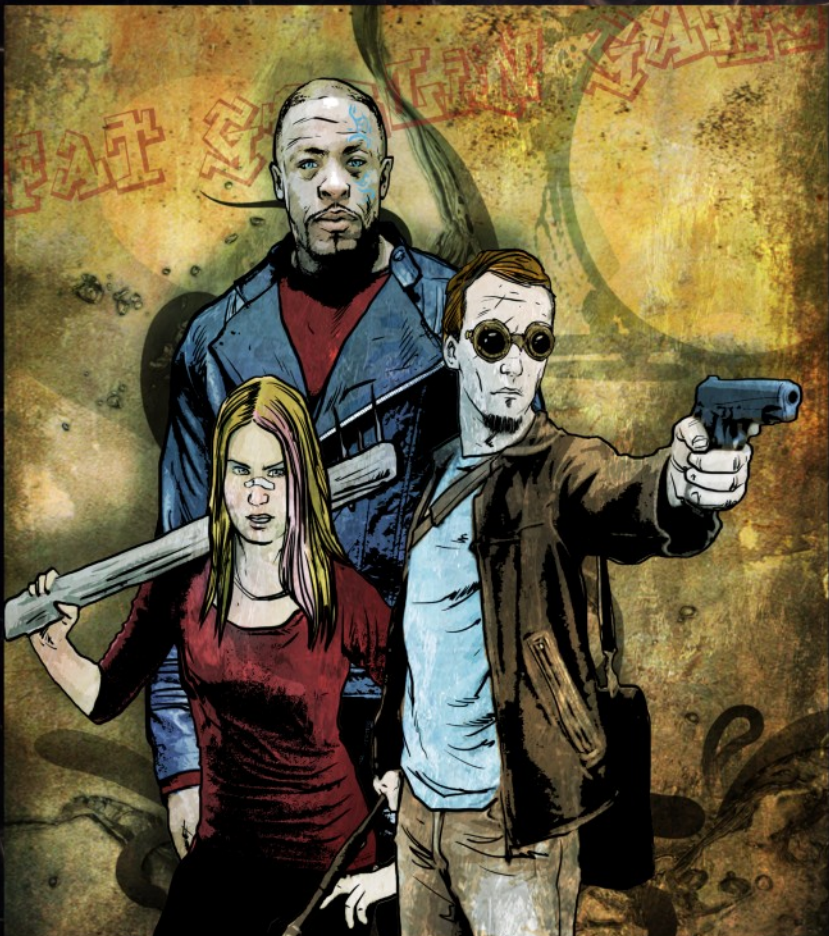


BACK ALLEYS



 Magic Pig Media

COMPATIBLE WITH
D&D5

Back Alleys
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INTRODUCTION

Welcome to Back Alleys, a supplement/fanzine for Dark Streets & Darker Secrets by Old Skull Publishing. This little booklet is written in that old-school style and leaves much up to the game master's own creativity and deviousness. Feel free to augment and change to fit your campaign.

Astute readers and fans of Magic Pig Media will note that many of things presented here are converted from our game, [Gary Vs The Monsters](#).

We hope you enjoy.

THE CHOSEN ONE

"I didn't 'chose' any of this."

Prime Attributes: Agility and Willpower

Recovery Roll: 1d6+1

Special Abilities:

- **Slayer:** The Chosen One selects a specific type of supernatural creature (vampires, werewolves, fae, ghosts, mummies, zombies etc.) at each odd level including first. The Chosen One gains a Positive Die to track, and investigate that type of creature and is also considered two levels higher for purposes of the Powerful Enemy rule against that creature.
- **Smite:** The Chosen One may chose to ignore the magical or supernatural defenses of an opponent and do normal damage with a successful melee attack. The Chosen One may do this a number of times per session equal to their level.
- **Detect Supernatural:** With a successful **INTELLECT Test**, the character may detect the presence of supernatural creatures. Unfortunately, the creatures are also able to detect the Character as a Chose One.
- **You're My Scoobies:** The Chosen One may attempt a Luck roll in place of another character. However, the Chosen One takes any unfortunate side effects for failure.



AVERAGE JOE

“What just happened?”

