

# DANGER MAGNET!

THE MAGAZINE OF DARING AND DANGEROUS PULP ADVENTURE

**HALLOWEEN  
SPECIAL 2008**

**ATTACK OF  
THE KILLER DOLL!**  
Sean Gore

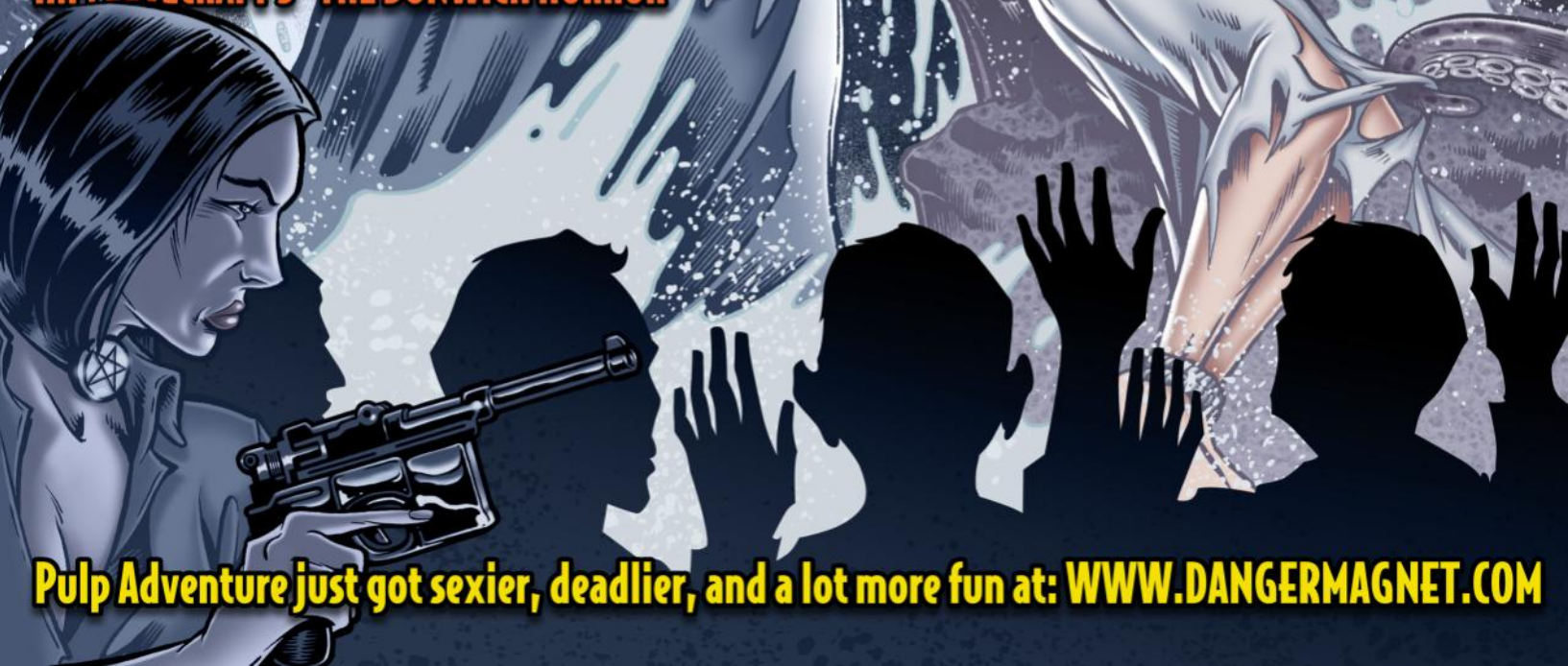
**HORROR & INSANITY IN HEX**  
Daniel Potter & S.D. Hilton

**SUPERNATURAL STALKER EQUIPMENT**  
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**TREASA DARE IN DANCE WITH DAGON**  
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DANGER MAGNET  
Is published By Incredibly  
Inappropriate  
Entertainment  
1201 South 17th Street  
Kokomo, Indiana 46902

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# DANGER MAGNET!

THE MAGAZINE OF DARING AND DANGEROUS PULP ADVENTURE



Cue up the fat zombie, it's time to sing!

Well, it's been a long strange road, but with our third update to the *DANGER MAGNET! HALLOWEEN SPECIAL 2008* we bring it to an end. Three days before Christmas and we wrap up our Horror/Halloween special. That can only mean we will be wrapping up our Holiday Special around Easter. Seriously though, this issue (if all goes well) marks our third straight week of hitting our target date on time, and giving our readers nearly double the page content in our Halloween Special than what we delivered in our first issue.

More importantly we believe that *DANGER MAGNET!* Has improved the quality of our content, and seeing as we're very proud of our first issue that's saying something.

This issue marks two new contests in our pages.

First **FAT DRAGON GAMES** has given us one of their amazing model sets, and we'll be putting it into the hands of one of our readers.

**TRIPLE ACE GAMES** has provided one of their best selling PDFs for *SAVAGE WORLDS* (soon to be converted to *HOLLOW EARTH EXPEDITION*). We'll be putting this fine adventure into the hands of one of loyal readers.

In the future we hope to offer even more contests. If you're looking to promote your newest product feel free to contact [DANERMAGNETMAGAZINE@GMAIL.COM](mailto:DANERMAGNETMAGAZINE@GMAIL.COM) with the details, and we can discuss placing a review or a contest for your product in a future issue.

This issue owes a special thanks to Christian N. St. Pierre, artist for *SPIRIT OF THE CENTURY*, who took

the time from his incredibly busy schedule to produce, what we believe, is one of the most striking renditions of a Deep One to ever haunt the nightmares of any gamer.

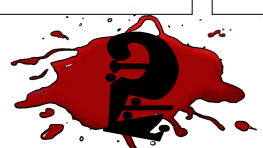
This issue totes a brand new article by M. Sechin Tower, someone closely associated with **EXILE GAMES** *HOLLOW EARTH EXPEDITION*. I'd go so far as to say that the man has **HEX** in his soul.

A quick peek into the future shows that we'll be covering *HYDRA MINIATURES* new Rocket Model game: *WAR ROCKETS*. You'll be reading an interview with Brenan Deneen, the writer of Ardden Entertainment's *FLASH GORDON* comic. We're also busy setting up an interview with Steve Bryant of *Athena Voltiare* fame.

*DANGER MAGNET!* would like to thank our sponsors who helped make this update possible:

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# THE KILLER DOLLS

By Sean Gore



*My little Suzy's not my little Suzy anymore.*

**W**hen I returned from my African trip, all she seemed to care about is that terra-cotta statue I brought back from that peddler in Lagos. While on an important trip for my firm, I had missed her eighth birthday, and I needed to make up for it. All I wanted to do was bring her back something special.

When I gave her that little clay doll, I thought she might be scared of its creepy, elongated head and wide, always-staring eyes. I thought she might find its crude ball-and-socket design, articulating only at the shoulders and hips, too simple and childish. I worried that the plain craftsmanship of its tube-like torso, arms, and legs, decorated only with squares and lines, would not keep her attention. Yet, there was something about the doll that intrigued and fascinated me, something that told me that Suzy might treasure it.

I remember that I wrapped it in some newspaper and then handed it to her, my hands trembling with excitement. She giggled as she tore into the paper, and then she stopped, looking at the foot-tall doll with confusion. She looked up at me, and I felt all my worries coming true... but then she looked at the doll again, her head canting to one side, like a curious puppy. When she looked back up, she smiled sweetly at me, thanked me, and gave me a kiss on the cheek.

At the time, I thought she might just be humoring me, hiding her disappointment at the strange doll. But almost instantly, she was truly entranced with the terra-cotta figurine, and it remained at her side constantly. I fretted that the clay would not withstand such constant attention, but my little Suzy would not be parted from it. It went everywhere with her,

hidden in her knapsack at school, seated at the table for mealtimes, and tucked into her bed at night. The little doll proved durable... all too durable.

Elizabeth, my wife, hated it at first sight. She told me, late one night as we lay in bed, that she was scared of it, that she thought it was always watching her. I laughed about it then and told her that she was silly to think such things. When she insisted, I became annoyed, telling her not to trouble me with her delusions. I am sure she was hurt and angry, but she never voiced it.

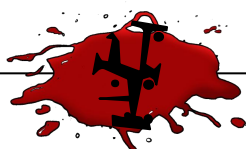
I should have listened, but now it's too late.

A week after I gave Suzy the doll, my wife went into town to the market, taking Suzy with her. By the time the police informed me of the accident, my wife had already passed. According to witnesses, my wife had managed to push Suzy out of the way of the oncoming automobile just in time to save our daughter -- she was not so lucky herself.

I suppose I should have paid more attention to my daughter's subsequent mood swings and anger, but I felt it was her reaction to, not only, her mother's death, but to witnessing it firsthand. And I, of course, was deep within my own grief. I tried to get help, but no nanny would last more than a month. Suzy developed a nasty temper and exhibited strange behaviors that made taking care of her extremely difficult... almost dangerous. An eight-year-old girl might not be physically all that strong, but when they throw a rock at you, it will break a nose just as easily, as I soon discovered.

I finally reached my limit -- her behavior could no longer be tolerated. I took her terra-cotta doll from her as punishment, setting it on the mantle as a visible reminder. She did not cry, she only regarded me with cold, angry eyes. A shiver crawled over my skin, making me clammy. I sent her to her room, then retired to my office. I needed a drink.

I was working in my office when I heard Suzy cry for help downstairs. I ran from the library, dashing down the stairs. I tripped over several of her blocks as I charged down the stairs, but a lucky catch of the railing saved me breaking my neck and left me with only a sprained and sore ankle. I noted, with a degree of irritation, that the terra-cotta doll was no longer in its proper place on the mantle. Then Suzy cried



out again, the sound coming from our basement. The protesting of my ankle ignored, I hurried toward the door.

It was meant to be locked, a simple but effective bolt lock. It was dirty, dingy, and dark down there. Not a place I enjoyed frequenting and certainly not a place for a young girl!

I scurried around the corner finding the door yawning open, my daughter's sobs coming from below. In my haste, my twisted ankle and feet went out from under me. I crashed to the hard floor. My teeth gnashed together, two broke free, and I bit deep into my tongue. I tasted copper, blood. Lancing pain shot up my left ankle. I glanced down and saw it already swelling an angry red.

My daughter wailed again and a surge of adrenaline kicked me into motion. I moved toward the door, only vaguely aware that I was leaving a drip-drop trail of blood on the white floor. Elizabeth would have scolded me for making a mess. I would have to clean it up later.

I shouted out for my young girl as I got to the doorway, then cursed as I tested the light switch, which did not work. I could hear my little Suzy sobbing for me, so I made my way into the dark basement, calling out to her in the darkness.

I took only three steps down before the wooden step groaned and suddenly tipped at an incredible, impossible angle. I felt a terrible stab of nauseating pain as all my weight shifted to

my injured, left foot. Immediately, I lost my balance. My arms pinwheeled, as I desperately tried to grab on to something, anything. I found nothing but air, falling as I hit the stairs, bouncing and tumbling all the way down to the cold, damp floor.

I was dizzy, and the floor felt like it was shifting and moving beneath me. As I tried to get my arms underneath me, I screamed in pain and collapsed again. My left forearm had broken in the fall, bent at a sickening L-shape midway through its length.

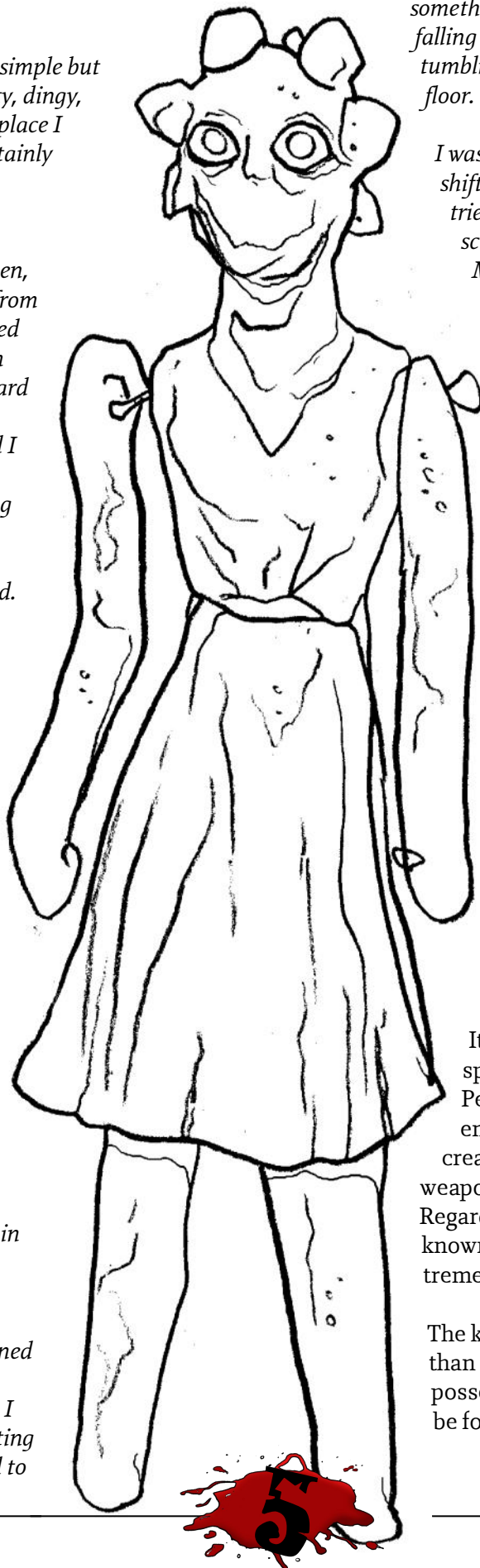
As I slowly slipped into shock, I could see my Suzy giggling to herself as she made her way back up the stairs, clutching that wicked, staring terra-cotta doll tightly in her hands. I swear it was looking at me, watching as Suzy ignored my pleas and went up the stairs.

She shut the door, plunging me into darkness. I heard the bar slide into place, locking me down here. Then, between my own mounting sobs of confusion and pain, I heard her footsteps shuffle out the front door, the screen door banging shut behind her, with her giggles to her companion echoing in her wake...

## The Killer Doll

It may be a shell for an ancient evil spirit or a malevolent alien presence. Perhaps it is a miniature golem empowered by the wicked soul of its creator. Or maybe it is an insidious weapon from an ancient, forgotten culture. Regardless, the seemingly innocuous item known as the "killer doll" is an item of tremendous power.

The killer doll is actually more of artifact than creature, turning the victims it possesses into monsters. Its origin might be found anywhere in the world -- it



could just as easily be of African make as American, European, Asian, or even Inuit. Similarly, the materials in its construction vary widely, from clay and stone to cloth or even papier-mâché. The materials used are irrelevant: the creator's intent and the vile creation ritual they perform imbue the doll power far beyond its seemingly fragile design.

Each doll is unique in appearance, be it an ancient terra-cotta statuette or an intricate, clockwork mannequin. All, however, share the trait of an ever-watching, soulless gaze. For some, this gaze is mesmerizing, while others find it terrifying -- it is this gaze that possesses or haunts.

When the eyes of a killer doll are looked into, its dark powers pull at the soul. This has one of two distinct effects: curious attraction or outright repulsion - there is no ambivalent reaction to these creations. Those that are repulsed seek to distance themselves from the doll, to get it out of sight and, hopefully, out of mind. Those that are attracted to it find the desire to have it in their possession at all times.

Children are more susceptible to the doll's charms, plus the malevolent spirit within seems to know that a child will not look quite so foolish carrying a doll with them everywhere they go.

Once attraction is established, the doll creates a link to its victim that is solidified through continual contact. The doll is then able to communicate with its victim via telepathy, uttering a susurrus of wicked intentions and desires, intertwined with compelling arguments of need and superiority.

Understandably, under such contact victims usually go insane quite rapidly. It is through these whispered conversations that the doll bids its victim to carry out evil acts upon those that would threaten its relationship with its host, then upon everyone else. The doll promises great and dark powers to its victims, and many of those possessed manifest terrible supernatural powers themselves.

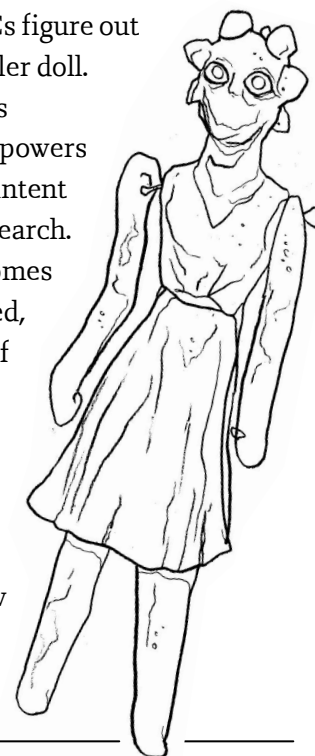
The doll actually cares little for its victim, concerned only with its own preservation and thirst for destruction. It will arrange transference to a new victim should its current one become troublesome or incapable.

This often results in the death of the first victim, typically at the hands of the newcomer. If the former victim survives, it will long remain obsessed with the doll, seeking to regain it and its favor.

A killer doll can only keep one victim possessed at a time, and previous victims (who survive) are easier to reclaim. The only way to permanently remove the hold a killer doll has over its victims, past and present, is to destroy the doll, freeing them all of the doll's spell. This is not, of course, as easy as it sounds. The killer doll's supernatural roots reinforce its structure, making it very difficult to directly damage. As if mystical resilience were not enough, there are always the powers it gives to those it possesses, as well as its own compelling gaze. Regardless, a destroyed killer doll frees all its current and past victims from infection.

## Seeding Your Story The Obvious

One of the PCs' contacts or allies has recently acquired a killer doll, either as an art object, from a recent expedition, or even an inheritance. While the killer doll works subtly, at first, eventually the infected's attitude will turn anti-social and, ultimately, murderous. As their friend's actions grow stranger and stranger, the PCs are likely to investigate. Sadly, information will be exceedingly limited until the PCs figure out the common presence of the killer doll. Once the killer doll's presence is determined, its origin, possible powers and weaknesses, and potential intent could all be learned through research. Of course, as the killer doll becomes aware that it has been discovered, it will step up plans to keep itself protected. Initially, this may involve using its currently infected wielder, but the killer doll knows no allegiances and will transfer itself to another victim should the situation grow too difficult. Tracking down





and defeating the killer doll could resolve itself very quickly, take several sessions, or easily be turned into a very creepy reoccurring villain that the PCs work to thwart over sessions spread amongst other scenarios.

### The Unlikely

A local museum has recently acquired a display of a forgotten culture's works of art. Amongst them is a killer doll. The PCs are invited to the grand opening ceremony for the museum's display. Additionally, an elementary school is visiting the museum and

has the special honor of attending the unveiling. Allow the PCs to explore some

of the museum (using your own local museum is a great inspiration) and interact with others that might be

attending, including the school children. The killer doll will quietly compel a mischievous

child to sneak into the exhibit and steal it. Then

the fun will truly begin as the killer doll attempts to escape the museum. Of

course, the moment a child is noted to be missing, guards will be posted at the

doors, checking all those entering and exiting, so

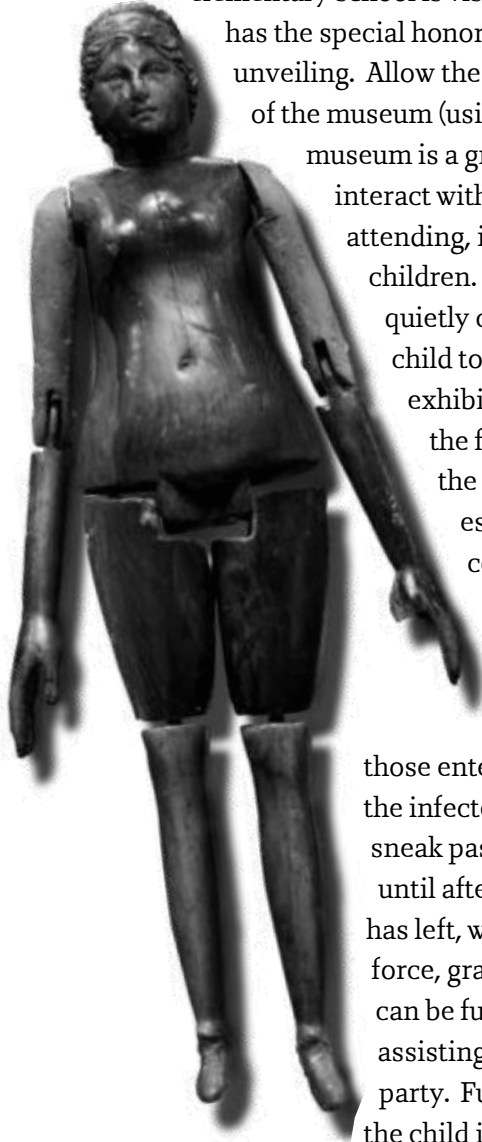
the infected victim will have to sneak past them or, if delayed until after the general public

has left, work past them via force, grace, or guile. The PCs can be further involved by

assisting with the search party. Furthermore, once the child is discovered, the

killer doll can attempt to switch victims or, alternately, reveal its control and have the child use its

granted powers in an attempt to escape. The museum should have all pertinent information concerning the killer doll, enabling its introduction, identification, and potential elimination possible in a single session.



