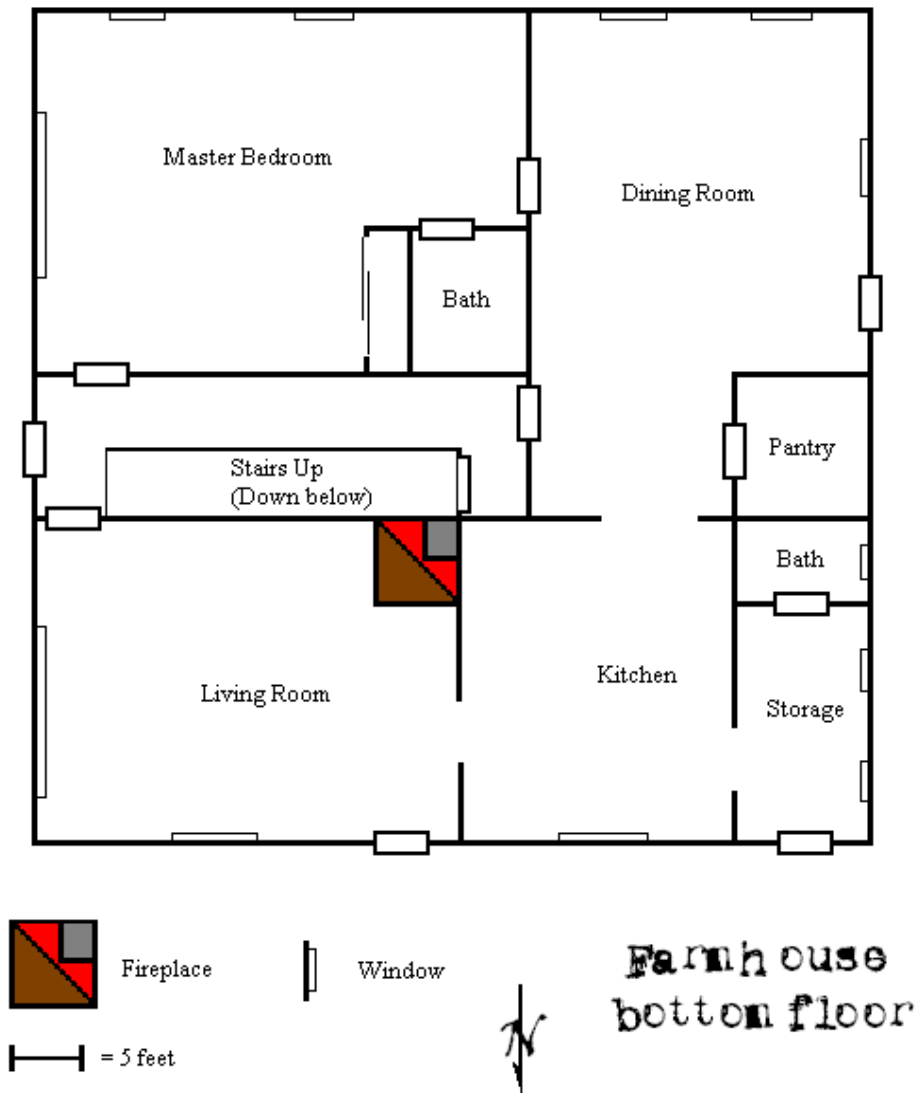
Rats have nested in the beds and in the storage space above the closet. In each of the beds are 13 rats and 5 murrain rats. In the space above the closet are 10 rats and 8 murrain rats.

**Rats (36):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**MurRAIN Rats (18):** HD 1d8+2; hp 6; Mas 10; Init +8; Spd 30 ft, climb 30 ft., swim 30 ft.; Defense 17, touch 14, flat-footed 13 (+4 Dexterity, +1 Natural, +2 Size); BAB +1; Grap +0; Atk +1 melee (1d4 plus poison, bite); Full Atk -1 melee (1d4, claw), -1 melee (1d4, claw), +3 melee (1d4 plus poison, bite); FS 1 ft by 1 ft; Reach 0 ft; Skills: Balance +10, Bluff +4, Hide +9, Jump +4, Listen +5 (+10), Move Silently +9, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; SQ Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); attraction, poison, scent, telepathic projection, instill nightmare; AL Shutter, evil; SV Fort +1, Ref +5, Will +4; AP 0; Rep +0; Str 10, Dex 19, Con 10, Int 17, Wis 13, Cha 16.