Prime Attributes: Physique and Willpower

Recovery Roll: 1d6+1

Special Abilities:

- **It's All In the Reflexes:** With a successful **AGILITY Test**, the character only takes half damage from attacks. The character may only do this a number of times per session equal to their level. The Average Joe also gains a Positive Die to all Tests directly related to fleeing and hiding.
- **Why Am I Always The Bait?:** When an opponent attacks the Average Joe in melee combat, the next character (other than the Average Joe) to attack that opponent gains a Positive Die to attack that creature.
- **Weird Magnet:** If any thing weird happens, it happens to the Average Joe. The odd and supernatural are attracted to the character for good or ill. The character has grown accustomed to all the strangeness. Sanity loses are halved (minimum of 1).
- **Back Against The Wall:** The Average Joe may fight defensively. The character's attacks with a Negative Die but attacks against that character also take a Negative Die.



THE FACE

“It’s not what you know but who you know.”

Prime Attributes: Intellect and Agility.

Recovery Roll: 1d6

Special Abilities:

- **Know a Guy:** The character knows just the right person who might know some key piece of information, have access to the right thing, or offer assistance in some other way. The Face may use this ability a number of times equal to their level during each session. This does not mean the Face is in good standing with contact.



- **Cheerleader:** The Face may take their action to shout instructions or encourage to another character. If the targeted character succeeds on an **INTELLECT Test** then the character gains a Positive Die to their next action.
- **Slippery Mind:** The Face is accustomed to deception and manipulation even on the supernatural level. They gain a Positive Die to resist mind control and illusions
- **Read the Room:** The Face can read a situation and determine threats quickly. When The Face is not surprised, they gain a Positive Die on Initiative Tests.

POSSESSION AND EXORCISM

There are a few entities who are only able to enter the mortal world through a human host. Expelling these demons from a host can only be accomplished with a complex exorcism. This ritual can be very dangerous not only to the exorcist but to the host as well.

Possessing Entity

HD: 3+

Special:

- **Damage Resistant:** When a Possessing Entity is inhabiting a host, it (and the host) take half damage from non-magical attacks. If the entity is expelled/exorcised then it is immaterial and immune from damage from mundane attacks.
- **Possession:** The entity may take over the body of a mortal and inhabit it. Can be resisted with a successful **WILL Test**.
- **Poltergeist:** The Possessing Entity may hurl loose objects doing base damage based on its HD. A successful **AGILITY Test** halves the damage.
- **Madness:** The entity may use its action to cause the exorcist and the host to lose HD Sanity. Can be resisted with a successful **WILL Test**.

EXORCISM

Exorcism is an exhausting ritual that takes PL Hours to cast. It will expel a Possessing Entity of PL HD. The Entity may resist with a **WILL Test** (assume 10+HD Willpower). If the caster increases the PL above the Entity's HD then the Entity resists as per the Powerful Enemy rule with the caster being the "Powerful Enemy".

ARCANE ARTIFACTS

NECRONOMICON EX DEMENTIA

There's plenty of crazy magical tomes out there but this one is the grand daddy of them all. Every other magical tome is only a shadow of the *Necronomicon Ex Dementia*. Legend says that the book is bound in demon skin with blood for ink.



This tome is huge and maybe used to cast any magical ritual. Unfortunately there isn't an index nor a table of contents so characters will have to read the book.

The character must succeed on an **INTELLECT Test** to find the ritual that they want. If this fails then character has accidentally recited a passage that summons a demon from the void with 2d6 HD. Once a ritual is found use the standard rules for performing rituals. Characters cannot learn Gifts/Spells/Rituals from the *Necronomicon Ex Dementia*. It must be read each time a ritual from it is attempted.

The character must also attempt a **WILL Test** with a Negative Die or lose 1d6 Sanity each time a character reads the tome.

GRANDMA'S BUTCHER KNIFE

Grandma was really off her rocker. Those aren't rust spots on her old knife. They're blood stains. And not from the pot roast.



Any character picking up Grandma's Butcher Knife must make a **WILL Test**. On a failure, the character has fallen under the influence of the knife. The character is cold, quick-to-anger, and blood thirsty. The character will prefer to use the knife in combat. Each time the character draws blood with Grandma's Butcher Knife, the character must make another **WILL Test**. On a failure the character loses 1d3 Sanity as the knife slowly drives the character mad. Grandma's Butcher Knife does 1d6+2 damage in combat.

SILVER SPIRIT BELL

This appears as a simple antique silver bell. Too bad, the world isn't simple any more.

When a ghost or spirit is within 30 feet of the bell it will ring of its own accord. The tone of bell is unnatural and unsettling causing 1 Sanity loss for anyone who fails a **WILL Test**. If the bell is rung normally, there is no special effect.