### The Outlandish

While exploring a dark jungle, whatever their purpose and on the surface or within, the PCs stumble across several native, primitive children who are cautious, but curious, of the group. After an initial contact, the children lead the PCs back to their village. The few grass huts stand in the muddy clearing. A dozen or so children and young teenagers can be seen. Curiously, however, adults appear absent. Investigation quickly proves this correct as the children grow hostile and, ultimately, attempt to capture the PCs via traps, poisoned darts via blowguns, and the like. Once captured, or during a successful evasion or escape, it is learned that the village's elder, a male nearing sixteen, is the current host to a killer doll. The entire village is infected and each child would willingly take possession of, and protect with their life, the killer doll. Of course, the soulless thing uses this to its advantage in times of stress and danger. It has no loyalty to any of the children, although it will favor the more physically capable. The PCs, as all adults that were within or have come to the village, are to be sacrificed to the children's "god". This could be a vicious dinosaur, a giant ape or spider, a tentacled terror from beyond, or some unseen horror from the fields all depending on the scenario. The PCs must engineer their escape to survive. Defeating the killer doll, the children's "god", and the village elder are all pluses.

### *How did they create that?*

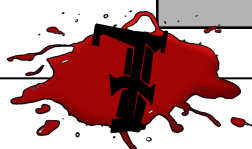
## Killer Doll

#### Artifact 4

Enhancements: Ally 1  
(+2 Enhancements)

Talents: Contact Domination  
(+2 Enhancements), Gaze  
Compulsion (+2 Enhancements), Granted  
Powers (+4 Enhancements)

Limitations: Flaws: Immobile  
(-2 Enhancements) and Overconfidence  
(-2 Enhancements)





|   |                                   |               |               |                  |
|---|-----------------------------------|---------------|---------------|------------------|
| <b>Killer Doll</b>  | <b>Ally 1</b>                     |               |               |                  |
| <b>Archetype: Artifact</b>  | <b>Motivation: Power/Survival</b> |               |               |                  |
| <b>Style: 0</b>   | <b>Health: 4</b>                  |               |               |                  |
| <b>Primary Attributes</b>   |                                   |               |               |                  |
| <b>Body: 1</b>  | <b>Charisma: 5</b>                |               |               |                  |
| <b>Dexterity: 0</b>   | <b>Intelligence: 2</b>            |               |               |                  |
| <b>Strength: 0</b>  | <b>Willpower: 5</b>               |               |               |                  |
| <b>Secondary Attributes</b>   |                                   |               |               |                  |
| <b>Size: -4</b>   | <b>Initiative: 2</b>              |               |               |                  |
| <b>Move: 0</b>  | <b>Defense: 5</b>                 |               |               |                  |
| <b>Perception: 7</b>  | <b>Stun: 0</b>                    |               |               |                  |
| <b>Skills</b>   | <b>Base</b>                       | <b>Levels</b> | <b>Rating</b> | <b>(Average)</b> |
| <b>Diplomacy</b>  | 2                                 | 4             | 6             | (3)              |
| <b>-Persuasion</b>  |                                   |               | 7             | (3+)             |
| <b>Empathy</b>  | 2                                 | 1             | 3             | (1+)             |
| <b>-Emotions</b>  |                                   |               | 4             | (2)              |
| <b>Intimidation</b>   | 5                                 | 1             | 6             | (3)              |
| <b>-Staredown</b>   |                                   |               | 7             | (3+)             |
| <b>Talents</b>  |                                   |               |               |                  |
| <b>Contact Domination, Gaze Domination, Robust, Granted Powers (these cannot be used by the Killer Doll but are, instead, gifted to their current infected victim and is either two Psychic Talents or the Magical Aptitude Talent and the Sorcer skill at level 4)</b> |                                   |               |               |                  |
| <b>Resources</b>  |                                   |               |               |                  |
| None  |                                   |               |               |                  |
| <b>Flaw</b>   |                                   |               |               |                  |
| <b>Immobile (cannot walk or move on its own in any way), Overconfidence (nothing can defeat a Killer Doll).</b>   |                                   |               |               |                  |

*Surface World*, pgs. 44-45).

**Gaze Compulsion:** Those who look into the doll's eyes must make a Willpower roll against the killer doll's roll of 10[5]. Beating the killer doll's roll indicates success for the target and fills them with revulsion for the little toy. They do not seek to necessarily destroy it, rather to simply get out of its presence. If the doll rolls more successes, the target is compelled to be around the doll, and if the doll should roll more than twice the target they are enthralled by the doll, seeking to keep it in their possession. The killer doll can only maintain one possessed victim at a time, but anyone who has been infected in the past suffers a -2 penalty to any future gaze compulsion rolls.

**Granted Powers:** The killer doll can grant dark boons to its possessed victim. For its own safety, these granted powers are withheld from any victim not completely dominated via the killer doll's contact domination. The killer doll cannot use its own granted powers -- they may only be given to the possessed victim. The powers can be taken away by the killer doll as a standard action. The doll can grant up to two Psychic talents, most often a single psychic ability along with its augmenting unique talent, although this is not always the case. Alternatively, a killer doll could grant the Magical Aptitude talent and 4 skill levels in Sorcery (Necromancy). A killer doll cannot vary

## Special Killer Doll Talents

**Contact Domination:** A victim possessed by the killer doll's gaze compulsion (see below) that comes into physical contact with the doll must immediately make an opposed Willpower roll against the doll's roll of 10[5]. If the victim rolls more successes than the doll, they are not under any additional compulsion, although they are still infected from the doll's gaze and must make another Willpower roll any time they come in contact with the doll. If the killer doll rolls more successes than the victim, the victim must obey the doll's telepathic commands for as long as contact is maintained. The victim can make a new Willpower roll every turn in an attempt to regain control. If the killer doll's roll is more than double that of the possessed victim, they are controlled until the killer doll switches victims, even without physical contact. While their telepathic contact with a completely dominated victim is weakened somewhat by distance, the doll's whispers quieter perhaps, they are no less compelling nor is the victim's obsession with the doll any less. The killer doll's roll suffers the same range penalties as Telepathy (*Secrets of the*



A little girl in the grips of a Killer Doll



the powers it grants - its powers are determined and fixed when it is created.

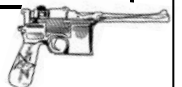
**Ritual of Unmaking:** Each killer doll is created in a unique fashion, as dictated by the beliefs and practices of the culture from which it originates. Their creators, for their own protection, usually crafted them with a deliberately instilled vulnerability or weakness that inhibits the doll's ability to control and dominate, as well as physically damage it if the creator so desired. The vulnerability is as varied as the means of the doll's creation, but common examples would be immolation with specific woods or herbs, sustained immersion in clean or blessed water, or perhaps something more ephemeral like willful acceptance and forgiveness by a pure soul. In all cases, each round of exposure to this condition would inflict irresistible lethal damage on the killer doll (perhaps 2L per round of exposure). This damage can only be "healed" with time, at the GM's discretion.



Pigtails and possession are rarely pretty.

## Sample Infected Victim

|  |             |                            |               |                  |
|--|-------------|----------------------------|---------------|------------------|
| <b>Possessed Child</b>   |             |                            |               |                  |
| Archetype: Enslaved Child  |             | Motivation: Power/Survival |               |                  |
| Style: 0   |             | Health: 4                  |               |                  |
| <b>Primary Attributes</b>  |             |                            |               |                  |
| Body: 1  |             | Charisma: 2                |               |                  |
| Dexterity: 2   |             | Intelligence: 1            |               |                  |
| Strength: 1  |             | Willpower: 2               |               |                  |
| <b>Secondary Attributes</b>  |             |                            |               |                  |
| Size: -1   |             | Initiative: 3              |               |                  |
| Move: 3  |             | Defense: 3                 |               |                  |
| Perception: 2  |             | Stun: 1                    |               |                  |
| <b>Skills</b>  | <b>Base</b> | <b>Levels</b>              | <b>Rating</b> | <b>(Average)</b> |
| Brawl  | 1           | 0                          | 1             | (+)              |
| Con  | 2           | 4                          | 6             | (3)              |
| -Tricks  |             |                            | 7             | (3+)             |
| Melee  | 1           | 1                          | 2             | (1)              |
| Stealth  | 2           | 2                          | 4             | (2)              |
| -Sneaking  |             |                            | 5             | (2+)             |
| <b>Talents</b>   |             |                            |               |                  |
| Skill Aptitude (Con), plus Granted Powers (Psychic abilities: Telekinesis and Cloaking)  |             |                            |               |                  |
| <b>Resources</b>   |             |                            |               |                  |
| None   |             |                            |               |                  |
| <b>Flaw</b>  |             |                            |               |                  |
| Young  |             |                            |               |                  |
| <b>Gear</b>  |             |                            |               |                  |
| Personal clothing, doll clung tightly  |             |                            |               |                  |
| <b>Notes</b>   |             |                            |               |                  |
| On the surface, this odd child looks like little more than an insular and shy young individual. Underneath is a monster, mocking the innocence of its victim. It will use its granted powers with cunning rather than brute force, tugging and pulling small objects at the right time while hiding in shadow. |             |                            |               |                  |



*Who became the King of Gondor after the War of the Ring?*

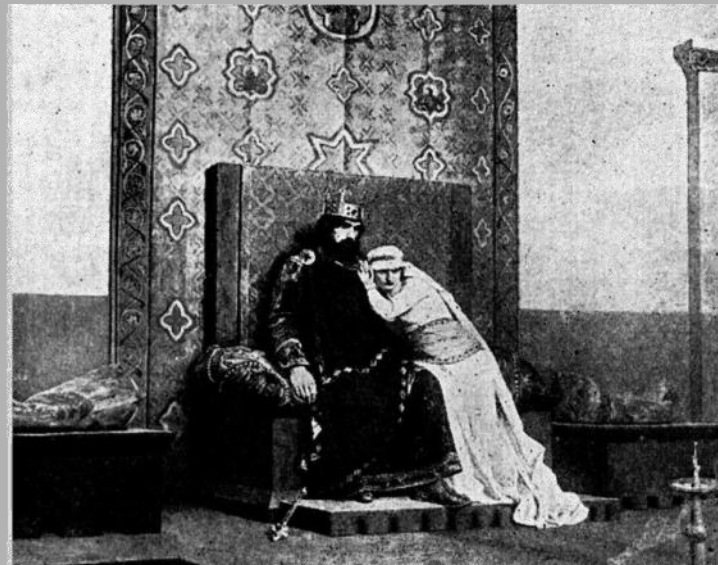
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**KINGADE LAREAN**

*screenplay by*  
**TREVOR TEMPLETON**

*visual effects by*  
**DARBY O'HARA**

*also starring*  
**DANIEL POTTER • CRAIG SHEPARD**  
*art direction*  
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# DANGEROUS FACES

As a thank you to all of our readers for their extreme patience waiting for the DANGER MAGNET! 2008 HALLOWEEN SPECIAL UPDATES, we've included six of Craig Shepards's amazing portraits. These were originally used as the cast for *Embrace of the Zombie* and *The Lair of the Golden Death*. These portraits are perfect for characters or NPCs. We hope you enjoy them.

**Dirk Savage**



**Lillian Vaile**



**Dabry O'Hara**



**Kincaid Larean**



**Rolly Timbers**



**Trevor Templeton**

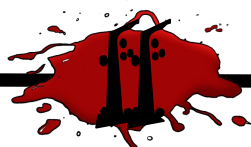


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# Printable Player Handouts





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"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents."

H.P. Lovecraft

## Horror and Insanity in Hollow Earth Expedition

By Daniel Potter & S.D. Hilton

Occasionally, a person is confronted with something beyond their capacity to comprehend. Dinosaurs, though wildly improbable to encounter in modern times, are not beyond the abilities of the human mind to understand. Museums, academic studies, and popular fiction have all paved the way for characters to accept these and other fantastic things. However, there are other things so horrible, so frightening, so unlike anything that a normal person has ever dreamed possible, that when faced with the reality, they are forced to reconsider their own place in the universe. Some things are simply not meant to be. Some things are simply beyond the human mind's ability to cope. When a character is forced to confront such things, they are likely to suffer ill effects.

Hollow Earth Expedition isn't a game about the hopeless spiral into insanity, so these rules try to balance character horror with playability. Playing "crazy" should be fun, not a chore for the player. Horror and insanity revolve around the use of some new Attributes and the concept of Compelling Flaws. The basic mechanic is analogous to physical combat, pitting a sighting's Horror rating versus a character's Sanity rating, so it's fairly simple to use, though the effects are quite different.

### Horror rating

Horror-inducing creatures, locations and events are collectively called *sightings*. All sightings have

a *Horror* rating, and in all cases it is rolled in opposition to characters' *Sanity*. For creatures and places, it is an assigned Secondary Attribute (that is, it's in the stat block). For events, it is up to the GM to decide whether it warrants a *Sanity* roll, and if so, to assign a *Horror* rating. Some examples follow:

#### Horror rating 2

Seeing an animal sacrificed in a bloody and gory manner.  
Seeing a person tortured but not killed.

#### Horror rating 4

Seeing a vampire dusted in the rays of the Sun.  
Seeing an inanimate object animate.

#### Horror rating 6

Seeing a person turn into a werewolf before your eyes.  
Seeing a ghost enter a person's body and possess it.

#### Horror rating 8

Opening the door of your home and finding 100 skinned corpses littering your living room.  
Watching the inhabitants of an entire apartment complex walk to the highest floor and jump off in unison.

#### Horror rating 10

Being aware of a ghost taking over your body.  
Seeing the occupants of a large cemetery all crawl out of their graves.

#### Horror rating 12

Learning that all of the dead of the world have reanimated.

### New Secondary Attributes

#### Shock

*Shock* represents your character's inherent resistance to mind-bending effects. Your character's *Shock* is calculated as follows:

$$\text{Shock} = \text{Willpower}$$



Characters with high Shock ratings aren't disturbed easily by the strange and horrible, while characters with low Shock ratings may find it difficult to function normally while under great stress from things that don't conform to their world views.

### Sanity

*Sanity* represents your character's sense of self and mental fortitude. Your character's *Sanity* is calculated as follows:

$$\text{Sanity} = \text{Charisma} + \text{Willpower}$$

Characters with high *Sanity* ratings may be able to function normally and complete an investigation involving a victim of cannibalism, while characters with low *Sanity* ratings may find it difficult to complete basic tasks around the grisly carnage of the scene.

### Horror Rolls

When a character is witness to a sighting, the GM makes a single Horror roll and compares the result to individual *Sanity* rolls by all characters present (remember to modify *Sanity* rolls for possessing *Compelling Flaws*, see below). The degree of success of the Horror roll is termed the *impact* of the sighting.

**Impact less than 0:** If the Horror roll results in fewer successes than a character's *Sanity* roll, that character is unaffected by the sighting.

**Impact equals 0:** If the Horror roll and a character's *Sanity* roll result in the same number of successes, the character is stunned per the normal rules (see *Effects of Damage*, p.128 *Hollow Earth Expedition*).

**Impact greater than 0 but not greater than Shock rating:** If the impact is greater than zero, but does not exceed a character's Shock rating, the character is stunned for one round, and becomes *horrified* (see below).

*Example: Impact 2; Shock rating 2; the*

*character is stunned for one round and horrified.*

**Impact greater than Shock rating:** If the impact exceeds the character's Shock rating, the character is stunned for one round, becomes *horrified*, and gains a *Compelling Flaw* (see below).

*Example: Impact 3; Shock rating 2; the character is stunned for one round, horrified, and gains the Compelling Flaw Obsessive (ties and unties shoes repeatedly).*

**Impact is greater than twice Shock rating OR character suffers critical failure on *Sanity* roll:** If the impact is greater than twice the character's Shock rating, or the character's *Sanity* roll results in a critical failure, the character is stunned for one round, becomes *horrified*, gains a *Compelling Flaw*, and may not attempt to regain composure (see *Horrified, Regaining Composure* below).

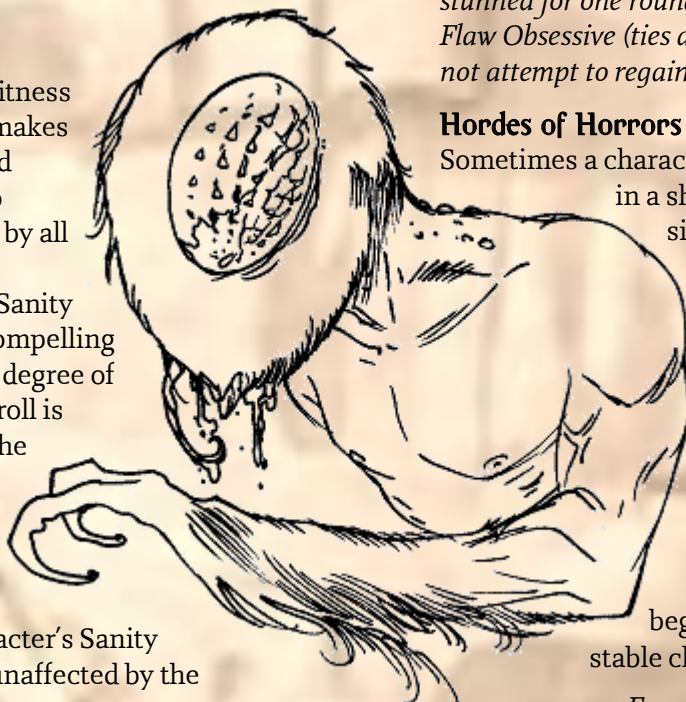
*Example: Impact 7; Shock rating 3; the character is stunned for one round, horrified, gains the Compelling Flaw Obsessive (ties and unties shoes repeatedly), and may not attempt to regain composure.*

### Hordes of Horrors

Sometimes a character will suffer a number of sightings in a short amount of time. Repeated sightings make it more difficult to maintain rationality, which is reflected by the Horror rating being increased above the base for subsequent sightings. For each sighting after the first in a single scene (the GM decides when a scene ends), the Horror rating is raised by two for each previous sighting. This way the continual battering of the character's *Sanity* begins to break down even the most stable character.

*Example: Treasa's Shock rating is 2, Sanity rating is 5. Treasa has tracked a pair of demons to their lair. As she enters the lair she discovers the demons have covered all the mirrors with the skinned faces of their victims, and drawn in eyeballs. This is a Horror: 4 sighting. Horror roll yields 2*

*successes; Sanity roll yields 3 successes; Treasa absorbs the event unphased. As Treasa enters the next room searching for the pair, she steps on something that pops with a liquid ooze under her foot. Her flashlight slowly beams downwards where she sees all the missing eyes from the victims covering the floor. This is also a Horror: 4 sighting, but because this is the second sighting in the scene, it is raised to 6. If Treasa beats the*



**Nesting Fly Daemon  
also known as a  
“Digger”.  
Horror Rating: 7**



Horror roll this time, she will be able to act normally until the next sighting which will have its Horror rating increased by +4.