**Stairs:** There are two sets of stairs that run parallel to each other. One set goes from the west door upstairs, the other goes from beside the dining room down. Both sets of stairs are creaky and rotting, and the steps will begin to break and fall apart after 200 pounds of weight have been on them. After a total of 900 pounds has been on these stairs, they will collapse completely.



## Second floor

The floor of the upper storey is solid. At the top of the stairs is a wooden chest that spans the hall, built into the landing. It is about 2 feet high, and carved with ornamental designs. There are shredded throw pillows on top of the chest. Inside, there are torn blankets and pillows. A successful spot check (DC 15) will reveal that there are small metal bars beneath the cloth. These are the guns that the ammunition in the storage area downstairs is for. There are two Mossberg 12-gauge shotguns and two Remington 700 7.62 mm hunting rifles, and a nest of rats.

Above the stairwell is a trapdoor that leads into the attic. The trapdoor cannot be moved; there is a large pile of bat guano covering it. The only access to the attic is through an outside door on the west side.

**Rats (13):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Murrain Rats (4):** HD 1d8+2; hp 6; Mas 10; Init +8; Spd 30 ft., climb 30 ft., swim 30 ft.; Defense 17, touch 14, flat-footed 13 (+4 Dexterity, +1 Natural, +2 Size); BAB +1; Grap +0; Atk +1 melee (1d4 plus poison, bite); Full Atk -1 melee (1d4, claw), -1 melee (1d4, claw), +3 melee (1d4 plus poison, bite); FS 1 ft by 1 ft; Reach 0 ft; Skills: Balance +10, Bluff +4, Hide +9, Jump +4, Listen +5 (+10), Move Silently +9, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; SQ Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); attraction, poison, scent, telepathic projection, instill nightmare; AL Shutter, evil; SV Fort +1, Ref +5, Will +4; AP 0; Rep +0; Str 10, Dex 19, Con 10, Int 17, Wis 13, Cha 16.

**Bedroom 1:** This room holds a steel-frame bed and a dresser. The mattress has been shredded, and is now the home of a family of rats. The dresser contains shredded papers and boy's clothes. The closet contains torn clothes. The steel pipe that served as a closet rod has fallen, and is pitted from rust. There is a large bag of pennies (about \$100 worth) on a shelf.

**Rats (11):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Bedroom 2:** There is a steel frame bed and an ornate wardrobe in this room. The mattress of the bed has been ripped apart, and now holds a nest of rats. The wardrobe has not been touched; the exterior is in need of repair, but inside there is nothing wrong with it. It holds girl's clothes, and several small drawers, which contain neatly arranged costume jewelry. There are four porcelain dolls in the bottom of the wardrobe. The dolls will wait until the characters have left the room before they move.

Inside the closet, there are a few dresses. The boards of the wall behind them are slightly off, not affixed to anything solid. With a successful spot check (DC 18) a character will notice part of a metal hinge. Otherwise, it will take a search check (DC 15) to find the secret door.

**Rats (8):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move

Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Animated Dolls (4):** CR 2; Small Ignotus Creature; HD 3d8; hp 18; Mas --; Init +2; Spd 30 ft; Defense 17, touch 15, flat-footed 15 (+2 Dex, +1 Size, +4 Natural); BAB +2; Grap +2; Atk +2 melee (1d4, Slam), or +2 melee (*by weapon*); Full Atk +2 melee (1d4, Slam), or +2 melee (*by weapon*); FS 2 ½ ft by 2 ½ ft; Reach 2 ft; Skills: Climb +7, Hide +12, Move Silently +14, Spot +10; SQ Frightful Presence (Feat), Wild Talent (Daze, Feat), Damage Reduction 2/bludgeoning, Darkvision 60 feet, Levitate Self (up to 10 feet for 3 rounds), Shadow Jump (20 feet per day); AL Ignotus, evil; SV Fort +4, Ref +0, Will +8; AP 0; Rep +0; Str 10, Dex 14, Con 12, Int 15, Wis 12, Cha 17.