CEREMONIAL DAGGER

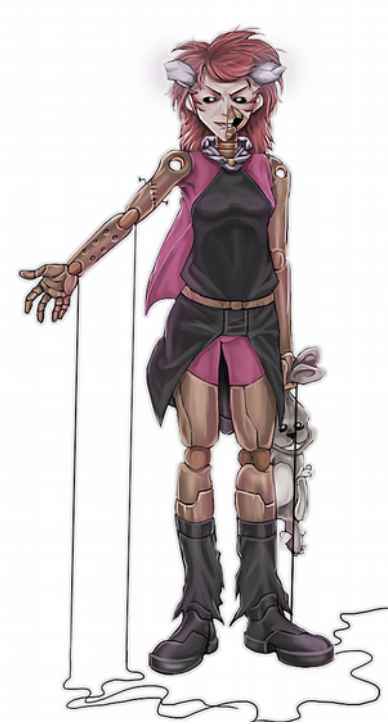
This ancient dagger has been handed down over the centuries from one powerful magician to another. The dagger holds the souls and secrets of its past owners.

A character using the Ceremonial Dagger gains a Positive Die to perform a ritual. If the ritual fails then the character automatically gains Corruption based on the PL of the ritual and loses PL Sanity.

MONSTERS

ANIMATED PUPPET

Children's toys are creepy enough without being possessed. Animated Puppets may be possessed by a demonic spirit, psychotic killer or just be weirdly evil on their own. These small homicidal toys enjoy stalking their victims and employing ingenious but deadly booby traps.



Hit Dice: 4

Special:

- **Supernaturally Tough:** Half damage from non-magical attacks.
- **Stealthy:** Animated Puppets are small and agile. They have a Positive Die to hide and sneak and any attacks against the Animated Puppet take a Negative Die.

CHIRURGEONS



These weird beings from some crazy dimension look like they came from some sort of punk rock S&M party that went down in a bait and tackle shop. Piercings, fish hooks, flayings, and flensings. They love pain and they love inflicting it. They are masters of torture and mutilation. Chirurgeons can only be brought into this dimension if someone creates a portal. There are many myths around how this could be done usually involving complex puzzles or New Math.

Hit Dice: 6

Special:

- **Extra-Dimensional Pain Lover:** They love pain so it doesn't bother them. Non-magical Attacks do half damage.

- **Gifts From Beyond:** Chirurgeons may use the following Gifts: *Drain Powers*, *Fearful Phantom*, *Shadow Travel*, *Strangulation*, *Transfer Life*.

DEVIL CHILD

The Devil Child is the harbinger of prophecy and not a good one. Devil Children usually herald the end of the world or the arrival of something much worse.

Hit Dice: 10

Special:

- **Supernaturally Tough:** Immune to non-magical attacks.
- **Diabolical Innocence:** A character must succeed on a **WILL Test** each time he attempts to attack the Devil Child.
- **Deadly Serendipity:** The Devil Child may start a Rube Goldberg type series of events that proves fatal to a character. The affected character must make a Luck Check or take 4d6 damage.
- **Mind Control:** The Devil Child dominates a weaker mind (which is just about everybody). The Devil Child can have the victim commit suicide or kill another but only with simple actions like walking over a cliff. The Devil Child may attempt this once per day and the power can be resisted.

DREAM STALKER

Dream Stalkers are a special kind of ghost. They are usually ghosts of those who have done truly heinous acts during their lives and then came to an unfortunate (and usually violent) end. Unlike ghosts who haunt places or things, Dream Stalkers haunt people. These people usually have some connection to the Dream Stalker's death. However, those who interfere and draw the attention of it may also become targets.

Hit Dice: 5

Special:

- **Just A Dream:** Dream Stalkers only exist in dreams. They may only use their powers in the dream world. They have no real presence in the physical world.*
- **I'm A God In Here:** The Dream Stalker has complete control of the environment. It can move passages and doors. Adjust the lighting. Have things appear and disappear. Characters cannot flee from a Dream Stalker while in a dream. If a victim dies in the dream, they die for real.
- **Sleep:** Dream Stalkers can keep their victims from waking up and leaving a dream. First, the character has realize that they are dreaming. In order to wake up, the character must make a successful **WILL Test**.

*The Dream World can only be entered while a character is asleep and dreaming. Once asleep, the Dream Stalker may pull the character into the Dream World. Multiple characters may within the Dream World at the same time. Characters may attempt to manipulate the Dream World with a **WILL Test** with a Negative Die.