### Shock Checks (Optional)

Optionally, a group may decide that not every gruesome situation will require a Sanity roll, and what triggers a roll for one character may not trigger one for another. This is accomplished through a *Shock check*. If the character's Shock rating is greater than or equal to the average result of the sighting's Horror rating, he is immune to the shock of that particular event, and doesn't need to make a roll.

*Example 1: Shock rating 3; Horror rating 4 (avg. 2); Shock rating is greater than the average Horror roll, no Sanity roll necessary.*

*Example 2: Shock rating 3; Horror rating 7 (avg. 3+); Shock rating is less than the average Horror roll, character has to make a Sanity roll.*

### Repeated Sightings

A character may have to make a Sanity roll the first time he has a sighting of a particular type, but once exposed to certain knowledge, doesn't have to roll versus the same type of thing later. For instance, once you've seen ghouls feeding, you don't have to make a Sanity roll the next time you see the same thing. Admittedly, this could be a bookkeeping nightmare, so we'll leave it to the players to determine how they want to handle it. You could simply keep a list of "immunities" on your character sheet, for instance, "vampires, flayed corpses."

### A Note on Courage Rolls

The line between a sighting that requires a Sanity roll and a mundane event that only requires a Courage roll can be blurry, and requires GM discretion. Discovering (that is seeing, not just hearing) that vampires are real and are feeding on victims in Hoboken would require almost any character not familiar with the existence of vampires to make a Sanity roll. A chamber crawling with giant tarantulas may be a Courage roll for your average stalwart adventurer, but most GMs will require a character with the Arachnophobia Flaw to make a Sanity roll. It's even possible that you might have to make both a Sanity roll and a Courage roll in some cases.

### Gaining Compelling Flaws

As explained above, a Compelling Flaw is gained when the impact of a sighting is greater than a character's Shock rating or a character's Sanity roll results in critical failure. A Compelling Flaw is assigned by the GM and is frequently related to the event that caused it, though it doesn't have to be. If seeing a vampire for the first time triggers a Compelling Flaw, a character may feel a need to scrawl crosses on everything he sees, rub garlic over his body constantly, or may be petrified at the sight of blood due to the fear that it may attract vampires. Though the GM has final say in assigning Compelling Flaws, players are encouraged to make suggestions. See the sidebar with sample Compelling Flaws.

### State of Being

#### Horrified

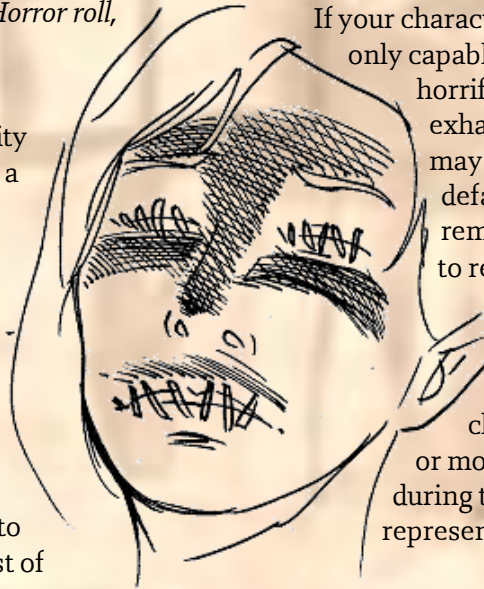
If your character fails a Sanity roll, he is *horrified* and only capable of taking limited action. Being *horrified* is somewhat similar to being exhausted or disabled, but the character may not exert to ignore the condition. By default, the condition lasts for the remainder of the scene, but it is possible to recover before this.

A *horrified* character loses his Active Defense. Whether previously engaged in combat or not, a *horrified* character must choose to attack, defend or move, and will only perform that action during the entire time he is *horrified*. This represents a character going berserk, becoming slack-jawed, or running off blindly. Alternatively, the character may also follow one of his Compelling Flaws to the exclusion of other activity; while this activity might

be, by happenstance, beneficial in some small way (such as scratching crosses on things to ward off vampires), it shouldn't be as beneficial as some more purposeful action.

If you want to add more "insanity" into the process (e.g., lack of player choice), roll two dice on the table below to determine what the character does.

|       |                           |
|-------|---------------------------|
| - / - | Attack (go berserk)       |
| - / + | Defend (stand still)      |
| + / - | Move (run away)           |
| + / + | Compelling Flaw (or Move) |



Seeing a live persons eyes and mouth  
sewn shut,

Horror Rating: 5



## Regaining Composure:

To recover from being horrified, characters make a Sanity roll versus a difficulty equal to the impact of the Horror roll that horrified them; this is an extended action with the number of successes required equal to twice the difficulty. Characters that critically failed their Sanity roll, or were overcome by an impact more than twice their Shock rating may not attempt to regain their composure. Otherwise, if one of the following circumstances arises, you may make the attempt.

If you can remove yourself from the presence of the sighting (or be removed), you may attempt to regain your composure. This could be as simple as exiting the room and shutting the door,

as difficult as running several miles away through underbrush, or might be entirely impossible. Frequently, leaving the horror's presence is the same as the end of the scene and so would require no action.

If other characters attempt to help you, you may attempt to regain your composure. This help could be in the form of restraint, striking for damage (hopefully nonlethal), or some other action.

You may spend two Style points to attempt to regain your composure.

You may spend Style points to improve your chances on composure rolls per normal Style rules. Note that if the condition allowing for an attempt to regain composure is disrupted, so is the attempt, and the process must be started from scratch if it again becomes possible.



**Discovering a human body covered  
in mouths that gibber and bite,  
Horror Rating: 6**

## Compelling Flaws

A Compelling Flaw is not a choice a character makes, but is instead a reaction to things beyond his ability to deal with. Compelling Flaws are something that a character cannot help but do on a regular basis. They should come into play enough to hinder the character, but shouldn't become a major stumbling block to the story.

Compelling Flaws can be overcome but it is difficult (see *Treatment and Recovery* below).

**Gaining Compelling Flaws:** Compelling Flaws are usually gained through failed Sanity rolls, but could also be the result of a disease or some foul curse. Most Compelling Flaws are mental or social in nature, though some are physical. Many are simply regular or Severe Flaws that are "upgraded" to Compelling status. Regardless of origin, a character should succumb to a Compelling Flaw as soon as it is gained.

**Succumbing to Compelling Flaws:** A character can succumb to Compelling Flaws under three circumstances:

First, when the impact of a Horror roll results in a Compelling Flaw, a character may immediately succumb to that Flaw, rather than one of the other reactions to being horrified (attack/stand/run).

Second, a player may decide that his character succumbs to one of his Compelling Flaws whenever appropriate.

Third, the GM may trigger a Compelling Flaw. When the GM does so, a player may pay two Style points to ignore the Flaw for the scene; this cost must be paid at the time the Flaw is triggered.

Regardless of the reason for succumbing, once it happens, the character should act accordingly whenever possible throughout the remainder of the scene.

**Gaining Style points:** A character may not gain Style points for succumbing to Compelling Flaws during the adventure in which they are gained, but may in subsequent adventures if he chooses to forego treatment/recovery.

**Modifiers to rolls:** Each Compelling Flaw a character possesses imposes a -2 penalty to all Sanity rolls, as well as Empathy rolls for treatment/recovery.

For each time a player triggered a Compelling Flaw during an adventure, the character receives a cumulative +1 bonus to his next treatment/recovery roll (that is, if you succumb 3 times during an adventure you get a +3 bonus).





## Treatment and Recovery

No one enjoys being traumatized, and most characters will hope for recovery from sanity-breaking sightings. Some will simply try to tough it out on their own, while others will seek professional help. The effect of being horrified simply wears off after the allotted time and has no lasting effect upon a character, but Compelling Flaws require more.

If a character is suffering from one or more Compelling Flaws, he may shake off the affects in time. As long as a character is attempting to recover, he cannot gain Style from any of his Compelling Flaws. Once he ceases these attempts, he may gain Style from any remaining Compelling Flaws as normal. A player who has stopped seeking recovery, may restart the process from scratch at a later time. If a character does not succumb to a Compelling Flaw at all during an adventure, the character is not entitled to make a treatment/recovery roll between adventures and loses any potential bonuses he might have gained.

While a character is undergoing treatment, or attempting to recover on his own, the difficulty for all Sanity or Empathy rolls is equal to the highest impact of the sightings which resulted in Compelling Flaws for the character (*i.e., a character who has gained Compelling Flaws from impacts of 3 and 5 would roll against a difficulty of 5*). A successful roll enables the character to eliminate one Compelling Flaw. For each adventure, a player may make one of the following rolls, depending on the character's circumstances:

**Natural recovery:** At the beginning of an adventure (not necessarily session), the player may make a Sanity roll. This represents the natural healing that may take place during the downtime between adventures.

**Psychoanalysis:** A character with the Empathy Skill (preferably with the Psychology Specialization) may attempt to treat the character. This is an extended action, with the total number of successes needed equal to the twice the difficulty, and each roll taking a number of hours equal to the difficulty. When the number of successes reaches the total needed, one Compelling Flaw is eliminated, and the process starts over for the remaining Compelling Flaws. Note that only one roll may be made per adventure, so the process could take several adventures to complete. Also, this could be rolled

"offstage" like the first roll, or could be roleplayed as the players prefer.

*Example: Highest impact 4; difficulty 4; total number of successes needed 8 (4 x 2); hours per roll 4.*

Treatment/recovery rolls are subject to the modifiers for possessing and succumbing to Compelling Flaws noted in that section. Two other modifiers also apply:

**Motivation:** If a character successfully performs an action that is in line with his Motivation (GM makes the final decision) it earns the player a +2 bonus. The character has done something that reaffirms his reason for living.

**Amazing success:** If a character performs an action, achieving an Amazing success (+5 Degree of Success) or greater it earns the player a +2 bonus. The character has had a "break" in their "episode" as they find a moment of perfection that helps them refocus their mental outlook.

## Talents

### Iron Mind

**Prerequisites:** None

Your character possesses incredible mental fortitude. He is extremely hard to shock, and can witness many horrible things before caving into madness.

**Benefit:** Your character gains a +1 Shock rating.

**Normal:** Your character's Shock rating is unmodified.

**Advanced:** You may purchase this Talent up to four times. Each additional level grants your character an extra +1 Shock rating.

### Stability

*Unique*

**Prerequisites:** Willpower 3

Your character is more resistant to multiple sightings than most people.

**Benefit:** When your character witnesses multiple sightings in a single scene, for each successive sighting his Sanity rating increases by +2. This bonus resets when the scene is over.

**Normal:** The Horror rating of successive sightings increases by +2 for each previous sighting.

### Stalwart

**Prerequisites:** None

Your character is possessed of great mental stability. It is





difficult to knock down his pillars of sanity even when faced with great shocks.

**Benefit:** Your character gains a +2 Sanity rating.

**Normal:** Your character's Sanity rating is unmodified.

**Advanced:** You may purchase this Talent twice, gaining your character an additional +2 Sanity rating.

### Traumatist

*Unique*

**Prerequisites:** Empathy 4

Your character is a specialist in dealing with severely traumatized patients.

**Benefit:** You may ignore the penalties imposed by a patient's Compelling Flaws on your Empathy rolls when treating those flaws.

**Normal:** Each Compelling Flaw imposes a -2 penalty to Empathy rolls made to treat those flaws.

### Flaws

#### Fragile (Mental)

Your character never gets used to seeing mind-bending things. He does not get to ignore Sanity rolls for repeat sightings of the same type. You gain a Style point whenever your character fails a Sanity roll when faced with a sighting of a type he's witnessed before.

#### Swooning (Mental)

Your character is unable to cope with sudden shocks. Whenever he fails a courage roll or becomes horrified, he faints rather than one of the usual consequences of these situations. You gain a Style point any time your character faints.

#### Sample Compelling Flaws

**Honest to a Fault:** You don't just tell the truth all the time, you tell it even when nobody's asking. Even to your enemies. Even when it might mean your death, or the death of others.

**Hysterical Blindness:** When you have an "episode," you go completely blind.

**Obsessive-compulsive:** You perform some act repeatedly. You tie and untie

your shoes, you check your pockets for your house key, you sing a nursery rhyme, you scrawl a demon ward on any surface you can, etcetera.

### Genre Options

The goal of these rules is to provide a means for players to get a little "crazy" without sacrificing too much playability. Players should have fun, and be relatively unafraid to face the horrors that await them, rather than run from everything for fear they'll lose their minds. In other words, the goal was to recreate pulp horror, not Lovecraftian horror. That said, some playgroups will want to lighten things up even more while others will want to darken them, or at least make things a little more difficult for the characters.

**Compelling Flaws (lighter):** Compelling Flaws might be completely ignored, only using the horrified state of being.

**Horror Ratings (lighter):** Horror ratings could be lowered which would result in less frequent frights.

**Horror Ratings (darker):** Horror ratings could be raised across the board by a set amount; this would pretty much guarantee a regular amount of running and screaming, as well as more Compelling Flaws.

**Treatment/recovery (darker):** Only allow recovery through medical intervention, even when the difficulty is low enough for a character to accomplish without help.

**Staged recovery (darker):** For a more drawn-out recovery process, rather than completely eliminating Compelling Flaws with a success, simply downgrade them to regular Flaws, which must then be rolled for again to eliminate them completely.

**Experience Points:** As long as a character possesses at least one Compelling Flaw, all experience point expenditures double.

**Style Points:** As long as a character possesses at least one Compelling Flaw, the character may gain no Style points from playing other regular Flaws, or adhering to his Motivation, though the latter will still grant a treatment/recovery roll bonus.



**Toilet clog come to life...  
Horror Rating: 5**





# SUPERNATURAL STALKER

By S.D. Hilton

We're on the right trail. Flies and the undead go together like bullets and guns. Come on.

The Lost Boys

The Supernatural Stalker is an ancient profession, stretching back to mankind's first discovery of the supernatural. While there have been many throughout history, the most famous Supernatural Stalker is Abraham Van Helsing, the archetypal character of the profession: his intelligence and field experience, combined with his nerves of steel, have made his name synonymous with death and destruction to nearly all the fiends and creatures of nightmare.

While not all Supernatural Stalkers are created from the same mold, the good ones (those that live long enough to retire) have both diverse skills and extensive knowledge - it's not always just brains and brawn. Overreliance on one or the other usually leads to a dead Stalker. Being the fastest and most accurate shot in the world won't do a Stalker any good if she or he doesn't know where to place that bullet, or if they don't know that the bullet should be made of cold iron, silver, or inscribed with a particular set of runes crafted to send a specific demon back to the Abyss.

The Supernatural Stalker combines combat and investigation skills for a character that is a formidable character that is versatile in its ability to handle the traditional challenges encountered in pulp RPGs. The Supernatural Stalker will thrive in a Hollow Earth Expedition setting, a Savage Worlds game, a Spirit of the Century campaign, or any other pulp inspired RPG. Supernatural Stalker characters are a blend of pulp, noir, and gothic horror tropes, providing them with an element of depth that will make them unique in any game setting.

A Supernatural Stalker, possibly more than any other Archetype, needs to be well-rounded in its attributes. A better-than-average Intelligence or Charisma will help the Stalker glean important information which may help lead them to the target of their hunt. The Stalker will also

need a high Dexterity or Strength in order to overcome or dispatch the nightmare entity that they have tracked down.

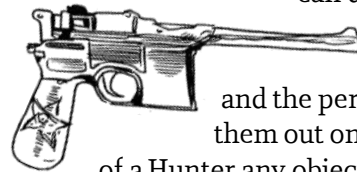
There are a limitless number of the "types" of Supernatural Stalker that a player may create. Academic, Hunter, and Investigator are three types that are most commonly found in campaign games. However, these three are far from the only Supernatural Stalkers that are capable of dealing out harsh justice to the creatures of the night.

## THREE TYPES OF SUPERNATURAL STALKER

**ACADEMIC:** the Academic Supernatural Stalkers pride themselves on their depth of knowledge regarding the nightmares that walk our world. They have studied phenomena rarely seen in the natural world, they have a lust for uncovering little remembered facts concerning their subjects, and a trip to the library is often their answer to nearly every problem.



**HUNTER:** the Hunter relishes the fight, the adrenaline rush, the sensation of destroying a Nightmare before it can do further harm. They know their subjects' weak spots, their Achilles heel, and the perfect weapon to use to snuff them out once and for all. In the hands of a Hunter any object is a potential weapon. To a Hunter, violence isn't the only answer -- but it is the one they almost always resort to.



**INVESTIGATOR:** the Investigator is a combination of the Academic and the Hunter, and shaped until they are something wholly unique. The Investigator hunts down clues, breaks down informants, and follows the leads that ultimately lead them to their subject. Their skills allow them to glean information from ancient diaries coded in Aramaic, fashion a scythe of cold iron forged under a blood moon, locate the lair of a Ghadean and dispatch it before it could infect the shadow of another innocent. An Investigator rarely sees roadblocks -- they merely see the chance to travel a different road.



## POTENTIAL MOTIVATIONS

A character's Motivation is what guide their actions in the game and pushes them to do the things they do. For the Supernatural Stalker, there is usually one strong driving force that pushes them to continue down the path of danger and isolation that characterizes their life. Here are some of the Motivations that are more prevalent amongst Stalkers.

**DUTY:** the Stalker motivated by Duty may be continuing on a legacy of hunting. Their family, church, or organization may have a long history of ferreting out the Nightmare creatures, and the character is continuing the tradition. Others may be motivated by a promise made on the deathbed of a friend or loved one, and others may simply see the eradication of these beasts as their job. Regardless of their reasons a Stalker motivated by Duty will often go to the extreme to pursue their foes. They are not easily dissuaded.

You earn Style Points when your character continues to follow their convictions even in the face of great adversity or danger. You may also earn Style Points by convincing others that your outlook on things is the correct one.

**FAITH:** the Stalker who believes their abilities are a gift from God or some other higher power is a Stalker whose

path is clear and unwavering. The existence of creatures of Nightmare is abhorrent to these Stalkers, and they wish to eradicate them before they can taint the minds of others. The clergy has produced many Supernatural Stalkers over the years, and several exorcists have been Academic or Investigator Stalkers.

You earn Style Points when you uphold the tenants of your faith or when you convince others that your beliefs are beneficial to the world at large. Converting others to your faith is also worthy of a Style Point.

**JUSTICE:** the Stalker motivated by Justice have often seen the affects that the creatures of Nightmare have had on ordinary folk, and how the legal system is at a complete loss to do anything against the supernatural. This Stalker has a strong sense of right and wrong, and does not believe that law and justice are one and the same -- the Stalker that is motivated by Justice often has little concern for the law. Laws don't apply to the things stalkers hunt, and they tend to skirt them in their efforts to bring about justice.

You earn Style Points by bringing closure to those that have sought justice or helped others to achieve justice on their own.

**LOVE:** the Stalker motivated by Love may have had a





loved one who was a victim of a Nightmare creature, or one who has had to come to terms that their loved one has become one of the things they hunt. Others fear that their loved ones could be hurt by the unnatural, and so they hunt them down before they can do any damage. There is no limit to what a Stalker motivated by love will do, how far they will travel, or the ordeals they will endure to make sure they save, protect, or even redeem those that they love.

You earn Style Points when you endanger yourself for love, or when you convince others that love is worth the ultimate risk.

**MYSTERY:** the Stalker motivated by mystery isn't out to share the horrors of the night with the world -- quite the opposite in fact. This Stalker is actively trying to cover up the existence of these creatures, and keep the public in the dark. They feel that allowing the world at large to know the truth behind these creatures of Nightmare will cause nothing but widespread terror and calamity. It is hard enough for those that have training to keep their wits about them when confronted by the things that should not be -- what would happen if the entire world knew the truth? It is better for those that can handle the truth to carry on the battle, and allow the world to live in ignorant bliss.