The area behind the secret door holds a small shrine, with portraits of Vlad Dracul and other historical figures, including Adolph Hitler and Nicolai Chochescu hanging around it. The floor is clear of dust, and there is no sign of the rats or other infestation here. There is a photograph of a middle-aged man in a military uniform sitting with three children, two boys and a girl. The man in the photograph bears a close resemblance to the host body of the shadow paraelemental, but he is not as dark. (The man in the photograph was The host body of the paraelemental took on aspects of the man in the photograph.) A leather bound book, written in code (decipher script DC 22 to decode) is on the shrine. The book highlights the history of the Rex Deus, and explains that the Holocaust was part of a plan to eliminate the enemies of the Draconic Kings. It hints that Hitler was too focused on one area of the Middle East, that there are many groups throughout the Jewish and Islamic communities that are working against the Rex Deus. The Crusades were part of a plan to seek out and eliminate these groups before they became powerful enough to oppose the Rex Deus.

**Bedroom 3:** This room served as a bedroom and study. There is a wooden framed bed, whose mattresses have been shredded, a chest of drawers, and a large writing desk. The drawers contain shredded clothing. The desk holds various school papers written in childish scrawl; most of them have been shredded by rats. A few of the papers bear the name, “Bobby Mandelson.” There is a small rock collection in one of the drawers.

In the closet is a military duffle bag that holds three light baseball bats, two small fielder’s gloves, and a half-dozen worn baseballs. On a shelf in the closet are the remains of a teddy bear.

The mattress is now home to a group of rats.

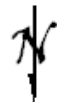
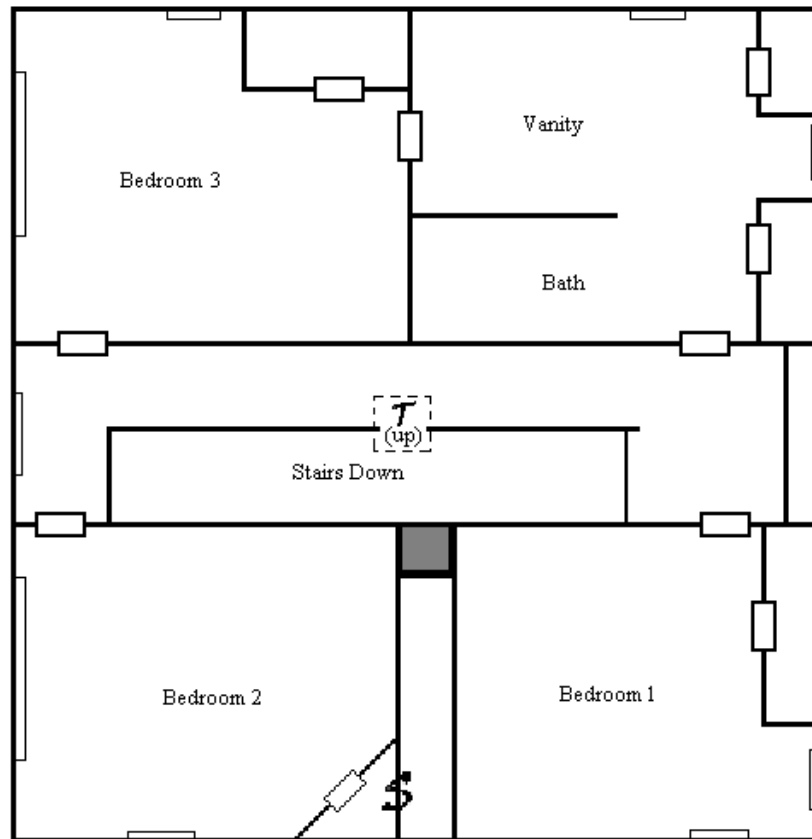
**Rats (9):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap –12; Atk +4 melee (1d3–4, bite); Full Atk +4 melee (1d3–4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Murrain Rats (3):** HD 1d8+2; hp 6; Mas 10; Init +8; Spd 30 ft, climb 30 ft., swim 30 ft.; Defense 17, touch 14, flat-footed 13 (+4 Dexterity, +1 Natural, +2 Size); BAB +1; Grap +0; Atk +1 melee (1d4 plus poison, bite); Full Atk -1 melee (1d4, claw), -1 melee (1d4, claw), +3 melee (1d4 plus poison, bite); FS 1 ft

by 1 ft; Reach 0 ft; Skills: Balance +10, Bluff +4, Hide +9, Jump +4, Listen +5 (+10), Move Silently +9, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; SQ Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); attraction, poison, scent, telepathic projection, instill nightmare; AL Shutter, evil; SV Fort +1, Ref +5, Will +4; AP 0; Rep +0; Str 10, Dex 19, Con 10, Int 17, Wis 13, Cha 16.