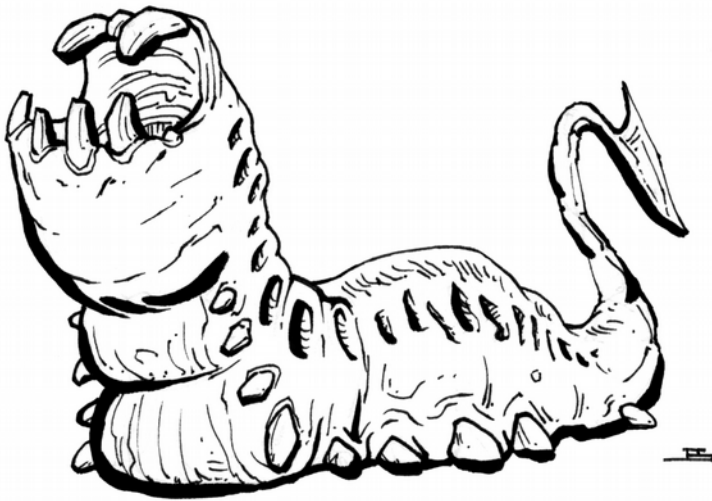
EVIL CLOWNS

Nobody knows where these freaky things come from. Maybe outer space or something but they show up in their weird little circus in the middle of the night and go on a killing spree. It goes to show that people really do have a reason to be afraid of clowns.

Hit Dice: 6

Special:

- **Supernaturally Tough:** Non-magical attacks do half damage.
- **Cartoon Reality:** Remember those crazy cartoons from your childhood? Evil Clowns can warp reality like that. Shadows that attack. Balloon animals that can really bite. Paint a door on a wall and it works. All that crazy kind of stuff.
- **Easily Distracted:** Evil Clowns love playing with their food. And they love it when their food plays back. A character may attempt to distract an Evil Clown by performing tricks. They don't even have to be good tricks. The player should describe how they are distracting the Evil Clown.
- **That's NOT All, Folks:** It's hard to keep an Evil Clown down. When the creature is reduced to 0 Vitality, there is a 2 in 6 chance that it pops back with cartoon like fortitude and fully healed.



MUTANT EARTHWORMS

Maybe it was the nuke tests back in the 50's. Or maybe some genetic experiment that got out of a lab. These suckers will pop up out of the ground and drag you down as a snack in heartbeat.

Hit Dice: 8

Special:

- **Burrowers:** Mutant Earthworms can burrow beneath the surface at normal speed.
- **Sense Vibrations:** Mutant Earthworms are blind but that doesn't stop them. They have the ability to sense even minor vibrations through the soil. Mutant Earthworms can detect the vibrations caused by an average person moving at a range of 100 feet.

NECROIDS

The Necroids are evil demon-like beings who enter the real world and possess corpses. Most folks mistake them for zombies. Big mistake. Necroids are cunning and blood thirsty. On rare occasions, they have been known to possess a living person. Their hold is tenuous but will leave lasting psychological scars.



Some have even been able to possess inanimate objects. One of the many things that make the Necroids so annoying is that exorcism doesn't work on them. They're even freaks of the supernatural world.

Hit Dice: 3

Special:

- **Supernaturally Tough:** All attacks do half damage.
- **Taunt:** Necroids love tormenting mortals. Instead of attacking, a Necroid may hurl a string of profane insults and taunts at a character. The character must succeed on **WILL Test** or gains a Negative Die to all tests for the next 1d3 rounds.
- **Pose as Human:** Necroids are tricky bastards. They have the ability to disguise themselves as normal humans until they attack. A successful **INTELLECT TEST** sees through the ruse.
- **Wall Crawler:** Like that superhero, Necroids can crawl up walls and across the ceiling.

PSYCHO-SLASHER

Some evil won't die. It keeps going and going and never stops. Nothing seems to stop it. On the bright side, Psycho-Slashers generally stay in one area and disappear once they've sated their murderous tendencies.

Hit Dice: 5

Special:

- **Supernaturally Tough:** Non-Magical attacks do half damage.
- **Supernatural Gifts:** Psycho-Slashers may use the following gifts with a Positive Die: *Shadow Cloak* and *Shadow Travel*.
- **Super Healing:** Psycho-Slashers regenerate 2 Vitality per round.



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