You earn Style Points when you successfully keep the knowledge of supernatural creatures or other phenomena a secret, or when you convince others that there is a rational explanation for the irrational thing they just witnessed.

**REDEMPTION:** some Stalkers were once tainted by the Nightmare themselves. Some have been able to fight against the hold of baser instincts, and a few have even found a cure to some affliction they once suffered. There are those that inadvertently allowed someone else to suffer at the hands of the Supernatural or Nightmare creatures, and they wish to atone for what they have done in the past. This Stalker typically believes that if they can kill enough beasts, save enough innocents, or stave off enough Supernatural activity that they may eventually find peace.

You earn Style Points when you successfully stop others from suffering the same or similar fate that befell you. You may also earn Style Points for helping others understand that they need to be redeemed.

**REVENGE:** one of the most powerful Motivations that a

Stalker can have is vengeance. A Stalker motivated by Revenge is out for blood or the destruction of whatever has wronged them. This Stalker may have lost a loved one, a friend, or even their way of life. They are bent on finding and eliminating the thing that caused them the pain and grief they may feel. A Stalker motivated by Revenge can be just as scary as the things they hunt.

You earn Style Points when you find an outlet for your revenge or help others get their own revenge.

**SURVIVAL:** some Stalkers are merely trying to stay alive. They may have tangled with something that wants them dead which will stop at nothing to see that they come to a most horrific fate. A group of vampires, a pack of werewolves, an ancient Killer Doll, or a sinister cabal might have marked this character for death. This Stalker has a reason to constantly check over their shoulders, lock their doors, and sleep with a pistol under their pillow. Some might call them paranoid, but they just like to be cautious.

You earn Style Points when you avoid something that might cause you great harm (a creature or a trap), and you earn Style Points when you help others avoid similar circumstances.

## PRIMARY ATTRIBUTES

All Primary Attributes are important to a Supernatural Stalker that wants to live long enough to have made a difference. However, the three different types of Stalkers: Academic, Hunter, and Investigator tend to focus on certain Attributes over others.

**BODY:** Body is an incredibly important attribute to all Supernatural Stalkers. Body helps increase a Stalker's Defense, it acts as your Stun rating, and it plays directly



into your Health attribute. However, Body does not affect any Skills. For a combat-oriented character this is the primary attribute, and Hunters and Investigator, as well as any character that is contemplating field work in the Supernatural should consider a high Body score. Academics may be able to get away with a below-average Body score, but should be careful in situations that involve confrontation.

**DEXTERITY:** Dexterity is the primary attribute for firing guns, shooting bows, and throwing daggers. For all Stalkers, this is a key ability if they wish to do damage from a distance. This attribute affects numerous skills that Stalkers may find useful as well as being an integral part in a Stalker's Move, Initiative, and Defense ratings.

**STRENGTH:** When it comes to bashing down the door, driving a stake through the heart of a vampire, beating a creature to death or destruction with your hands, or even hacking something apart with an ax, a high Strength is a must. Strength also factors into a Stalker's Move and the types of firearms they can use effectively. Hands-on Hunters and Investigators are going to need to consider how much Strength they will need, but an above-average Strength is *de rigueur* when going hand-to-hand with creatures of Nightmare. An Academic can skip the gym if they want to, but shouldn't neglect Strength too much.

**CHARISMA:** Charisma is the key talent for the Investigator, and can also be useful to the Academic. A Hunter might be able to get by with a lower Charisma, but this could negatively impact their ability to gather information. While Charisma doesn't affect any Secondary Attributes, it does play a major role in several Skills. Any Stalker attempting to gain the trust of an informant, get around bureaucracy, run a big con, or even intimidate a subject without getting bloody needs to consider their Charisma score.

**INTELLIGENCE:** Intelligence is the primary attribute for Academic Stalkers. It also helps the Hunter and Investigator by increasing their Initiative. Skills wise, it's a heavy hitter that helps all three classes. Academics see it directly applied to their Academics, Art, Bureaucracy,

Investigation, Linguistics, Medicine, and Science skills. The Hunter benefits from Demolitions, Gunnery, and Survival Skills. The Investigator sees a direct impact on their Bureaucracy, Empathy, Gambling, Investigation, and Linguistics skills. This attribute helps all of the styles of Stalker, and the attribute should be carefully considered before points are assigned.

**WILLPOWER:** For a Stalker a high Willpower is a must. The Stalker's courage and resolve are constantly being tested with each assault by a supernatural

creature, or by other horrific and mind-bending situations that would easily break the will (and sanity) of any ordinary person. The Stalker's Willpower directly affects Perception which is an important Secondary attribute to any Stalker that wants to see their prey before their prey sees them. Health is also directly affected by Willpower, and a low Health score leads to a dead Stalker regardless of their other attributes and skills.

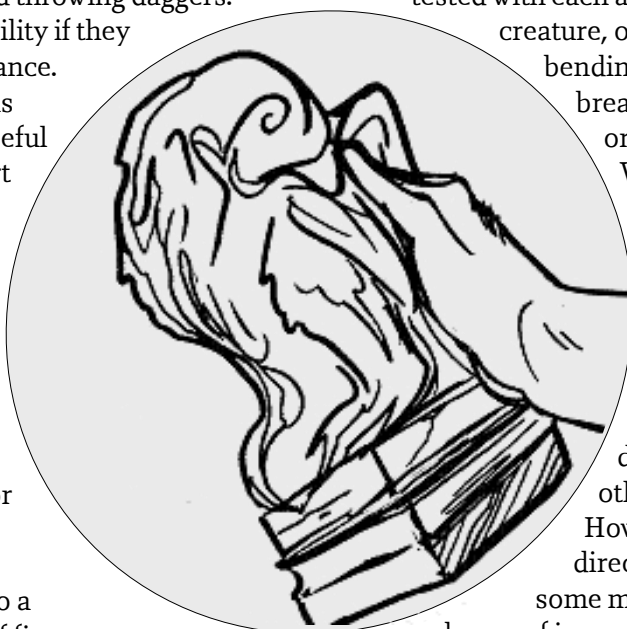
However, Willpower does not directly affect any other skills so some might be willing to neglect it in hopes of increasing another attribute. It may be tempting to put a lower score here, but be very wary. The forces of Nightmare enjoy breaking the mind and will of a Stalker.

## SECONDARY ATTRIBUTES

Secondary Attributes are just as important to a Supernatural Stalker as their Primary Abilities. However, the Secondary Attributes are based directly off the Primary Abilities, so, it is that much more important to give the proper thought and attention to your Primary Abilities.

**SIZE:** Size is the only Secondary Attribute that is not derived from your Primary Attributes. Size is a constant attribute, and always starts at 0. Some Stalkers might like the ability to be larger and take Giant Talent to increase their size, but with the wealth of options available to a Stalker, the Giant Talent is one to be carefully considered.

**MOVE:** the ability to move and move quickly is an important Attribute for the Hunter, and to a lesser





degree the Investigator. The Academic can, to some degree, be effective in their role with a lower Move.

**PERCEPTION:** Perception is a key Secondary Attribute to the Investigator, and the Academic also benefits from this skill. A Hunter without a high Perception is bound to miss the fiend sneaking up on them, or miss a vital clue that will likely save their life. This is a highly used attribute and is just as important to a Stalker as any of their Primary Attributes.

**INITIATIVE:** The ability to get the jump on an opponent is a lifesaver for a Hunter in situations where their life is measured by heartbeats. The precious seconds it takes to deliver a killing blow, block a brutal blow, or throw a vial of holy water can save a Stalker's life. Academics and Investigators can get by with a lower Initiative, but they would be wise to be extremely careful in combat situations.

**DEFENSE:** Stalkers that can defend themselves have a longer life span than those that can't. The Hunter is constantly throwing themselves into the thick of combat against, tooth, claw, fan, firearm, edged weapons, and other forms of weapon even more exotic. The Secondary Attribute is the one that keeps them alive and in the field hunting. An Investigator can use a healthy Defense as well, but an Academic might be able to get by with less of a Defense if they have surrounded themselves with those that can take care of themselves.

**STUN:** The Hunter needs a high Stun rating. Taking a blow is a constant hazard in a Hunter's life, and how they react to that blow has a direct relation with their lifespan. The ability to shrug off a Stun will keep the Hunter in the fight, on their feet, and dealing out damage of their own. An Investigator benefits from the Stun attribute to a lesser degree than the Hunter, and the Academic that finds themselves in need of a high Stun score has probably put themselves in a position they should have avoided.

**HEALTH:** When Health is gone, the Stalker is probably gone as well, and the return trip is usually as one of the things they once hunted. Obviously a Hunter is going to need a high Health attribute, but Investigators and Academics are also in need of an above-average Health score to make sure they continue Stalking.

## SKILLS

The three types of Supernatural Stalkers excel in their variation of the Archetype by taking certain Skills that help them complete their goals. Some Skills cross over between the Academic, Hunter, and Investigator, but some of these skills are much more practical or beneficial for one type over the other two. A Stalker that wishes to become the very best in their field often branches out and has a myriad of skills that cover a lot of different areas -- highlighted Skills are key skills to that specific type of Supernatural Stalker.

## ACADEMIC

Academics, Art, Bureaucracy, Demolitions, Diplomacy, Empathy, Focus, Investigation, Linguistics, Medicine, and Science.

## HUNTER

Hunters tend to specialize in one form of combat, Archery, Brawl, Firearms, Martial Arts, or Melee. Other important skills: Athletics, Drive, Focus, Intimidation, Pilot, Ride, Stealth, Survival, and Warfare.

## INVESTIGATOR

Academics, Bureacracy, Con, Diplomacy, Empathy, Gambling, Intimidation, Investigation, Larceny, Linguistics, Performance (Acting), Stealth, and Streetwise.

## TALENTS

Talents give a Supernatural Stalker the edge that they need to survive in the practice of their profession. Some Talents are better suited towards one of the three types than others -- highlighted Talents are key Talents to that type of Supernatural Stalker.

## ACADEMIC

Calculated Attack, Calculated Defense, Focused Attack, Focused Defense, Guardian, Headstrong, Inspire, Intelligent, Iron Will, Jack of All Trades, Keen Sense, Magical Aptitude, Psychic Ability, Psychic Senitivity, Skill Aptitude, Skill Mastery, Skilled Assistant, and Total Recall.

## HUNTER

Accuracy, Autofire, Blind Fight, Block, Danger Sense, Diehard, Dodge, Drive-by Attack, Dual Wield, Flurry,



High Pain Tolerance, Instant Reload, Iron Jaw, Lethal Blow, Mobile Attack, Parry, Quick Draw, Rapid Shot, Ricochet Shot, Robust, Strafe, **Strong**, Strong Attack, Total Defense, and Tough.

## INVESTIGATOR

**Alertness**, Attractive, Captivate, **Charismatic**, Danger Sense, Inspire, Jack of All Trades, **Keen Sense**, Lucky, Moneywise, Natural Leader, Provoke, Skill Aptitude, Skilled Assistant, Skill Mastery, **Total Recall**, and Well-Connected.

## RESOURCES

To a Supernatural Stalker, Resources can be the difference between life and death, victory and defeat, saving the world or losing it to a powerful dark force of Nightmare.

## ALLIES & FOLLOWERS

Allies help a Stalker by finding information, locating objects, maintaining a safe house, acting as forgers, and a plethora of other roles that can make the character's life a little easier ... or one day longer than they expected. In popular fiction and movies the trusted Ally is a friend and confidant that can be called upon in times of need. Abraham Van Helsing (the classic version) was a true Academic Supernatural Stalker, but when it came time to get dirty, he had a group of allies quite capable of backing him up in the tombs of Dracula. Blade, of Marvel Comics fame and a prime example of the Hunter type of Supernatural Stalker, was aided by his friend Whistler, who helped create and maintain his equipment. In the popular television show "Supernatural" the Winchester boys, Dean (a Hunter) and his brother Sam (a Hunter with a touch of Investigator) often call upon their friend Bobby Singer (an Investigator with some Hunter mixed in) for information and research.

All types of Supernatural Stalkers can use the help of a knowledgeable or capable ally. At some point a Stalker has to sleep, and having someone watch your back while you do is just as useful as a silver bullet.

## ARTIFACTS

There are very few Supernatural Stalkers that don't end up with at least a minor charm or token in their arsenal. The items vary and are only limited by a GM and a player's imagination.

## CONTACTS

An Investigator's best friend is the Contact that supplies him with his information. However, don't confuse a Contact with an Ally. An Ally is someone you can trust with the secrets of the universe, whereas a Contact is someone that turns that information into a new car, with white walls and a racing stripe. Contacts are great for helping to uncover information, keeping tabs on a subject, and locating a missing artifact. Just don't expect them to be hands on when it comes time to battle the ancient Assyrian fire-demon loose on the streets of the city.

## FAME

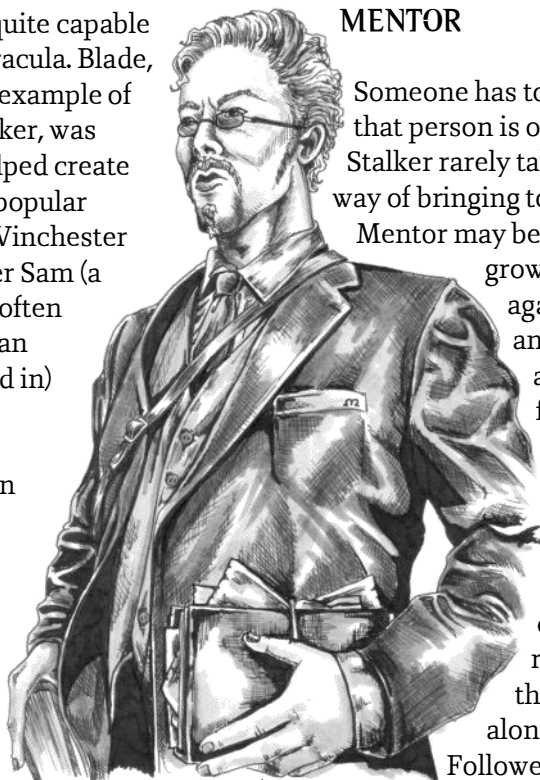
Fame is typically not a Resource that many Supernatural Stalkers achieve nor desire. The ability to move about nearly unseen and unnoticed is a skill that Supernatural Stalkers hone over their careers, and having a bunch of photographers following you around with flash bulbs isn't helpful. That's not to say that some Supernatural Stalkers don't take advantage of their celebrity, but by doing so they open up several new avenues of danger.

## MENTOR

Someone has to teach a Stalker the ropes, and that person is often their Mentor. A seasoned Stalker rarely takes an apprentice, but fate has a way of bringing together old salts and rookies. A

Mentor may be a retired Stalker that has simply grown too old to continue the struggle against the creatures of Nightmare and other beasts that stalk the day and night. Some Mentors might be family, others might be friends, and some are mysterious forces that never explain why it is they have chosen to help the Stalker.

A Mentor is a useful resource that can teach you, inform you, and on rare occasions come to your aid in the face of horrors best never fought alone. A Mentor, unlike Allies and Followers, are not necessarily loyal to the





end. A Mentor often has several skeletons in the closet (usually just the metaphorical kind, but not always ...), and a Stalker's past rarely remains buried. Your Mentor may call upon your assistance on occasion, and if you wish to stay in the good graces of your Mentor, it's wise to return the favor when asked.



## RANK

A few Stalkers are members of the military, or have been discharged, and some are members of groups or societies. Stalkers that have Rank may be able to gain access to military training, information, and possibly even armed assistance. Others involved in groups or societies may find they have a certain level of respect granted to them by the community, have access to their organization's assets, and are able to call upon them in times of need to lend assistance. Abusing one's Rank may result in a loss of respect and influence within the organization, or expulsion or exile from their organization ... and, depending upon the organization, possibly a death sentence.

## REFUGE

A safe place to rest, heal, and relax is a luxury any Stalker will savor. A hidden safe house, a peaceful country estate, or a secret base of operations makes life much more safe and comfortable for the Stalker. An Academic who takes Refuge as a resource multiple times quickly becomes a force to be reckoned with as their Skill Bonus increased by +2 each time you increase their Refuge. A Hunter will find the -2 penalty infiltration penalty to enemies a useful feature that allows them a chance to catch some much-needed shuteye.

## STATUS

A Stalker whose status is quite high is more than likely leading a double life. While it's not unheard of to hear of the upper-upper class becoming Stalkers, it is definitely unusual or rare. Most do not wish to leave their comfortable and pampered lives to battle the

fiends and creatures of the night. However, under the right circumstance anyone is capable of becoming a Stalker, and one who has Status has an advantage over those Stalkers who do not. Having a trust fund, inheritance, or being a "made man" makes equipping silver tipped dog wood spikes a lot easier. Stalkers with Status have to be wary of their actions, or they may lose that which once helped them in their endeavors to battle the horrors that walk our world.

## WEALTH

Being filthy rich will benefit any Stalker. Having silver plated .45's firing silver bullets from your military-grade vehicle driven by your martially trained driver is something that 99% of all Stalkers will be able to take advantage of. There aren't too many downsides of Wealth, but once you attain it there is always someone that wants to take it from you. This particular Resource can be used to add some depth to your character. A Stalker, like anyone else, may have invested their money and made a killing on Wall Street, but it's more likely that a Stalker made their money in a plain old killing.

## FLAWS

Flaws help a Stalker gain much needed Style Points that may help them turn the tides of an important hunt. Unlike Attributes, Skills, Talents, and Resources, any Flaw is great for a Supernatural Stalker. There really isn't a bad choice when it comes to Flaws, and a Stalker can take full advantage of a Flaw to rake in the Style Points. A Superstitious Stalker is a Style Point-earning machine, a Danger or Weirdness Magnet is going to drown in Style Points, and an Unlucky Stalker will more than make up for the disadvantage in earned Style Points.

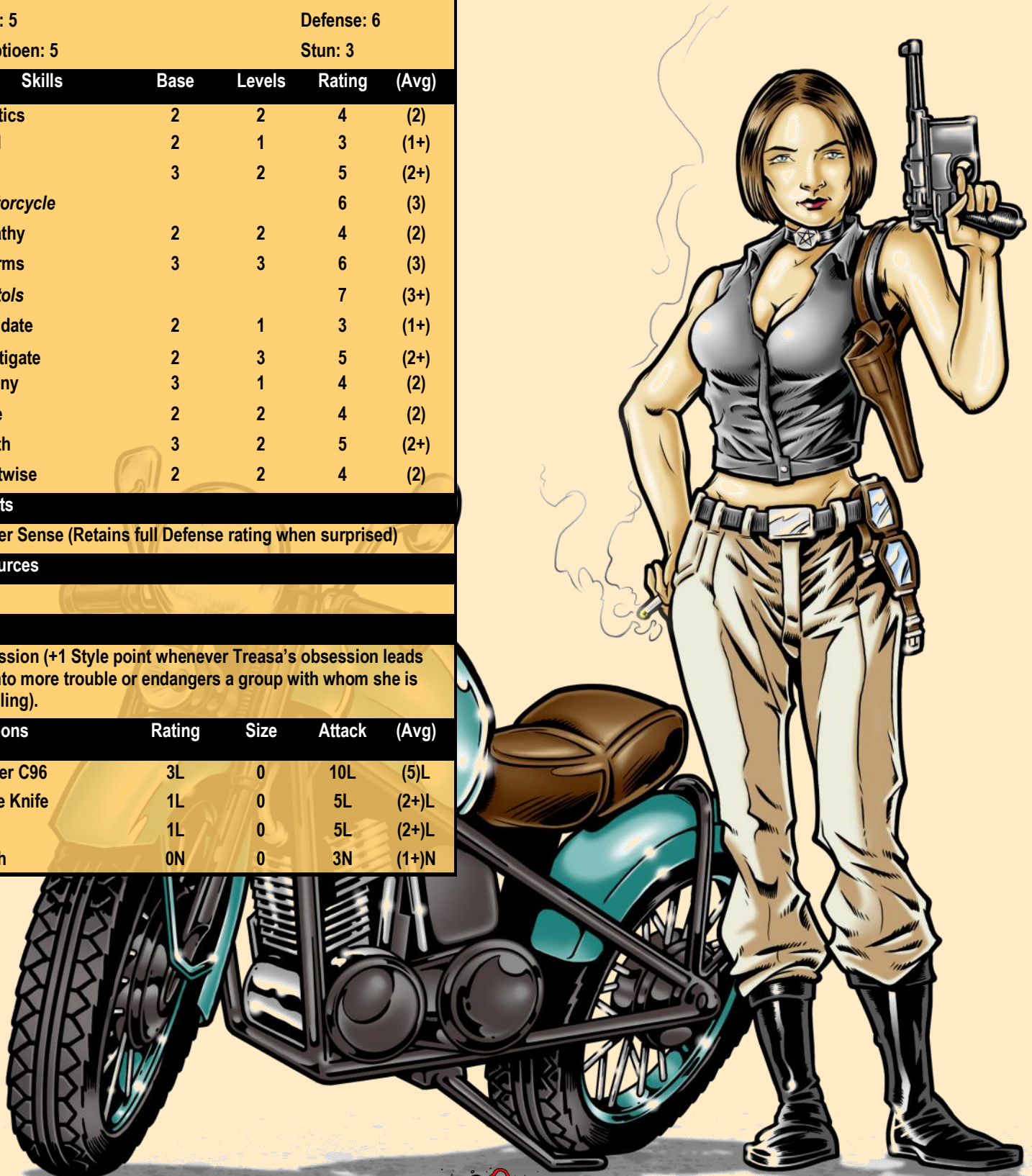
The most important thing to keep in mind with a Flaw is to have fun with it. The Flaw itself will earn a character Style Points, but most GMs loosen up the Style Point purse strings when a player actively makes the game more fun and interesting by selective and/or humorous application of the Flaw. Never miss an opportunity to play up your Flaw at the WORST possible time, and you'll be saving the day later on as your Style Points flow like a waterfall.