**Vanity and Bath:** The vanity side of this room holds a chest of drawers, a sink and cabinets, and a medicine chest attached to the wall. The chest of drawers holds school supplies for grade-school-aged children (crayons, paper, watercolor paints, etc). The cabinets beneath the sink hold towels and washcloths, and spare linens. Many of these have been shredded. The medicine chest holds toothbrushes, combs, dental floss, iodine, and aloe-vera salve. The closet holds small suits and winter clothes, most of which are torn. In a cabinet above the closet are several board games, and a paint-by-numbers painting of the Last Supper.

The bath side has a toilet behind a short dividing wall, and a shower stall with a moldy plastic curtain. The closet is empty.



Farmhouse  
second floor

## Cellar

The stairs leading into the cellar are little more than planks of wood cemented into the wall on one side, and held up by a diagonal board on the other. They will collapse after 400 pounds of weight have been on them. The cellar is only 7 feet deep, with the floorboards and masses of pipes making it difficult for a 6-foot tall character to walk upright through it. The floor of the cellar is dirt, and covered with criss-crossing rat tracks.

Along the north side, beside the stairs, there is a crawlspace that extends about ten feet under the living room. There are dozens of rats hiding in the back of the crawlspace. These will not attack unless they are attacked.

There is a large footlocker at the foot of the stairs. It contains old military uniforms, magazines and newspapers from the 1940s, and souvenirs from France. There is little of value.

**Rats (16):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

**Storage:** This room houses a small furnace and a water heater, both of which were built around 1960. There are boxes of junk, old sports equipment (such as skis, poles, baseball equipment, and so on), books on various subjects (most are fiction), and boxes of toys.

Hidden among the piles of junk are two groups of rats. One group is composed of normal rats, the other are murrain rats. The murrain rats will remain hidden, and use their abilities to try to get inside the characters' heads. The other rats will only show themselves if they are disturbed, or if the murrain rats are discovered.

**Rats (22):** HD 1/4 d8; hp 1; Mas 10; Init +2; Spd 15 ft., climb 15 ft., swim 10 ft.; Defense 14, touch 14, flat-footed 12 (+2 size, +2 Dex); BAB +0; Grap -12; Atk +4 melee (1d3-4, bite); Full Atk +4 melee (1d3-4, bite); FS 2 1/2 ft. by 2 1/2 ft.; Reach 0 ft.; Skills: Balance +10, Climb +12, Hide +18, Move Silently +10, Swim +10; SQ Weapon Finesse (Bite, Feat), scent, low-light vision; AL none or owner; SV Fort +2, Ref +4, Will +1; AP 0; Rep +0; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