# Treasa Dare

## SUPERNATURAL STALKER

|  |               |                     |               |              |
|--|---------------|---------------------|---------------|--------------|
| Archetype: Supernatural Stalker  |               | Motivation: Revenge |               |              |
| Style: 3   |               | Health: 6           |               |              |
| <b>Primary Attributes</b>  |               |                     |               |              |
| Body: 3  |               | Charisma: 2         |               |              |
| Dexterity: 3   |               | Intelligence: 2     |               |              |
| Strength: 2  |               | Willpower: 3        |               |              |
| <b>Secondary Attributes</b>  |               |                     |               |              |
| Size: 0  |               | Initiative: 5       |               |              |
| Move: 5  |               | Defense: 6          |               |              |
| Perception: 5  |               | Stun: 3             |               |              |
| <b>Skills</b>  | <b>Base</b>   | <b>Levels</b>       | <b>Rating</b> | <b>(Avg)</b> |
| Athletics  | 2             | 2                   | 4             | (2)          |
| Brawl  | 2             | 1                   | 3             | (1+)         |
| Drive  | 3             | 2                   | 5             | (2+)         |
| <i>Motorcycle</i>  |               |                     | 6             | (3)          |
| Empathy  | 2             | 2                   | 4             | (2)          |
| Firearms   | 3             | 3                   | 6             | (3)          |
| <i>Pistols</i>   |               |                     | 7             | (3+)         |
| Intimidate   | 2             | 1                   | 3             | (1+)         |
| Investigate  | 2             | 3                   | 5             | (2+)         |
| Larceny  | 3             | 1                   | 4             | (2)          |
| Melee  | 2             | 2                   | 4             | (2)          |
| Stealth  | 3             | 2                   | 5             | (2+)         |
| Streetwise   | 2             | 2                   | 4             | (2)          |
| <b>Talents</b>   |               |                     |               |              |
| Danger Sense (Retains full Defense rating when surprised)  |               |                     |               |              |
| <b>Resources</b>   |               |                     |               |              |
| None   |               |                     |               |              |
| <b>Flaw</b>  |               |                     |               |              |
| Obsession (+1 Style point whenever Treasa's obsession leads her into more trouble or endangers a group with whom she is travelling). |               |                     |               |              |
| <b>Weapons</b>   | <b>Rating</b> | <b>Size</b>         | <b>Attack</b> | <b>(Avg)</b> |
| Mauser C96   | 3L            | 0                   | 10L           | (5)L         |
| Bowie Knife  | 1L            | 0                   | 5L            | (2+)L        |
| Stake  | 1L            | 0                   | 5L            | (2+)L        |
| Punch  | 0N            | 0                   | 3N            | (1+)N        |





**"I'd rather torture you than talk to you, so please hold back."**

## Character Background

We had set the date, bought the rings, picked out the big white dress, and sent out the invitations. The big day came, the guests showed up, and everything seemed straight out of a fairy tale. The only thing missing was the guy giving me away and the guy getting me.

Both no shows, and seeing as one was my brother it stood that this was something a little more than butterflies and second thoughts.

Getting jilted at the altar will cheese off any gal. Getting jilted at the altar and finding your semi-catatonic brother in the fetal position sobbing under a bridge closer to death and life a few days later will put most girls into a tizzy, but when that brother only wakes up long enough to whimper, cry, and occasionally scream to break the monotony; well that will put any gal into a snit. Learning that the last time your fiancé was seen he was in a drunken stupor in the arms of another woman will shatter nearly any woman's world.

I was living in the ruined debris of that world, drinking rot gut whose best qualities had been lost down the drain of a dirty bath tub, and wondering if I was really any better off than my brother in his newly padded residence; after all...at least someone cleaned him up. That was till that schlepper showed up pushing his pics and his "service". This two-bit P.I. offers up some shots of my fiancé at a gentlemen's club in the arms of some dame I'd never seen before. Turns out that a house wife a little long in the tooth was getting a notion that her man was off the leash and digging around a greener garden. She laid out the cabbage for this lamebrain to follow her old man, and the dog went straight to the same club, and the same woman that mine had. Turns out that ours wasn't the only two timers taking turns making time with this lady. He had film on over a dozen guys all lining up for the same thing, most with families or young brides at home. This fine upright P.I. had taken the time to offer up these candid shots to the poor mistreated wives so they could cash in for a big dollar divorces, and he only wanted ten percent. I paid the man, took the pic, and schmoozed him long enough to get the names of the other women as well, then promptly gave him the brush off, and when that didn't take, I gave him the boot and tossed him like yesterday's paper.

It didn't take any kind of Dick Tracy to figure out something was a little queer about this whole thing. That pic I bought showed more than just my intended getting all moony-eyed over some dame, it showed my brother, still in his right mind, and he was pulling the two of them apart. A little wear on my soles turned up some interesting tid bits about the other men in the pics. Most had never returned, and those that did were in a state similar to my brother's. No guy who had shared time with this woman had come back in cherry condition, and the women weren't any better off than I had been, but that was before, before I had a purpose. I didn't know who that broad was in that picture, and I didn't know what she was about, but I was going to find out.

That was five years and a lifetime ago. I still haven't found out where that thing is, but I dug up enough dirt to make sure my hands would never be clean again. She was only at that club for a month. In that time over twenty-six men vanished and another sixteen weren't ever the same, including my brother. It all ended when she disappeared. That's when I started down this road and never looked back. The same thing had happened in seven other towns...over fifty-six years. In my travels I found a seventy six year old man in the same condition as my brother, and I showed him the picture of the woman the P.I. had given me. He didn't make it to seventy-seven. Five years and I've learned that this dame was no woman at all, but what the old world legends call a Succubus. I've learned that's not the only things the legends warned us about that are real. Turns out a whole mess of nastiness is real and having its way with humanity, and these things, daemons, ghosts, vampires, and all the other guff, that we always thought lived in the dark closets and under the beds of our imagination had been real all along. Real and hungry.

One of those things ruined my wedding, killed my fiancé, and destroyed the dream of a life I'd never live. The score wasn't settled yet, and I wouldn't stop hunting that daemon until I made her pay, and the only currency I'm exchanging is pain and suffering.

## ROLEPLAYING

You've faced bitter loss and disappointment in your life, and you're going to see that the things responsible pay for what they have made you become. You envy those who are ignorant of the true horrors that lurk in the dark corners of the world, and you do what you can to maintain their illusion of bliss. You're a battle-hardened veteran in the war against the horrors that prey on the innocent and the not so innocent. You've done things you'd never ask another to do, and it weighs on your soul as you wonder how much longer it will be until you're more like the things you hunt than those you protect. In an attempt to battle this potential loss of your own humanity you've started trying to connect with normal people again, trying to live life, and on occasion find a reason to laugh.



FALCONS POINTE  
1936

SCHWARTZ'S TELEGRAM REACHED ME A COUPLE OF NIGHTS AGO IN INDIANA. IT SAID IT WAS **URGENT**, AND THAT HE HAD SOMETHING THAT I **NEEDED** TO SEE. THAT I HAD TO HURRY...BECAUSE HE MIGHT BE IN **TOO DEEP**.

STORY BY:  
S.D. HILTON &  
GREGORY  
WORONCHAK  
COLORS BY:  
CHRIS THEISEN  
LETTERS BY:  
DIGITAL FANBOY



HE WAS.

I HOPE HE'S NOT IN SO DEEP THAT I CAN'T FISH HIM OUT.

*Treasa Dare* in **DANCE WITH DAGON**  
SUPERNATURAL STALKER











**DARK  
ADVENTURE**  
Radio Theatre  
*presents*

**H.P. Lovecraft's**

**The DUNWICH  
HORROR**



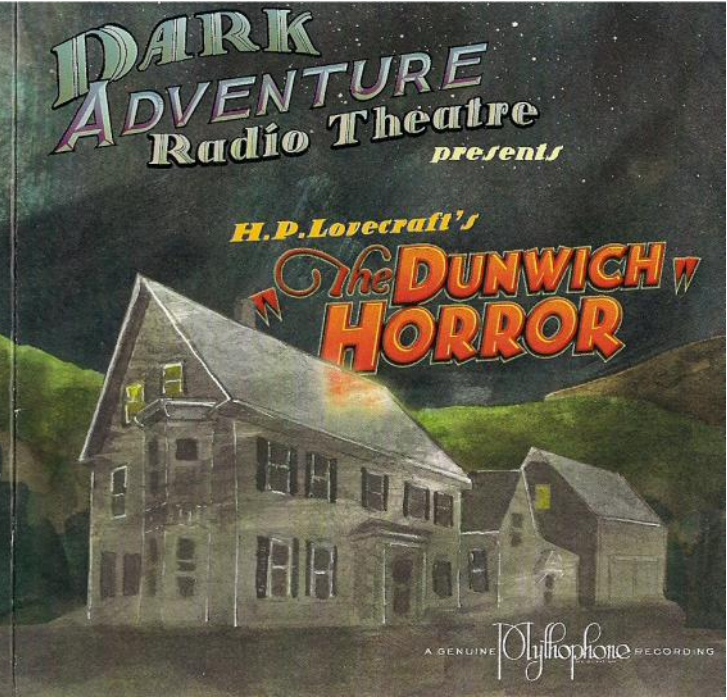
A GENUINE **Victrola** RECORDING  
REG. U.S. PAT. OFF.

**The winner of THE DUNWICH HORROR IS:**  
**FRANK THE DM**

Frank has a week to contact us at: [DANGERMAGNETMAGAZINE@GMAIL.COM](mailto:DANGERMAGNETMAGAZINE@GMAIL.COM) and let us know where to ship his prize...otherwise we pick a NEW winner. Times ticking FRANK THE DM.

Thanks to the H.P. Lovecraft Historical Society who graciously provided a copy of *Dark Adventure Radio Theater Presents: H.P. Lovecraft's "The Dunwich Horror"*.





When I first learned that the H.P. Lovecraft Historical Society (hereafter referred to as “the Society”) was going to produce Lovecraft’s stories in an “audio drama” format, I was incredibly excited. Giddy might be a better word, because I felt like a kid running down the stairs on Christmas morning to check out the loot. It’s not often that Lovecraft fans hear news regarding their favorite author: since he died over seventy years ago, there’s not a lot of breaking news on the Lovecraft front. What little news we hear is usually a sanity-shattering disappointment about yet another movie will have a Lovecraft title slapped on it that bears no resemblance to the original material. So, when I heard that the Society was behind this latest adaptation, I knew that dedicated and creative talents would be pouring their hearts and souls into the project. The group has a proven track record for producing content of the finest quality, even pushing the envelope with regard to how they present the material, i.e. making *The Call of Cthulhu* as a silent film. The Society keeps the spirit, and often the exact words, of H.P. Lovecraft’s works alive.

With *Dark Adventure Radio Theater Presents: H.P. Lovecraft’s “The Dunwich Horror”*, the Society has surpassed their own high standards. This adaptation of one of Lovecraft’s most beloved and

recognized stories faithfully adapts the spirit and the feel of the source material, and even takes it to a new level that other adaptations of the story have failed to reach. Simply put, the Society’s audio drama is far more entertaining than the 1970 film version starring Sandra Dee and Dean Stockwell. The Society proves, beyond a shadow of a doubt out of time, that Lovecraft’s work can be translated successfully into other mediums, that the sensibility of the original work can be kept, and that it is even possible to make it exciting and fresh. With *Dark Adventure Radio Theater Presents: H.P. Lovecraft’s “The Dunwich Horror”*, they have taken an already beautiful diamond and polished it, put it under lights, and presented it to the world.

Presented in CD format, the work is just under 75 minutes in length. It provides enough time to tell the story in its entirety, completely immersing the listener in the rich experience that the Society’s players bring to life. The CD is accompanied by four “documents” created by Andrew Leman and Sean Branney; an authentic looking map of Dunwich with a note attached written to Professor Armitage; a single page from Wilbur Whatley’s diary; a page from the *Necronomicon*; and a newspaper clipping that prominently features the Whatley clan, which relates a story of the appalling conditions of the region.

Any listener will enjoy looking over and holding





# TOOLS OF THE TRADE

## SUPERNATURAL STALKER

By S.D. Hilton

Treasa Dare hasn't had the luxury of an unlimited budget, and has had to skimp by on what she's has at hand, can get cheap, or take off the bodies of those left in her wake. There are no famous designer labels in her wardrobe, and her weapons are designed for functionality over style, with an emphasis on stopping power. However, she does take excellent care of the equipment that she has, as it is often that same equipment which stands between her and certain death.

### APPAREL

**Vest:** This heavy vest acts as protection from the elements, most minor scrapes, and its ability to deaden a punch is an extra benefit that Treasa has come to appreciate. A catalog find from the Sears, Roebuck, and Co. men's section that has been altered to allow a full range of motion. 3 lb. \$3.89. \$1.15 for alterations.

**Khaki pants:** Also purchased from the men's section of the Sears catalog, these comfortable pants have been slightly altered to maximize fit and wearability in the field. Larger safety pockets have replaced the originals, which allow Treasa to keep certain essentials close at hand with little worry that they will fall out. Wt. 1 lb. \$2.50. \$.65 for alterations.

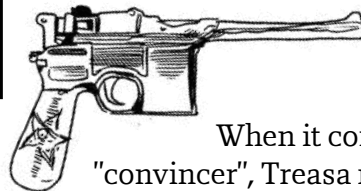
**Boots:** Treasa takes no chances with her footwear. Her Faulkner Norwegians are some of the best-made, waterproofed, and wear-resistant boots on the market. Her vintage pair were

survivors of the Great War, and came through unscathed from a U.S. officer who arrived too late to see action in the fields of France. 3 lb. A similar pair would cost \$6.50.

**Motorcycle goggles:** Treasa's preferred mode of transportation calls for rugged eye protection, and it doesn't get more rugged than the Italian-made goggles she sports. Made from the highest quality materials, these goggles feature face-hugging curved lenses, nicked frames, pneumatic rubber binding, with an adjustable nose piece, and an aluminum carrying case (which she has since lost). 10 oz. \$4.95

### Armarment

#### C96 MAUSER ("BROOMHANDLE") a.k.a. RED 9:



When it comes to her favorite "convincer", Treasa relies upon a weapon gifted by her uncle. This particular "Broomhandle" Mauser originally saw action in the Great War, but the weapon has been made in Germany since 1896, with production continuing all the way up until 1936. This unique model has been carried by such notable figures as Winston Churchill to Lawrence of Arabia. Treasa's Mauser was originally fitted with a detachable wooden stock that acted as a holster, but it was destroyed in a confrontation with a minor Romanian ambassador. She enjoys the superior range and penetration it offers over other handguns, with her particular weapon chambering the 9mm Mauser Export cartridges, which pack more punch than the standard C96. WT: 3 lb. \$75.00 or \$30.00 if purchased in Germany.

**AMMUNITION:** Treasa's not shy about spending brass, as a barrage of rounds usually makes up for a lack of accuracy. 100 rounds 9mm: \$7.00



## THE "FINISHER" (customized railroad spike)

Some of the old legends regarding creatures of the night are true: cold iron kills.

However, a Supernatural Stalker never knows what kind of

material might be necessary to destroy

the next foe they might cross paths

with in their war. To reduce the amount of

equipment she needs to carry, Treasa had a metal

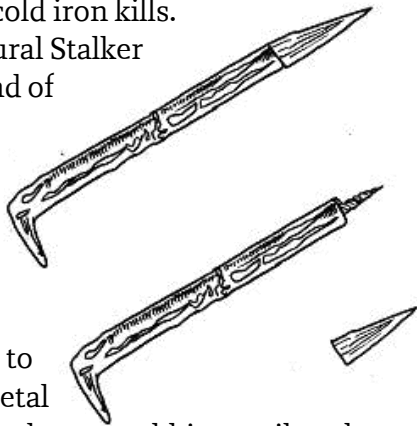
worker machine a simple cold-iron railroad spike with a basic screw tip that would allow her to simply fasten on whatever tip the job might require.

Tips made of silver, wood, and other exotic materials are easily attached to this trusty item, enabling Treasa to finish off whatever abomination needs

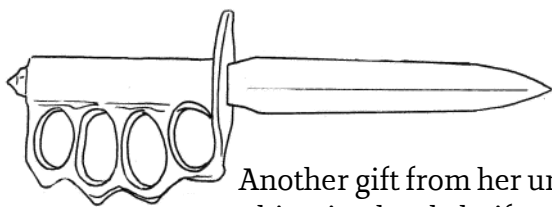
doing in, hence her nickname for the spike. 2 lb. \$.40 for spike. Attachments vary by price due to material

and customization: Silver \$.45 an ounce, Gold \$35.00 an ounce, copper is literally pennies as the penny is

nearly pure copper.



## US M1918 TRENCH KNIFE:



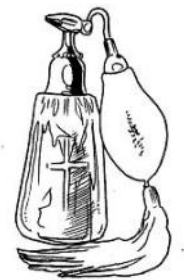
Another gift from her uncle, this combination battle knife and brass-knuckles is an incredibly effective weapon against both supernatural creatures and their more human minions and servants. 1 lb. \$5.00.

**PIANO WIRE:** Sometimes it pays to be silent when silencing ones foes. On occasion a garrote is a useful, but distasteful, weapon that Treasa has employed when stealth was the key to success. Any thin material can be used to accomplish the ultimate goal, but piano wire has a certain charm and functionality that are not lost on Treasa. \$.05

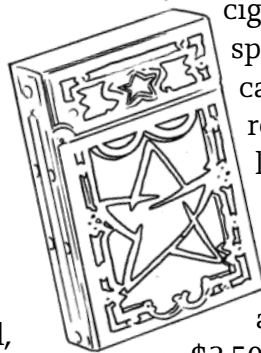
## EQUIPMENT

**HOLY WATER:** In the never-ending fight against the horrors of Hell, a good source of holy water is a must. Luckily, any Catholic church with a priest whose faith is unblemished is usually a free outlet for this precious liquid commodity. Treasa takes a further step and adds flakes of silver or rosewood to the holy water ... just another way for her to rub salt in the wound. .07 lb. FREE.

**PERFUME ATOMIZER (2oz):** Carrying a vial of holy water has raised more than one eyebrow on more than one occasion, and Treasa has found that using a perfume atomizer is a simple but effective way of dispersing the blessed liquid. It has the benefit of not being noticed and not being considered a threat. Mixing in a little of any real perfume doesn't affect the holy water, and makes for a passable perfume -- economical and deadly (to the undead, that is). Empty: \$1.00, filled with perfume: \$1.65-\$3.39 (depending on quality of perfume; Black Narcissus is at the higher end)



**ZIPPO:** Whether you simply want to light your cigarette, a torch covered in spiderwebs, or the gasoline-covered casket of an vampire, one thing remains the same: you really need a lighter that will produce flame on the first thumb flick without fail. For personal and job-related use, Treasa keeps her Zippo fueled up and close at hand at all times. \$2.50 or \$3.50 monogrammed.



**CAMEL CIGARETTES:** When it comes to a long stakeout before a good staking, the only friend Treasa confides in is her Camels. Three smooth blends of tobacco help to calm her nerves, and help with her digestion. \$.20





**LOCKSMITH'S KIT:** Some doors are simply too tough to kick in, and on occasion the stealthy approach can be the Supernatural Stalker's friend. To this end Treasa has picked up a small locksmith's kit which consists of assorted picks, torsion wrench, oil, bobby pin, and various other implements. It should be noted that to purchase and carry a locksmith's kit in many parts of the world calls for the owner to have a locksmith license, or a letter of permission from the local authorities. 1 lb. \$30.00 (+2 Lockpicking rolls)

**FORGED DOCUMENTS:** You never know when a locksmith's license, a firearms permit, a fake passport with an alias, or even a search warrant might come in handy. Fake papers are as much a part of the job as a crucifix and a silver bullet, and Treasa has dealt with a handful of forgers in her time as a Stalker. The ability to have the right document at the critical time is often the difference between life and death. Never has the law of supply and demand been seen as its most basic (and expensive) level than in the forgery game. A forger who knows the desperation of his or her client can (and will) charge usually whatever they wish. However, the general rule of thumb for quality-forged documents is approximately \$7.00 per hour -- speedy jobs cost twice the original price.

**FLASHLIGHT:** Working in the dark is an occupational hazard that Treasa has come to accept. To guarantee the ability to shed light on her work, she carries a LIGHTMASTER 8-cell capable of casting a beam more than a thousand yards. Its 21-inch-long vulcanized fiber case protects it, and in a pinch, can pack quite a wallop. 3 lbs. \$1.89

**FIRST-AID PACK:** Scrapes, bumps, cuts, and bruises are just another part of the job, and Treasa carries a fully stocked first-aid kit. .05 lb. \$.50 (+2 to first aid bonus)

## TRANSPORTATION

**OPEL MOTOCLUB 500:** Treasa's motorcycle is her constant companion: smaller and easier to maneuver than a car, with faster pickup, and can be easily hidden in a few moments. The German-made Opel Motoclub 500cc is made from box-section Duralumin and has a uniquely designed pivoted front fork. The standard MAG 500cc OHV 'sport' model is 1650 Reichmarks (approx. \$666.00).

**GASOLINE:** You got to keep your transportation moving regardless of the make or model. \$.10/gallon.

| Weapon                                   | Dmg  | Str | Rng    | Cap    | Rate | Spd  | Cost    | Wt       |
|--|------|-----|--------|--------|------|------|---------|----------|
| C96 Mauser (9MM) "Red 9"                 | 4L   | 3   | 75 ft. | 10 (m) | M    | A    | \$75.00 | 3 lb.    |
| US M1918 TRENCH KNIFE                    | 1L   | 1   | N/A    | N/A    | N/A  | F    | \$5.00  | 1 lb.    |
| US M1918 TRENCH NIFE<br>(Brass Knuckles) | 1N   | 1   | N/A    | N/A    | N/A  | F    | \$5.00  | 1 lb.    |
| THE "Finisher"<br>(RAILROAD SPIKE )      | 2L   | 1   | N/A    | N/A    | N/A  | A    | \$.40   | 2 lb.    |
| PIANO WIRE                               | 1N   | 1   | N/A    | N/A    | N/A  | F    | \$.05   | —        |
| CROWBAR                                  | 2N   | 2   | N/A    | N/A    | N/A  | A    | \$1.00  | 4 lb.    |
| FLASHLIGHT (8 cell)                      | 2N   | 1   | N/A    | N/A    | N/A  | A    | \$1.89  | 3 lb.    |
| Foreign Motorcycle                       | Size | Def | Strc   | Spd    | Han  | Crew | Pass    | Cost     |
| OPEL MOTORCLUB 500cc                     | 1    | 6   | 6      | 90     | +2   | 1    | 1**     | \$666.00 |

\*\* The Opel Motoclub 500cc can have a second seat attached to the rear wheel well.



# DESOLATION

*DANGER MAGNET!* proudly presents its first foray into the realm of fiction in our new feature: **DANGEROUS FICTION**. In the future we hope to offer new and exciting stories in the pages of *DANGER MAGNET!* that will both thrill and excite the senses of our readers.

Our first story is aptly titled "The Story". It is penned by Stephen J. Herron of Greymalkin Designs, and is set in the world of DESOLATION, Greymalkin's post-apocalyptic fantasy RPG which utilizes the Ubiquity System. You can learn more about Greymalkin Designs and DESOLATION by visiting their website at: <http://www.greymalkindesigns.com>.

With this piece, Stephen sets the bar quite high for DANGEROUS FICTION in the future. We hope you'll enjoy it.

**S**now was falling on the settlement. Winter had come in fast on the heels of the Night of Fire, and many feared it would be a long, tough season.

The settlement didn't even have a name. It barely had any buildings, but it had hundreds of people flocking to it. The snow was already 3 feet deep by the time the young man arrived. His name meant

"golden roof" in the language of his homeland, and it was quite appropriate. Right now his hood was pulled up over his blond hair, but his long, green traveling cloak barely kept out the cold. His hands were gloved and his boots were soaked from trudging through the snow. His horse had long since been traded for more important things.

He stood at the head of a line of people

seeking entry into what passed for a town. His pockets and backpack were filled with trading items - pieces of iron and other metal. He was alone, and was looking forward to some company and a warm meal.

## THE STORY

**You can't believe everything you hear in the world of Desolation.**

**By Stephen J. Herron**

"Are you alone?" the guard asked him.

"Everyone I know is dead," replied the young man, his voice filled with a sort of sadness. "I buried the last of them in the snow about a half mile away."

The guard just nodded, and let the man in. There had been too many refugees like this. The settlement was full of lost souls who just wanted a place to rest - somewhere they could feel like they weren't alone.

More figures were lined up behind the young



man, including a much older man. He did his best to support his weary frame on a staff. The guard stared suspiciously at the staff and the man holding it.

"Now then," he said, "we're not really comfortable with mages in the settlement you know?"

A few people stopped to watch. The young man turned to view the scene with wary interest.

"I am not a mage!" snapped the old man. His hand tightened around the staff with a white-knuckled grip.

"Give up the staff, then," suggested the guard, eyeing the carved oak.

"Would you ask an old man to give up his only means of support in his infirmity?" asked the old man in amazement.

Several people in the crowd exchanged uncertain glances.

The guard looked a bit uncertain for a moment, then seemed to recall his duty.

"Yes. Give it up, or get the hell out."

He pushed the old man aside to make room for a group of women and children who scurried past the gate into the settlement.

The young man shook his head and made his way deeper into the settlement. He laughed as some children ran past.

"The next generation!" he said to their mother, giving her a warm smile. "Keep them safe!"

He took her hand in his own, which was gloved to keep out the cold. When she withdrew her hand, she held a bent iron spoon. She might be able to trade it for a warm meal.

"Thank you..." she sniffled, and hugged him in gratitude.

"Go on, now," he said. "Keep an eye on them."

The man smiled to himself and looked around for what passed for an inn in this place. He saw a clumsily painted sign over the door of a barn with the words "The Broken Quill" written upon it.

He pushed his way inside and was surprised to see a crowd of people. Such life here, he thought, even in such a shattered world. He looked around and found a pretty face behind the plank of wood that served as a bar. He walked over and pulled back his hood.

The barmaid noticed him immediately and ignored several other patrons as she walked over to him.

"Hello, stranger, and welcome to the Quill," she said, taking in his tall, lean form. She sat a broken cup in front of him, which held a bitter smelling liquid.

"The first one is on me. The second one will cost you a story."

He grabbed the drink and sniffed it carefully. He frowned, knocked it back and shuddered.

"The second one may cost me more than that, I fear," he said, wincing.

The girl grinned. "Tell me about yourself."

"I'm sure you've heard my story before. I'm a long way from home, and all my companions are long dead. I left them out there in the snow. And here I am, alone in a bar with a pretty girl who is serving me what may once have been used to clean drains."

She poured him another.

"The third one will cost you a kiss from that pretty, eloquent mouth," she said, and she meant it.

He shook his head, refusing the drink.

"One more of these," he said, "and my mouth will be neither. What passes for entertainment around here?"

She looked disappointed, but tilted her head toward the center of the room.

“Stories,” she said. “The owner of the Quill used to be a historian in the capital for one of the big universities. He’s writing the stories down. Can you believe it? He says he’s doing it for the future generations. As if there’s going to be any.”

The young man smiled to himself, remembering the woman and her children outside. The girl looked askance at him.

“Did I say something interesting?”

He looked around at her and smiled.

“You’ll have lots of big fat babies, don’t you worry. Now, you’ll have to excuse me. I have some stories to listen to.”

He walked over to the large circle of tables and chairs where the majority of the inn’s patrons were seated, and found a place to sit.

A burly man in his late fifties sat in a large chair. He had a huge book open on the table in front of him. A quill scratched back and forth upon the paper, and dipped from time to time into a pot of ink as he wrote, very quickly, recording what the current storyteller said.

This storyteller was standing on a table in the middle of the circle of patrons. In a loud, slightly drunken voice, he was telling a story about Necromancy.

The blond man raised his eyebrows, fascinated.

“This should be interesting!” he commented to the man beside him, before sitting back to listen intently.

*I knew a woman who once lived in Kar’Danan. She told me many tales of that fetid place, where the Circle of Dust pulls the strings of their puppet kings. There, the many corrupt baronies vie for power. Over*

*the years, the kings and queens of Kar’Danan have had the eternal screams of one of their own to remind them of their place. He was a king who thought to rise up and remove the long, bony fingers of the Circle from around the royal’s throats. The name of that king, they say, is lost to history. But in truth, he screams it in agony from his perch upon the gates of the Burning Palace. It was all they left him able to say. Now his name means “betrayer” in the tongue of Kar’Danan.*

*The woman I knew told me the Burning Palace was swallowed by a lake during the Night of Fire, but the king screams still from beneath that lake, for a punishment by the Nine is forever.*

*The Nine... aye, there’s a word that fills any Kar’Daner with fear. Few have ever seen them all, and none but King Oliver Ashland knows all their names. The most powerful of the Circle was called Kalen. He was ancient, with white hair and a crackling voice. Some say Kalen was the one who put the curse on the Betrayer himself. They say Kalen was the only one of the Nine to survive the Night of Fire because of his twisted abilities. He had branded hundreds of people with his Mark. The Mark of the Grinning Brigade.*

A small voice coughed, interrupting the storyteller. He glanced over to a little girl who was sitting beside the young blond man.

“What is it, little one?” he asked impatiently, eager to continue with his tale.

“Why were they grinning? Were they happy?”

“No, child. They were undead. Skeletons. Their dead faces always look like they are grinning.”

The child let out a whimper. The young man beside her placed a comforting hand on her shoulder.

“Ssshhh. You’re safe here. No skeletons will harm you, I promise!”

She looked up gratefully at the stranger, and beamed her own grin at him. He smiled back, and a few people chuckled at this exchange.



The storyteller, slightly annoyed at the interruption, got back to his work.

*Kalen had long hated the Empire. He created the Grinning Brigade as an insult, a parody of the Grand Army.*

*His toy army was a thousand strong. He had crafted it carefully. Each skeletal soldier was perfect, without flaw. He hand picked every single bone to make sure it was of the best quality, and pieced together his brigade one by one. It required powerful Necromantic magicks, but he perfected a way of sharing any painful magical feedback with others. Though even mages within the Empire practiced this "marking" with willing participants in trade for small works here and there, Kalen forced it upon peasants. His dark version of the brand made it possible to even kill and consume those so marked. It was said that those killed in such a way would come back as powerful undead that only Kalen could control.*

*However, Kalen never marked women or children, nor did he allow harm to come to them. I wonder perhaps if he had once been in love, or once had children of his own. In any case, neither woman nor child ever had cause to fear Kalen or his undead army, though the rest of the Nine had no such weakness.*

*The woman I spoke of once met Kalen. She had survived the destruction of her village at the hands of his Grinning Brigade, and had been spared. She had not seen Kalen's face, but had just seen his smile from beneath his hood and heard his voice.*

*"He told me to run, and to not look back," she said to me, and her voice had been filled with terror. She had run, you see. But she had looked back. She later clawed her own eyes out, unable to live with the visions that overwhelmed her every night.*

*Kalen feared no one. They say that his decrepit ancient form was only kept whole through the use of Necromantic rituals. The Circle of Dust relied upon his magical knowledge and the Grinning Brigade to protect them from upstart barons who would think to come to the Burning Palace and take their power.*

*In truth, many have wondered why the Circle never ruled openly over Kar'Danan. Why did they allow the kings and queens to rule? Why did they keep the barons in constant conflict, and why did they allow the Empire to exist?*

*No one knows for sure. Perhaps the Nine just wanted to be left alone with their magical studies, and that the petty politics of Kar'Danan kept the population distracted enough to let the Circle do what they wanted.*

*The Night of Fire fell upon Kar'Danan as harshly as it fell elsewhere, and though some might think the Necromancers would have been happy surrounded by death, in truth I think they suffered as much as any other mage.*

*The stories say that Kalen had placed his brand upon hundreds of people, and he ushered the entirety of his power at once to command his brigade to climb up and around his personal keep. It is said most of the Grinning Brigade was destroyed in the process, becoming a shield of bone to keep out the worst of the Night of Fire. As he focused the raw necromantic power of the Weave through his body and his hands, they began to erupt in flame. Hundreds of people died in his place, taking the death that was meant for him, but he was not spared completely. His hands burn to this day. He feels no pain, but his hands will forever smoke with a raging black fire.*

*The rest of the Nine almost certainly perished during the Night of Fire, along with the most powerful mages across the world. We can be thankful for that. A few scattered practitioners of the dark art remain, certainly, but they are as much at risk from Burn as any other mage. Perhaps they will be consumed by their own talents.*

*But be sure of this. Kalen the Necromancer, Last of the Nine, still walks the land - rebuilding the Grinning Brigade, one bone at a time.*

The storyteller finished his tale, got off the table and sat down. He looked satisfied, perhaps smug in his telling, and sipped on some very poor mead.

"I wonder," asked the young man thoughtfully, running his hand through his hair, "what you'd ask one of the Nine, if you had the chance."

"I'd ask him to leave the inn!" said one person in the crowd, and a few others laughed nervously.

The historian looked up, intrigued.

"An interesting question, my friend! I'd ask him if there were really only nine of them. I've always wondered."

An older woman raised her hand, nervously. She looked strangely hopeful.

"I'd ask if they can really bring back the dead."

A few people nodded at this.

The storyteller coughed uncomfortably. "I always did wonder if Kalen really let the women and children go, and why," he said.

The young man gave this question some consideration himself. He was silent, seemingly a thousand miles away.

The historian pointed his quill at the young man then. "What about you, friend? What would you ask?"

The young man looked up from his thoughts, and smiled.

"I suppose I do have a question, but it's for you, actually," he said, looking at the storyteller, who seemed pleased at being singled out.

"What makes you think he was old?" asked the young man.

The storyteller blinked at the unexpected question.

"What do you mean?"

"You've portrayed Kalen the Necromancer as a wizened old man, hair as white as snow, with

more lines on his face than borders on a map of the Warlands. Why do you think that is? Why are the Circle of Dust always thought of as being old?"

The group thought for a while. Then the barmaid, who herself was barely out of her teens, spoke up.

"Perhaps it's about experience," she said. "You can only really get enough life experience to earn a place in the Circle through long years of practice and hard slog."

The young blond man smiled warmly at her.

"That's such a sweet and lovely idea. What *is* your name, pretty girl?"

She blushed furiously, glad that the handsome stranger had turned his attention back to her once more.

"I am Meena," she said softly, but not without first giving him a direct and meaningful look.

"Well, Meena," said the young man, conspiratorially, "of the Nine, only two were over 50. The rest of us were much younger. And I mean really, actually young. We didn't use magic to keep us young or anything like that. And Kalen, the most powerful Necromancer of the Nine? He was actually the *youngest*. He was barely 16 when he joined the Circle, but he could do things that the oldest couldn't even imagine."

The room was silent. They stared at the young man, mouths agape. From outside, shouts of alarm could be heard. The settlement was under attack.

Tears sprang from Meena's eyes, running down her cheeks.

"How ... how do you know that?"

The young man smiled at her with genuine warmth.

"Because, Meena, I am Kalen. And let me tell you that it's *not* about experience, or age. It's about power. It's about raw talent. And it's about never



being what people expect you to be.”

He stood up, and took the glove off his right hand. A dark glow burst from his fingertips, as if a silent purple fire was boiling around his entire hand.

“I’ll also answer *your* question,” he said to the storyteller. “It’s true that I don’t kill women and children. I let the children grow up first. You’ve got to have the next generation of recruits. And it’s always good to leave a few people to tell a few stories. I love a good story.”

He pointed his burning hand to the barmaid, and walked slowly up to her. With his fingertip he drew a sigil upon her right breast that sizzled with arcane power then faded, almost completely. He smiled gently, almost beneficently as he drew.

“There. Now you’ll always be safe,” he said. “Protected from my friends outside in the snow. Not one will ever lay a bony finger upon you.”

He leaned in close.

“I promised you’d live to have many fat babies, didn’t I?”

“It’s very nice to meet you,” he turned and said to the awestruck and terrified occupants of the inn, “and I’d like to welcome you all to the Grinning Brigade.”

He turned to Meena. He looked regretful.

“Run. Don’t look back.”

Then the screaming started.

## New Talent

### *Burn Burden*

Prerequisite: Magic 12, Magical Aptitude, Burn Transfer, Burn Transfer II, Burn Reduction

You can permanently brand unwilling targets with a magic mark that allows you to transfer Burn damage to them.