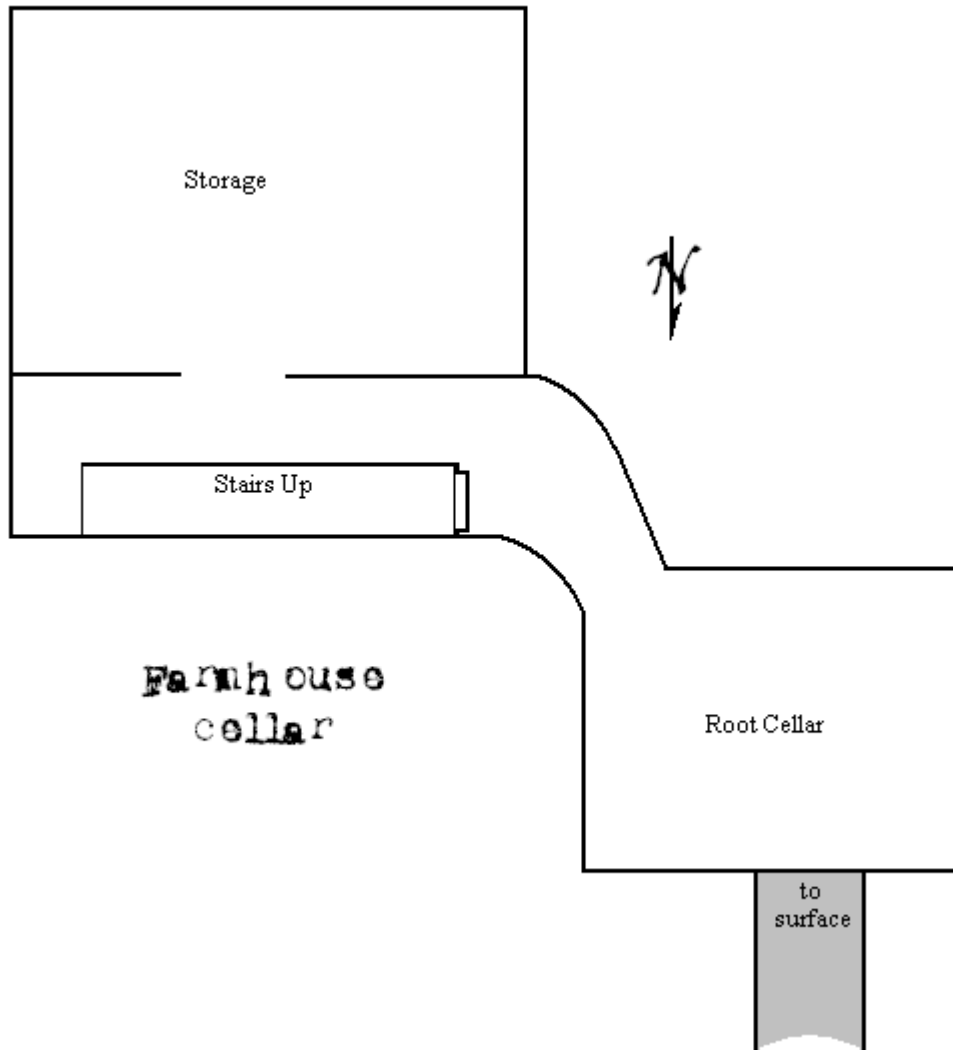
**Murrain Rats (9):** HD 1d8+2; hp 6; Mas 10; Init +8; Spd 30 ft., climb 30 ft., swim 30 ft.; Defense 17, touch 14, flat-footed 13 (+4 Dexterity, +1 Natural, +2 Size); BAB +1; Grap +0; Atk +1 melee (1d4 plus poison, bite); Full Atk -1 melee (1d4, claw), -1 melee (1d4, claw), +3 melee (1d4 plus poison, bite); FS 1 ft by 1 ft; Reach 0 ft; Skills: Balance +10, Bluff +4, Hide +9, Jump +4, Listen +5 (+10), Move Silently +9, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; SQ Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); attraction, poison, scent, telepathic projection, instill nightmare; AL Shutter, evil; SV Fort +1, Ref +5, Will +4; AP 0; Rep +0; Str 10, Dex 19, Con 10, Int 17, Wis 13, Cha 16.

**Root Cellar:** The walls of this room are earthen, shored up by wooden planks and sheets of plywood. It is darker in this room than the others, and light sources will only be half as effective. There are mummified rat corpses and bat corpses littering the floor. There are large cobwebs scattered throughout the room, and the ceiling is covered by thick webs. The spiders that spun the webs are hidden above them, waiting for any living thing to pass below. They are 1 to 2 inches across, and dull black. These are *Ignotus vermin*. (They will not attack the murrain dogs or the zombies, if they enter.) In the center of the north wall, there is an archway that has been bricked up. This is the old entrance into the root cellar. Along the west wall, there is a 15-foot deep crawlspace. Murrain rats have infested the crawlspace, and have tunneled into the storage area.

Any character who enters the room must make a Will save (DC 18), or that character will believe that he or she has been buried alive by one of the walls collapsing. The character will find it difficult to breathe, and impossible to move. The character is effectively paralyzed. The only way to overcome this belief is to take the affected character outside. Until the character is exposed to outside air, the character will believe that he or she is being crushed and asphyxiated by the earth.

**Ignotus Spiders (14):** HD 1d8+2; hp 7; Mas 12; Init +3; Spd 30 ft., climb 20 ft.; Defense 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); BAB +1; Grap +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); FS 1 ft. by 1 ft.; Reach 0 ft.; Skills: Climb +12, Hide +9, Move Silently +9, Spot +12; SQ Weapon Finesse (Bite, Feat), poison (1d4 Str, first and secondary effect), webs, darkvision 60 ft., immune to mind-affecting attacks, resistance to massive damage; AL Ignotus; SV Fort +4, Ref +3, Will +0; AP 0; Rep +0; Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2.

**Murrain Rats (12):** HD 1d8+2; hp 6; Mas 10; Init +8; Spd 30 ft., climb 30 ft., swim 30 ft.; Defense 17, touch 14, flat-footed 13 (+4 Dexterity, +1 Natural, +2 Size); BAB +1; Grap +0; Atk +1 melee (1d4 plus poison, bite); Full Atk -1 melee (1d4, claw), -1 melee (1d4, claw), +3 melee (1d4 plus poison, bite); FS 1 ft by 1 ft; Reach 0 ft; Skills: Balance +10, Bluff +4, Hide +9, Jump +4, Listen +5 (+10), Move Silently +9, Spot +5 (+10), Survival +1 (+6 when tracking by scent), Swim +5; SQ Improved Initiative (Feat), Multiattack (Feat), Weapon Finesse (Bite, Feat); attraction, poison, scent, telepathic projection, instill nightmare; AL Shutter, evil; SV Fort +1, Ref +5, Will +4; AP 0; Rep +0; Str 10, Dex 19, Con 10, Int 17, Wis 13, Cha 16.



The characters should have enough time to trap themselves inside the farmhouse. Once the windows and doors have been barricaded, they should be able to search the place. If they don't start working to seal off the openings right away, use the NPCs to get them moving in the right direction, or allow the NPCs to barricade the windows and doors while the characters search the place.

## **Aftermath**

If all went well, most of the characters should have been able to escape. After the zombies and murrain dogs are defeated, the characters' only real worry is the murrain rats. (Setting fire to the farmhouse would be a reasonable solution.)

The characters are still inside of the Ignotus, though. If they go back to the train, they will find that zombies and other foul repentants have moved in and infested it. They should be able to discover this fact before they are spotted by the creatures. If they decide to walk out, they can follow the tracks (which

will only carry them deeper into the Ignotus), or they can walk away from the tracks and the farmhouse. It will take about 2 hours of walking before they pass through the Shutter again. They will find themselves in the middle of a cornfield, with no sense of direction. As long as they walk in a straight line, they will be able to find their way out, either to the side of a dirt road or near a farmhouse. The farmhouse is owned by an elderly couple. The wife is stricken with Alzheimer's, and the gentleman spends his days taking care of her. He will offer what he can; a bit of food, and the use of his telephone. He does not trust people enough to let them stay more than an hour. The characters will learn that they are in Nebraska.

If they enquire about Bobby Mandelson, John Mandelson, or the Mandelson family, they will learn that the Mandelsons were one of the first families to homestead the area. They were prosperous, until the father, John Mandelson, returned from World War II. His wife died about a year after he returned, and a part of him died with her. He began keeping to himself more and more. In the mid-1950s, he stabbed his three children—two boys and a girl—to death. He disappeared that night, and was never heard from again. It is believed that he committed suicide by jumping in front of a train.

## New Creature

### Animated Dolls

These are dolls of any size that have become possessed by a spirit.

**Animated Dolls:** CR 2; Small Ignotus Creature; HD 3d8; hp 12; Mas --; Init +2; Spd 30 ft; Defense 15, touch 13, flat-footed 13 (+2 Dex, +1 Size, +2 Natural); BAB +2; Grap +2; Atk +2 melee (1d4, Slam), or +2 melee (*by weapon*); Full Atk +2 melee (1d4, Slam), or +2 melee (*by weapon*); FS 2 ½ ft by 2 ½ ft; Reach 2 ft; SQ Damage Reduction 2/bludgeoning, Darkvision 60 feet, Levitate Self (up to 10 feet for 3 rounds), Shadow Jump (20 feet per day); AL Ignotus, evil; SV Fort +4, Ref +0, Will +8; AP 0; Rep +0; Str 10, Dex 14, Con 12, Int 15, Wis 12, Cha 17.

**Skills:** Climb +3, Hide +8, Move Silently +10, Spot +6.

**Feats:** Frightful Presence, Wild Talent (Daze).



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