Benefit: You can brand anyone, willing or

not, and transfer your Burn to them. One point of Burn can be transferred for each brand made. A subject can only be branded once by the spell caster, but the brand remains on the target for life. When Burn is transferred, the branded person receives lethal damage instead of Burn damage. That person cannot have more Burn transferred to them until the Burn damage has healed. The branded person must be alive for the Burn to transfer. If a person would be reduced to zero health by the point of Burn inflicted by the brand, their body is consumed by the Weave in a destructive manner, completely destroying it. A magic user can maintain brands equal to three times her Magic Skill Rating. A magic user can choose the order in which the Burn is transferred among those she branded. Branded people cannot sense which direction the magic user is, but she can sense those she marked. The brands are in addition to marks available from Burn Transfer.

| Kalen  |      | NECROMANCER                     |        |           |
|--|------|---------------------------------|--------|-----------|
| NPC: 6   |      |                                 |        |           |
| Archetype: Spell Caster<br>Style: 6  |      | Motivation: Power<br>Health: 11 |        |           |
| Primary Attributes   |      |                                 |        |           |
| Body: 5  |      | Charisma: 4                     |        |           |
| Dexterity: 3   |      | Intelligence: 7                 |        |           |
| Strength: 4  |      | Willpower: 4                    |        |           |
| Secondary Attributes   |      |                                 |        |           |
| Size: 0  |      | Initiative: 10                  |        |           |
| Move: 7  |      | Defense: 8                      |        |           |
| Perception: 11   |      | Stun: 5                         |        |           |
| Skills   | Base | Levels                          | Rating | (Average) |
| Academics/Philosophy   | 7    | 1                               | 8      | (4)       |
| Athletics  | 4    | 2                               | 6      | (3)       |
| Brawl  | 4    | 2                               | 6      | (3)       |
| Brew Magic Potion  | 7    | 3                               | 10     | (5)       |
| Con  | 4    | 3                               | 7      | (3+)      |
| Craft/Apothecary   | 7    | 2                               | 9      | (4+)      |
| Diplomacy  | 4    | 3                               | 7      | (3+)      |
| Intimidation   | 4    | 4                               | 8      | (4)       |
| Linguistics  | 7    | 2                               | 9      | (4+)      |
| Magic/Necromancy   | 7    | 7                               | 14     | (7)       |
| Melee  | 4    | 3                               | 7      | (3+)      |
| Ride   | 3    | 2                               | 5      | (2+)      |
| Warfare  | 7    | 1                               | 8      | (4)       |
| Talents  |      |                                 |        |           |
| Magic Aptitude: Necromancy - Burn Reduction - Burn Transfer - Burn Transfer II - Robust Health (+2 Health) - Burn Burden |      |                                 |        |           |
| Resources  |      |                                 |        |           |
| None   |      |                                 |        |           |
| Flaw   |      |                                 |        |           |
| Arrogant - Despised- Hunted -Personal Code: Avoids killing innocent women and children                                   |      |                                 |        |           |

Continued from PG 33

these documents as the story unfolds, but a Game Master will immediately see the potential of four fully finished professional props to use as handouts. In addition to the "documents", the CD liner notes contain a copy of Wilbur Whateley's Orne Library card, and a short but informative overview of Lovecraft's *Dunwich Horror*.

Besides the packaging and extras, the true beauty of this production is the quality of the actors' performances. The town of Dunwich is brought to life through a wonderful mix of drama, action, and chuckle-inducing bits of humor sprinkled in between the townsfolk's conversations. While all of the actors deserve a standing ovation, Josh Thoemke, as the Announcer, stands out for both the power of his performance and the verisimilitude to the drama it provides. Mark Colson, as Wilbur Whateley, gives a spectacular voice to his character that drips with an otherworldly evil. Colson pulls double duty in bringing the voice of George Corey to life, and he is a

scene-stealer whenever he shares time with the other Dunwich natives. The music provided by Troy Sterling Nies is a perfect accompaniment, creating even more drama as it heightens the overall sense of dread; the scene shared between Professor Armitage and Wilbur Whateley is especially enhanced by Nies' score.

Bringing the entire package together are Sean Branney and Andrew Leman, who wrote and produced the play, as well as creating the prop inserts. These gentlemen have made an adaptation that any fan of Lovecraft will certainly enjoy, and I believe that it will also appeal to the casual listener as well. They have created a work that any lover of weird tales, pulp stories, Lovecraft and Lovecraftian horror, and stories of the strange and macabre will relish again and again. The *Dark Adventure Radio Theater Presents: H.P. Lovecraft's "The Dunwich Horror"* from the H.P. Lovecraft Historical Society is a must have. It receives my highest recommendation, and I don't believe any Lovecraft collection is complete without it.



## GOD QUEST

Across the perilous landscape you peer, a nervous energy permeating your soul. You've felt it since your youth, but alas, ever increasing lawlessness has shaken the Realm of Pasidera to its very foundations. The denizens in the towns and villages are all but lost to the forces of evil and even the Gods themselves are angered as the corruption, violence and greed runs rampant across this once peaceful and majestic land. There's only one thing people worship here now and that's Gold! Almighty Gold!!!

"But it doesn't have to be!" you exclaim aloud as you survey your surroundings and the bloodshed in the valley below. Taking a club from your leather pack and a potion you found from your pocket, you decide that the time has come to put an end to this evil insidiousness once and for all.

Now stand tall brave one. Restore peace and order to this Godless land at any cost even if it means the use of force and mite. Do it now though before it is too late. The choice is yours. Choose your path and follow your destiny to see if you have what it takes to become a God in a land of mortals!

God Speed my friend and may the Ancients protect and assist you on your quest. And remember, though you start out alone, others may share your dream, your vision. Seek them out, ally yourself to them, and never let fear nor darkness burden your heart for it has begun.....the final chapter of the chosen ones!

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S. D. Hilton & Gregory Woronchak Present:

Letters by Digital Fanboy Studios

SCHWARTZ IS AN ALLY, CLOSEST THING I GOT TO A FRIEND.



I WOULD HAVE BEEN BACK SOONER...

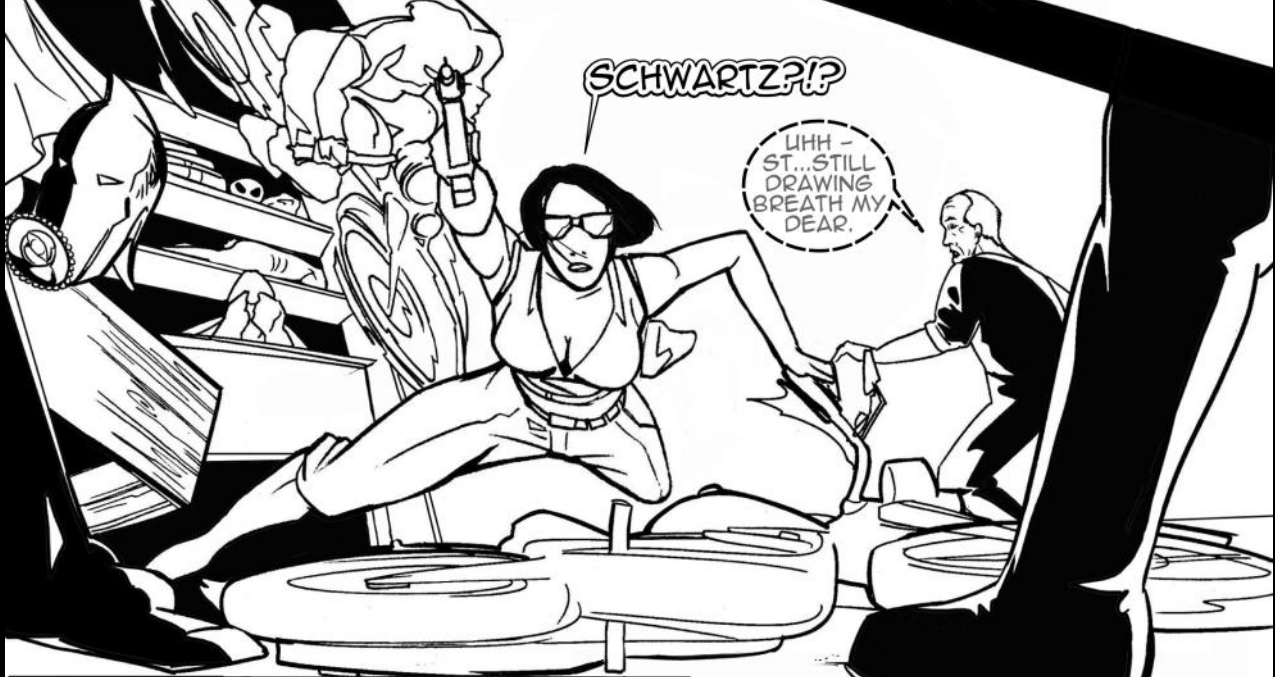
I SHOULD HAVE BEEN BACK SOONER.



I DON'T HAVE TOO MANY LEFT.

AFRICAN

SCHWARTZ DEALS IN MORE THAN STOLEN RADIOS. HIS CLIENTELE LOOKS FOR THINGS ON THE ESOTERIC SIDE. STRANGE OBJECTS, MYSTICAL RELICS, FORGOTTEN TOMES, AND INFORMATION YOU WON'T FIND IN THE NEWSPAPERS.



SCHWARTZ?!?

UHH - ST...STILL DRAWING BREATH MY DEAR.

WHATEVER THESE THINGS ARE, THEY'RE NOT THE USUAL CLIENTELE.



STILL BREATHING, EH. NOT...



FOR LONG.

Treasa Dare in DANCE WITH DAGON

SUPERNATURAL STALKER

# FALCONS POINTE

By D.B. McKinley

In the frigid late winter of 1928, the United States government invaded a small coastal town in Massachusetts. The town's name, if one does the digging, was Innsmouth, and that day in February was the last time the families who had called it home laid ever eyes upon it again. The people of Innsmouth were cornered, captured, and herded onto mysterious unmarked trucks, and then taken without explanation to a previously abandoned rail yard. From truck to train, they were hurled like sacks of rotted potatoes that would infect and corrupt anyone else that came into contact with them -- and like any rotten food, they were thrown away and forgotten. Rumors abound, wild legends have grown, and campfire stories have been told how the people of Innsmouth were tossed into concentration camps, insane asylums, or the furthest most forgotten prison, but one thing is fact: the families caught up in the net cast by the federal authorities were never seen or heard from again.

The few that escaped the "great raid" slipped into the void of the night, embraced by the bitter cold of biting wind and blowing snow, through the tightening net of the federal agents' grip. Fewer were "lucky" enough to be away from their homes on the day Innsmouth was murdered. Those who returned in the aftermath of the sleepy town's fate found it dead and gone. The signs that guided would-be visitors, the few there ever were, had vanished. The roads were choked with barricades that blocked any hope of a revival of the

seaside city.

Innsmouth was no more, as if God had reached down from the heavens and simply erased it from the world. The name Innsmouth became a hushed whisper on the lips of those who feared they would share its fate if they dared acknowledge it had ever existed. For those few able to make their way back, they found there would be no return to the home they once knew, as only its shadow now remained.

The breathing driftwood that was Innsmouth's survivors tossed up on a southern beach not far from their first home in the small town of Falcons Pointe. These refugees found no welcome, no outpouring of help, and instead quickly became second-class citizens in a third-class town that was itself on its last gasps. Forced into menial jobs that could not sustain the lowest common denominator of life: food, housing, clothing, the new arrivals in Falcons Pointe returned to what they knew, what they trusted, what supported them no matter their circumstance or surroundings: They returned to the open and nurturing tentacles of Dagon. Casting strange and indescribable rune-covered fetishes into the welcoming calm of the Atlantic, the gathered remnants of Innsmouth plied their prayers to the wind, and let their voices carry out across the ocean.

Falcons Pointe has seen a recent resurgence in its vitality as fishing off its





shores has come alive again. The survivors of Innsmouth began to invest their life savings into the town of Falcons Pointe. Strangely, the new arrivals of Falcons Pointe seemed destitute when they arrived, but after a few months, they were flush with new-found wealth, often in the form of raw gold. It appears that Dagon has heard and answered the prayers of his devout followers. The shadow that once haunted Innsmouth now reaches landward again, touching and tainting the small town of Falcons Pointe.

## FALCONS POINTE

Originally a village in Manchester (known as Manchester-by-the-Sea), Falcons Pointe separated from its parent city in July 1837. On July 4<sup>th</sup>, 1850, Falcons Pointe officially became a city when it was reincorporated. Located on Cape Ann in Essex County, Massachusetts, it's a part of Boston's North Shore.

Originally settled by the Dutch in the latter part of the 1700's, they found the area unforgiving and hard to tend, and eventually abandoned it for more fertile grounds to the South. During the early part of the 1820's a large group of Russian immigrants, who had left their mother country for political reasons, settled in the area and thrived under the harsh

conditions. During the time that Falcons Pointe separated from Manchester, a small group of Greek immigrants had also begun to settle into the community.

The Greek and Russian communities had worked together amicably and had begun to intermarry forming a stronger bond and ensuring the survival of the newly formed city. The strong shipbuilding techniques mixed, with the knowledgeable sailors and fishermen of the area, helped to see Falcons Pointe come to be seen as a thriving community. That came to a sharp and sudden end in the early stages of the Great War (World War One). The younger men of the community quickly signed up for military service by the end of March 1917, and many joined the U.S. Navy, while a small handful headed to France to learn to fly. The war itself took its toll on the boys of Falcons Pointe, but the casualties of the War only accounted for a portion of Falcon Pointes' woes. When the war ended, the boys of Falcons Pointe had become men, men who had experienced the world and its many wonders during their time abroad, who were weary of returning to a life of fishing and hard labor with little reward. The simple life of a small fishing city, barely more than a village itself, could not tempt many of these men to return, and instead they set out for new adventures to be found elsewhere.





The impact that this had was devastating to the small city, and others began to follow suit and left Falcons Pointe for Newburyport, Manchester, and even Boston. A few members of the Greek community took this as a sign to return to their original homeland and transplanted their American families to the shores of Greece. The city of Falcons Pointe has struggled ever since, but its people are a proud people used to hardship and resistant to change.

Initially, the influx of Innsmouth immigrants had been uneasily and grudgingly tolerated. The new arrivals have been treated shabbily and made to feel unwelcome. However, recent trends in the local economy, better fishing, new jobs, and rumors of an impending importer setting up warehouses in Falcons Pointe has led to a change in the general mood of the people. Since the arrival of the Innsmouth refugees the town's luck seems to have changed, and the citizens have taken notice as their lives become easier and

more fruitful every day. In fact, the first marriage between a Falcon Pointe man and a Innsmouth widow has just been announced.

**Population: 5301**

### **Main source of Income:**

Fishing is the traditional source of the village's income. Until recently, the local fishing grounds had been producing less fish, but there has been a recent resurgence in fishing in the area directly surrounding Falcons Pointe. So much so that boats from other areas of Massachusetts have begun fishing the local waters. The non-locals have been plagued by difficulties with nets being ruined, ships' propellers being damaged, and recently one fishing vessel from Gloucester, the *Sylvia's Arms*, foundered off the coast at night with all hands lost. The investigation into the accident showed that the boat's hull had been smashed inwards from a great force underneath the hull. Some speculate that a stray sick whale may have become





entangled in the nets and smashed the medium sized ship.

The majority of fishing produces: cod, halibut, swordfish, herring, haddock, bluefish, mackerel, and clams.

Falcons Pointe's second most important industry is its legendary shipbuilding. A long standing rivalry exists with their nearby northern neighbors, Gloucester, and both towns claim to be the finest shipbuilders along the Eastern Seaboard of the United States - each has claimed to be the builders of the first American schooner. Andrew Robinson, the historically credited builder of the first schooner had his workshop in Falcons Pointe, created the plans for the first schooner in Falcons Pointe, and had begun initial building of the vessel in Falcons Pointe, only to have the vessel finished and launched in Gloucester. Many believe that Robinson was bribed by a local importer to bring his vessel to Gloucester where the alleged importer's warehouses were located.

Falcons Pointe also has a small quarry run by the Glen family. Tawnery Nets, founded by Geoff Tawnery, boasts the most reputable fishery nets produced in the world, and a small factory and business run by his son Alexander Tawnery has recently started up producing twine. Tawnery's Twine is quite the talk in Falcons Pointe. Alexander had been nearly disowned by his father, penniless and with no business acumen. Now he's running a factory that employs over forty workers, and is quickly building a name for himself in the twine business. Curiously, nearly all of the twine factories workers are recent arrivals from Innsmouth.



There are rumors that a new importer/exporter may be coming to Falcons Pointe to set up a large group of warehouses that some believe may bring over two hundred new jobs to the city just to run the warehouses, packing, and moving. The increased ship traffic would also help stimulate the town's economy even further.

An unknown investor has recently purchased the long-abandoned Falcon's Eyrie Inn, and plans are being made to reopen it. Rumormongers believe that Ingrid Gilman, a well-heeled Innsmouth widow, is behind the purchase.



## SEEDING YOUR STORY

### The Obvious

The Innsmouth refugees have made a deal with the Deep Ones. As long as the humans continue to mate with the Deep Ones, creating "hybrids", the Deep Ones will provide vast amounts of their strange greasy gold ore, ensure that schools of fish flourish off the coast of Falcons Pointe, and hamper outsider fishing vessels from interfering in the area. The Innsmouth refugees have started the NEW ORDER OF DAGON, and are not waiting for volunteers to fall in love with the hideous Deep Ones: they have begun to kidnap young women who stop or pass through Falcons Pointe, avoiding the town's local female population so as to draw attention or suspicion.



The characters may have been hired to locate a missing girl and her trail leads them to Falcons Pointe. Perhaps a character's sister, secretary, or good friend disappeared and they track her to Falcons Pointe, or a female character happens to stop in Falcons Pointe for some lunch on a trip to somewhere else along the Massachusetts coastline, only to be the victim of an attempted kidnapping.

## The Unlikely

A Deep One, or several, has gone insane from being affected by a strange case of "red tide" (harmful algal bloom) that is affecting the coastal area surrounding Falcons Pointe. The deranged Deep One has been taking to land at night, and has recently stumbled into a summer camp. It's "FRIDAY THE 13th meets Lovecraft" as a Deep One (or several) begin attacking campers in the night.

The characters could be simply driving by and see a child run directly in front of their car, as he stops trapped like a deer in the headlights. Or the characters may actually be chaperones at the camp. Maybe the characters may have been called in after the killing spree to investigate and have to deal with a community that is secretive and extremely unfriendly towards strangers. Another possibility is to have the characters play as WILDERNESS KIDS and have them face the Deep Ones.

## The Outlandish

The fashion industry has been rocked as several leading icons of the model world have recently committed suicide or been admitted into asylums. They all have one very minor thing in common that only the astute character will pick up on, they are all using a new cosmetic skin rejuvenator, A TOUCH OF LOVE - CRAFTED FOR SKIN CARE. This particular cosmetic has become the rage of the higher order of fashion models, as a single small bottle costs \$100.00. It's the introductory product of a new line from a cosmetic maker that has just started production a month ago in the sleepy little town of Falcons Pointe.

An unscrupulous business women in

Falcons Pointe resents the invasion of the Innsmouth refugees and their new religion, the worship of Dagon. This woman, Kathleen Kahane, was approached by members of the New Order of Dagon. They explained that if she mated with a Deep One that her child would be immortal, never aging, and becoming a living god, and of course she would be well compensated for her part in the matter. Kathleen took advantage of the situation and her knowledge of chemistry. She met with the creature, knocked it out with a powerful tranquilizer, and has kept the Deep One locked in her basement for experimentation. She has discovered that the creature's blood holds the key to immortality. She seized the initiative and concocted a lotion that would revive damaged skin and rejuvenate it. Luckily it takes very little Deep One blood to create the lotion, and she continues to keep the initial Deep One alive and draw its blood for her factories to keep producing A TOUCH OF LOVE.

Youth and vitality have a cost. Those who use A TOUCH OF LOVE regularly have begun seeing images that are ingrained in the "donor" Deep One's psyche. It's beginning to have effects on the weaker-willed, and the fashion model industry is reeling from its impact. Those who are not driven insane and continue to use the A TOUCH OF LOVE will eventually begin to show other signs of Deep One hybridization as the flesh between their fingers and toes will eventually start to become webbed, their skin will become slightly scaly, and their eyes will take on a larger more rounded look.

Characters may be related to one of the victims and begin investigating. The characters may be attending a fashion show when one of the models jumps off the catwalk, launches herself at a person in the front row, and begins ranting about "The deep deep dark embrace...cold...dark...forever...so dark" as she begins to see visions of the deepest trenches of the oceans. A well-known fashion label may hire the characters to look into the matter of their best models losing their minds.



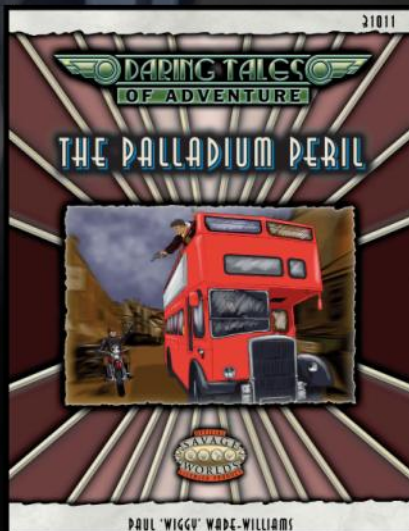


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Competition entries must be in by 31st January 2009.



# DEEP ONES

By D.B. McKinley  
inspired by  
H.P. Lovecraft

I think their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech, held all the dark shades of expression which their staring faces lacked ... They were the blasphemous fish-frogs of the nameless design - living and horrible.

H.P. Lovecraft  
The Shadow Over Innsmouth

The Deep One, as created by H.P. Lovecraft, is a modern classic in terms of "monsters". These creatures of the aquatic depths of Y'ha-nthlei fervently worshipped their gods, Father Dagon, Mother Hydra, and of course Cthulhu. The Deep Ones offered the small town of Innsmouth salvation in the form of bettering their livelihood, gifting them with precious metals and jewelry, and sharing with a lucky few children. These peculiar, yet precious, offspring would not know the gift bestowed upon them by their birthright, but in time, when all was ready, they would hear the siren's call of the ocean, and would return to it to spend eternity as they enjoyed the immortality that was passed down from their Deep One forefathers.

This week we take a look at the Ancient Deep One. As a Deep One ages it continues to grow throughout its lifetime. Those who are not destroyed through violent means can reach sizes that surpass that of

the blue whale. However, food supplies quickly curb the growth of the majority of Deep Ones. Most ancient Deep Ones range from 8 - 15 ft in height, and weight between 500-1500 lbs. Only the smallest of these ancient creatures ever take to land, as their sheer weight makes movement difficult if not impossible.

Due to space limitations we will have to explore, in depth, all of the Deep Ones, from the Hybrid, to the Young, to the Ancient, and beyond in the upcoming issues of DANGER MAGNET!

## ANCIENT DEEP ONE

Follower 3

Archetype: Deep One

Motivation: Survival

Style: 0

Health: 10

### Primary Attributes

Body: 6

Charisma: 1

Dexterity: 3

Intelligence: 2

Strength: 6

Willpower: 3

### Secondary Attributes

Size: 1

Initiative: 5

Move: 9

Defense: 8

Perception: 5

Stun: 6

Horror Rating: 7

Sanity: 4

| Skills                 | Base | Levels | Rating | (Avg) |
|------------------------|------|--------|--------|-------|
| Athletics              | 6    | 1      | 7      | (3+)  |
| Art (Jewelry creation) | 2    | 1      | 3      | (1+)  |
| Brawl                  | 5    | 6      | 11     | (5+)  |
| Diplomacy              | 1    | 1      | 2      | (1)   |
| Empathy                | 2    | 1      | 3      | (1+)  |
| Linguistics            | 2    | 2      | 4      | (2)   |
| Stealth                | 3    | 2      | 5      | (2+)  |
| Survival               | 2    | 2      | 4      | (2)   |

### Talents

Diehard: -7 death threshold, may continue to act until -7 health.  
High Pain Tolerance: Ignores wound penalties until reaching -3.  
Swim : Swim movement is doubled.

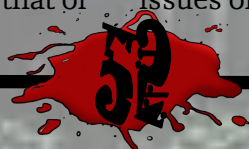
### Resources

None

### Flaw

Disfigured  
Primitive

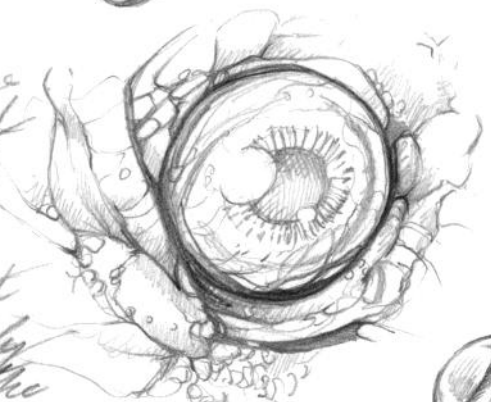
| Weapons | Rating | Size | Attack | (Avg) |
|---------|--------|------|--------|-------|
| Bite    | 1L     | -1   | 11L    | (5+)L |
| Claw    | 1L     | -1   | 11     | (5+)L |



The flipper-like appendage approximates a human hand, but the nails are claw-like. Razor sharp and without the ability to retract.

Profundus  
Unus  
-The Deep One-

A thin membrane covers and protects the eye and most probably grants the creature the ability to see underwater clearly.



The teeth of the creature are superb. Constantly sharpened to a keen edge, and ever growing. They appear to be shark-like in many ways.



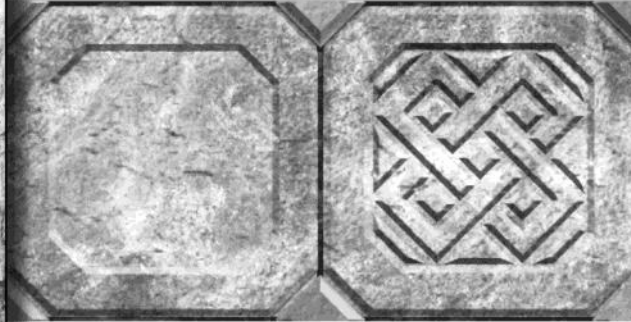
The thick, webbed membrane between the appendages allows for superior movement through the water, and allows the creature better grappling capabilities when dealing with larger prey.



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### DRAGONSHIRE BASE SET



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[WWW.DANGERMAGNET.COM](http://WWW.DANGERMAGNET.COM) on Monday, January 5th 2009.



# SAVE THE ZOMBIES!

Enhancing zombie creation in *By M. Sechin Tower*  
*HEX and Desolation*

**I**t has been said that zombies are the popcorn of gaming: you can crunch them up all day long and still have room for a main course. But explorers and adventurers rarely stop to think about how much work went into creating those shambling hordes—a necromancer may spend hours fiddling with corpses only to see her legions of darkness mowed down in a few minutes.

To help today's on-the-go necromancer, here are a few talents which may either provide a new twist to an old situation or boost zombies to the next level of dangerousness. Most of these talents would make dandy additions to arcane artifacts—the perfect holiday gift for the Dark Lord who has everything.

## Talents:

### *Horde of Zombies*

This talent allows you to create more than one zombie at a time.

**Prerequisites:**

Necromancy 4

**Benefit:** You may create multiple zombies in a single ritual. You take a -1 modifier to your Sorcery roll for each additional zombie animated as part of the ritual.

**Normal:** "Normal" necromancers can raise 1 zombie with each casting of the ritual.

**Advanced:** This talent may be taken three times. For each additional level, reduce the total modifier for multiple zombies by 2, to a minimum of zero.

### *Necrotic Stasis*

Zombies created by a character with this talent do not suffer wounds due to rotting.

**Prerequisites:**

Necromancy 4

**Benefit:** At creation, you may declare that your zombie is immune to damage from rotting. This does not cure the zombie's hunger for living flesh, but it does eliminate the need to feed your undead pets.

**Normal:** Zombies suffer 1 lethal wound per day, which may be delayed only through consumption of living flesh.

**Advanced:** You may buy this talent up to three times. For each additional level, reduce the penalty for animating decayed corpses by 2.

### *Basic Zombies*

Even without special talents, necromancers can make zombies out of unusual subjects. In *Hollow Earth Expedition*, add the following modifiers to the character being reanimated (see *Secrets of the Surface World*, p. 50 and *Desolation* p. 244):

- Dexterity -4 (minimum 0); Charisma 0; Intelligence 0
  - gain the "Bestial" flaw
  - Cannot run or sprint
  - Immune to nonlethal damage and cannot be stunned
  - Lose all Talents except those which may only be taken at character creation
  - Gain the Talent: High Pain Tolerance 2
  - Must consume at least 1 point of living flesh per day or suffer 1 point of lethal damage due to rot
- If creature did not have a Bite attack, gains Bite (+0 L for size 0 creatures)

In the world of *Desolation*, where magic is stronger (if less predictable), the basic zombie also includes the following Talents and Flaws:

- Mindless; High Pain Tolerance; Disease Carrier
- Susceptible to Necromancy; Reanimated; Slow.

### *Superior Reanimation*

This talent allows a necromancer to create faster, stronger, and meaner undead.

**Prerequisites:** Medicine 2, Necromancy 4

**Benefit:** When animating undead, you may create superior zombies (sometimes





called “zombies”). Doing so imposes a -2 modifier to the ritual rolls. Superior zombies receive the following bonuses to the standard zombie:

Dexterity -1 (minimum 0); Strength +1; Intelligence -3 (minimum 0)

Zombie is not slow (may run/sprint, no penalty to move)

**Normal:** Normal people get eaten by these zombies

**Advanced:** You may purchase this Talent twice. At level 2, your character does not suffer a -2 modifier for creating superior zombies.

### *Ultimate Re-Animation*

This talent allows a necromancer to create zombies which can actually think for themselves.

Necromancers beware: such zombies are often intelligent enough to resent their creation and seek to turn on their creators.

**Prerequisites:** Superior Reanimation

**Benefit:** When animating undead, you may create ultimate zombies. Doing so imposes a -4 modifier to the ritual rolls. Ultimate zombies receive the following bonuses to the standard zombie:

Body +1; No penalty to Dexterity; Strength +2; Charisma -3 (minimum 0); Intelligence -1 (minimum 0)

Zombie is not slow (may run/sprint, no penalty to move)

Zombie is not bestial or mindless

Character does not lose any talents

**Normal:** Normal people don't defy the laws of God and nature by reanimating corpses.

**Advanced:** You may purchase this Talent twice. At level 2, your character takes only a -2 modifier for creating ultimate zombies. At level 3, your character takes no modifier.

### *Undead Eyes*

You may see through the eyes and hear through the ears of a zombie.

**Benefit:** By entering a trance (during which you are unable to perceive your immediate environment and therefore lose your Active Defense), you are able to perceive the world through the sense organs of a zombie you created. You may make Perception rolls as if you were in the zombie's location and can see, hear, smell, taste, or touch anything that you would be able to if you were there. You cannot cast spells through the zombie or control the zombie to do any action of which it would not normally be capable of doing.

Your character may enter and exit this trance on your turn as a reflexive action. If your character's body suffers any injury, the trance is immediately ended. You do not feel pain through the zombie's body, so injury to the zombie does not end the trance and your character is in



no danger even if the zombie is destroyed in some spectacular way, such as by being cut to shreds by the whirling rotors of a burning helicopter.

**Normal:** Morbid curiosity is normal, but a ride-along inside a zombie's head is seriously Goth.

**Advanced:** You may take this talent three times. At the second level, you may speak through the zombie with an eerie, otherworldly voice (even if it lacks the physical equipment for speech). At the third level, you may use the Undead Sight with any zombie, even if you did not create it and do not control it, subject only to the Sorcery modifiers for range.

### *Vampirism*

You may drain the life force of others to heal your wounds.

**Prerequisites:** Medicine 2, Necromancy 3

**Benefit:** Using a ritual knife, you must cut a victim

(or volunteer, if you can find someone who's into that kind of thing) and drink the blood from this wound. Doing so allows you to heal 1 lethal wound for each wound inflicted on the victim. If the victim is unrestrained, this requires a successful brawl or grapple touch attack.

**Normal:** Blood is normally a tasty treat but does not contain any special curative properties.

**Advanced:** You may take this talent three times. At the second level, the necromancer develops a Bite attack, +0 L, through which the Vampirism may be conducted. At the third level, Vampiric attacks may be carried out as a ranged attack using the Archery skill: 0 L, 30' range.

### *Vitality transfer*

This allows you to mystically heal your zombies by sacrificing your own health.

**Benefit:** As an action, you may inflict a number of





lethal wounds on yourself up to your rank in Necromancy. For each wound inflicted, heal a wound from a zombie you control. The injury to yourself may only be healed through time—medicine has no power to cure the loss of pure life force.

**Normal:** Why would a normal person want to heal a zombie?

**Advanced:** You may take this talent 3 times. At level 2, the wounds may be inflicted on a volunteer or a sacrificial victim instead of yourself (sacrificial victims must be immobilized—wounds delivered through combat do not count). At level 3, you may conduct the vitality transfer as a reflexive action.

**Special:** A character with the Vampirism talent may transfer life force directly from her victim to her minion (but the attack always requires a standard action, even if the character has Vitality Transfer 3).

### *Warp Undead Flesh*

This allows you to shift attributes of a zombie in order to create specialized minions.

**Prerequisites:** Medicine 2, Necromancy 4

**Benefit:** When creating a zombie, you may move one point from one attribute to another attribute. Thus, you may increase a zombie's Strength by decreasing his Body. This may not be used to lower an attribute to lower than zero. This alteration must be declared when the zombie is animated and the changes are permanent. No more than 2 points may be shifted in this way.

**Normal:** Normal left the building several talents ago.

**Advanced:** You may buy this talent up to three times. For each additional level, you may shift 2 additional attribute points.

### *Zombie Plague*

The bite of your zombies spreads a plague which turns other living creatures into zombies.

**Benefit:** Zombies you create may carry the Undead Plague. At creation, you must declare that you are creating plague zombies and take a -2 modifier to the ritual roll. Any creature bitten by such a zombie must make a reflexive Body roll at a difficulty of 3 to resist the plague. Each day, an infected person may make a reflexive Body roll (or substitute a caregiver's Medicine roll), requiring ten accumulated successes to fully fight off the disease. For each day of infection, the victim suffers 1 lethal wound that cannot be healed until the plague is cured.

If an infected creature dies for any reason while infected, roll 3 dice: the creature will rise as a standard zombie within number hours equal to the roll results.

**Normal:** The dead are rising from the grave to feed upon the living—and you're still wondering about normal?!?!

**Advanced:** This talent may be taken three times. At level 2, you may remove the plague from any zombie with a single touch, even if you did not create it. At level 3, you may remove the zombie plague from any living creature with a single touch.





# Talent Biographies

## Sean Gore:

Heralding from a distant star, this dreamer arrived on our humble globe with little more than the herring in his ear and exciting personalities. He felt it necessary to share these amazing events and took to clattering them out on a keyboard and computer screen. Sadly, no one believed them for fact and found them too far-fetched for fiction, so he turned to the only medium that could present the lint in his pocket. Without possessions he may have been, but the eager little explorer had had a wealth of life experiences, traveling to exotic locales his outlandish tales with any accuracy: role-playing games. In the process, he fooled a beautiful woman into marrying him and producing a padawan daughter. Now, while he struggles to remember where he parked his ship, he bides his time by scribing more of his incredible adventures for anyone that will read them.

## Chris Theisen:

The amazing talent behind this issues colors on our cover as well as the amazing EMBRACE OF THE ZOMBIE poster.

## Daniel Potter:

"...No. I was born in Iowa, I only work in outer space." *We were* born in Iowa, but work in Texas. We would surely have destroyed all of humanity by now if it weren't for the redeeming qualities of music (and other, lesser art forms). Don't tempt us. During a few of those rare moments when not contemplating the aforementioned destruction of humanity, we attend various Central Texas events such as dachshund races, Spam-O-Rama, and Ren-faires. As the guest of honor, for reasons immediately obvious even to those previously unaware of us (yes, yes, I know). We also make the occasional cattle raid into Mexico just to taunt the Federales.

## Rowe] Roque:

The smoking hot talent behind our covers pencils. He hails from the Philippines and he's tight pencils are sure to make him a much in demand talent.

## Gregory Woronchak:

I blame John Byrne. If it wasn't for his amazing cover for Fantastic Four 239 way back when, I wouldn't have fallen so hard for comics, and dreamt of drawing the darn things someday. After a long and winding career path (involving cookies and answering telephones), I decided to try making a living with a pencil. After design and animation education, I eventually became a storyboard artist for kids cartoons. Soon after, I met the love of my life and somehow ended up with two beautiful girls. Nowadays, I do illustration work and the odd independent comic book, and am having an absolute blast. Now, if only I could draw a fraction as well as John.....

Greg's work can be found here:

[www.comicspace.com/gwor](http://www.comicspace.com/gwor)

[www.freewebs.com/sorethumbgraphics](http://www.freewebs.com/sorethumbgraphics)

[www.freewebs.com/coverrecreation](http://www.freewebs.com/coverrecreation)

## Digital Fanboy Studios

was started in late 2007, by Jonathan W. Swinney, to work on the previously unpublished Unity 2000 Issues 4, 5, & 6 from the now defunct Acclaim Comics (still in production as a PDF) for the Valiant Collector's Society (Jonathan is a founding member of the VCS, as well as a Mechanical Engineer in the real world}. From there, the studio went from part time hobby to a labour of love. Often doing work for free for small independent publishers, the studio is content to get name recognition and a free copy of the finished work. In late 2008, DFS was tapped to take over the lettering on the Playing God webcomic on the Valiant Entertainment website.

## Tom Cadorette:

has been enjoying RPGs since 1977, loves the written word, and believes that brevity is the soul of wit. All three of these things should make him a good editor someday.

## S.D. Hilton:

Writes a few things when time permits. This is not one of those times.



## Talent Biographies

### Stephen J. Herron:

Stephen J. Herron is a native of Northern Ireland, but he and his wife currently live in Ohio. Stephen is part of the team making up Greymalkin Designs, and was lead writer on the *Desolation* roleplaying game, released in August 2008. His day job involves web content, and at night, he fights crime.

### Christian N. St. Pierre:

Chris began his career in the fine and graphic arts working on commissioned portraits and murals, along with poster, ad, and logo design. He later expanded into the illustration field creating artwork for role-playing games such as Evil Hat Productions' *Spirit of the Century* and its Holiday-themed supplement *Spirit of the Season*, among many others. He has also worked on comic book projects including the short-lived *Grafenveer* series and the ongoing online zombie thriller *Devolution*.

In addition to further illustration, fine, and graphic arts projects, Chris is currently pursuing other comic book collaborations while developing his own creator-owned properties. To see samples of Chris' art and for news, upcoming appearances, and contact information please visit

[www.christiannstpierre.com](http://www.christiannstpierre.com).

### Mike Smith

Also known as Charlie Bananas is one of *DANGER MAGNETS!* Talented English contributors. His work on character sheets has inspired more than one adventure. His latest work has been on the "official" *DANGER MAGNET!* character sheet in which he included our new Sanity and Shock rules. Mr. Smith's own website: [www.wildcards.fusiveweb.co.uk](http://www.wildcards.fusiveweb.co.uk) contains material for *SAVAGE WORLDS* as well as *HOLLOW EARTH EXPEDITION*. *DANGER MAGNET!* is excited to work with Mr. Smith, and we're looking forward to our next collaboration.

### D.B. McKinley:

Was born and raised in the Midwest where she was adopted at a very early age, and quickly became infatuated with Lions, toys, cold weather, cats, and lounging around. D.B.s first article for us, *Falcons Pointe*, gives readers a look at a Lovecraftian city inspired by an August William Derleth story that bears a similar name. D.B.s second article, detailing the *Ancient Deep One*, was nearly cut due to space limitations, but at the last minute was saved the ax as we placed a very minor starter article within this issue of *DANGER MAGNET!* Miss McKinley has volunteered to continue producing weekly updates to her articles regarding the denizens of *Falcons Pointe* in future articles and updates on the *DANGER MAGNET!* site.

### M. Sechin Tower

Is also known as THE Professor Scrumtumbler of *HOLLOW EARTH EXPEDITION* fame. His style, energy, and enthusiasm make him a joy to work with, play games with, and his involvement in *DANGER MAGNET!* Has helped bring one of the shining stars of the Exile Games team into our pages. We're thrilled to continue working with the awe inspiring talents of Mr. Tower who has already turned in an article for our next issue in which we'll do something we've never done in these pages before. Are you ready for a new RACE in *HOLLOW EARTH EXPEDITION?*

### Craig Shepard

Our amazing cover artist for the first issue provided this issues bonus: *DANGEROUS FACES*. We hope to work with Craig again in the future.

### Colin Chapman

A few lines is simply not enough to cover the amazing output of this English RPG phenom. We hope in the near future to have an interview with Mr. Chapman to alleviate this situation.









# DANGER MAGNET

THE MAGAZINE OF DARING AND DANGEROUS PULP ADVENTURE



Wishes Everyone a Groovy Holiday!