

IRON FORGE PICTURES 

GUNPOWDER

WRITER / CREATOR
DAMIAN HUSSEY

ILLUSTRATIONS
MAURISIO CABALERRO

COLOURS
DANIEL JUNIOR



PRESS KIT

PRESS KIT

CONTACT

Kickstarter: kickstarter.com/projects/ironforgepictures/gunpowder-issue-1-3

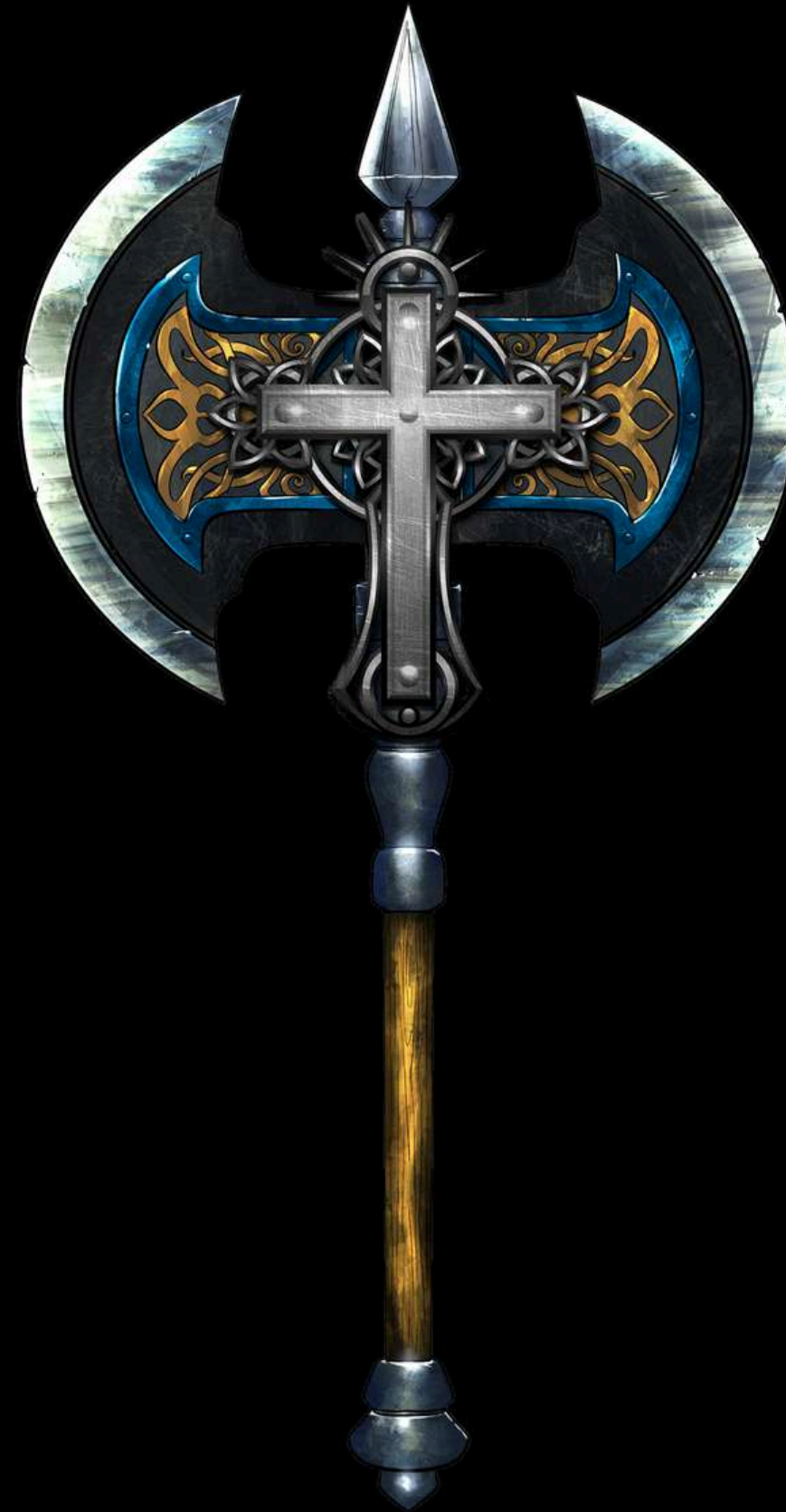
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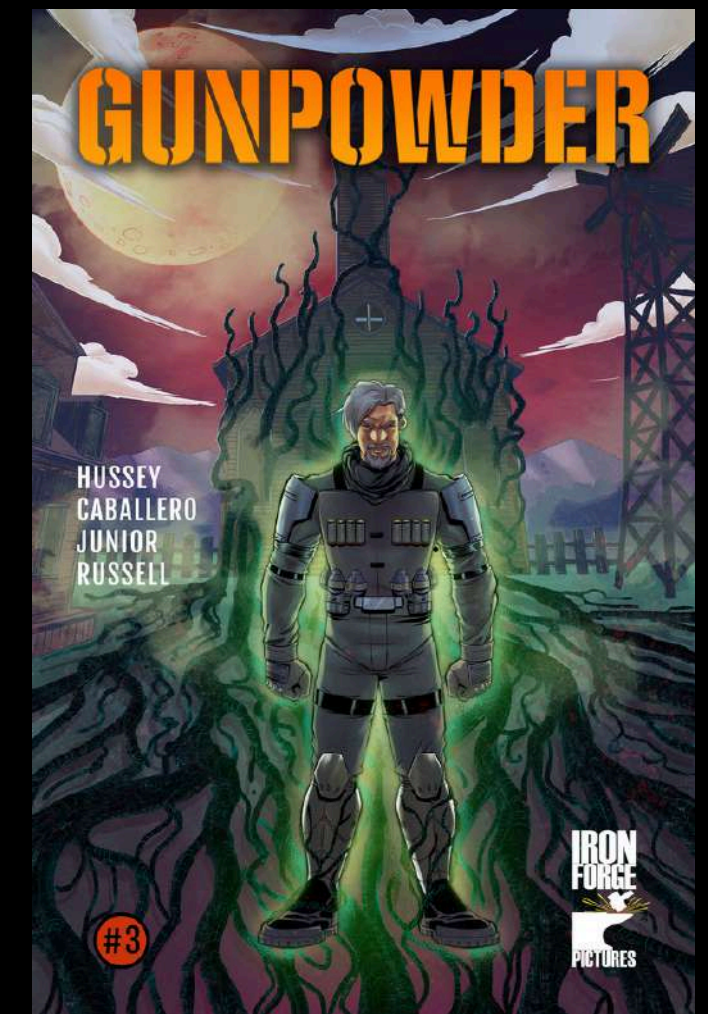
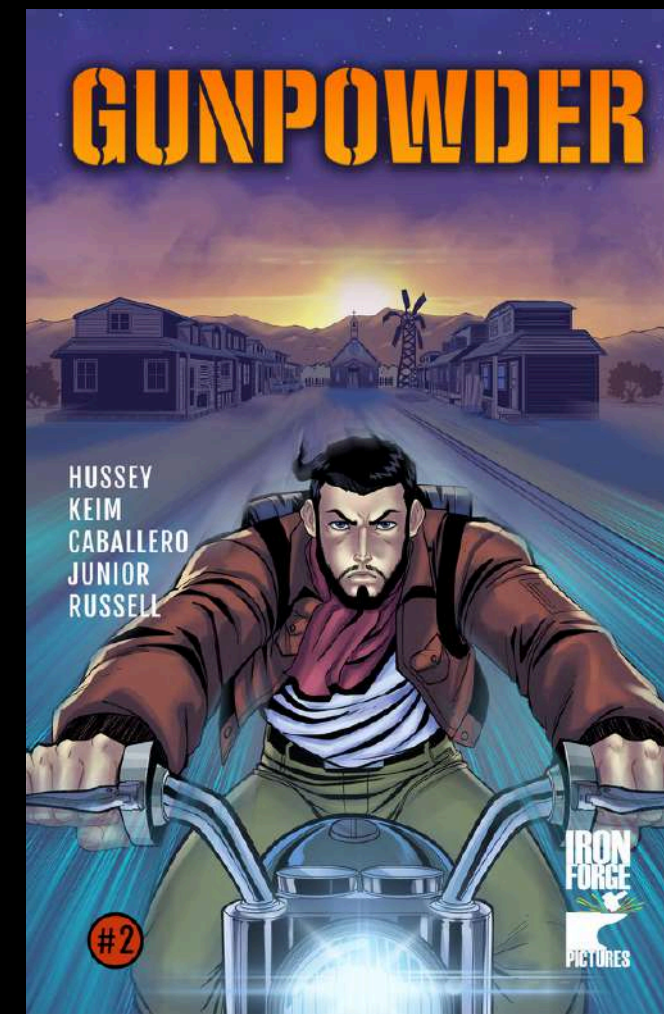
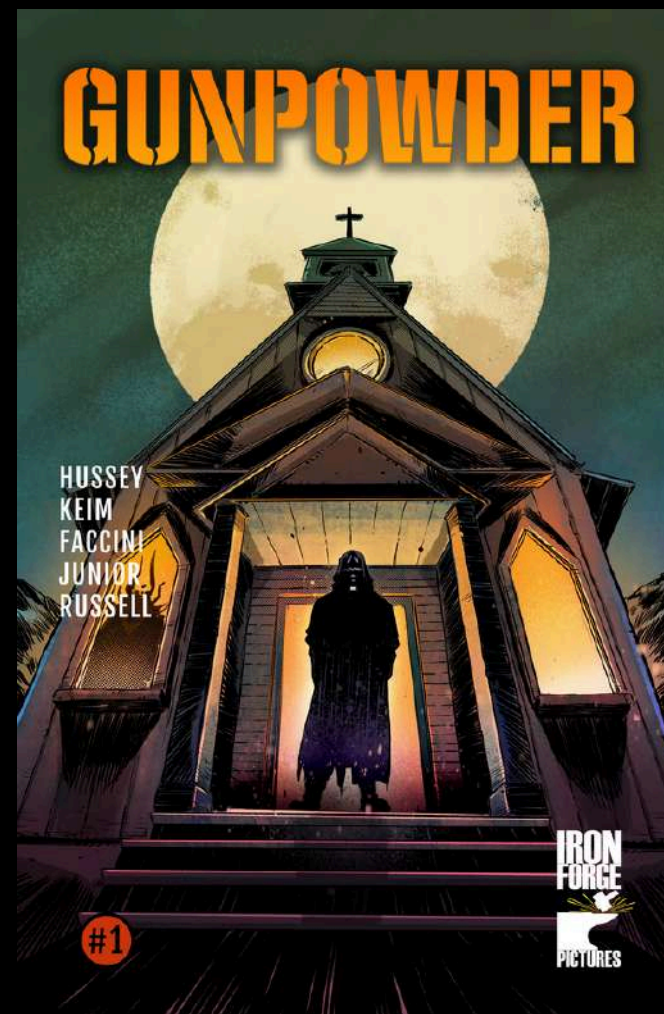


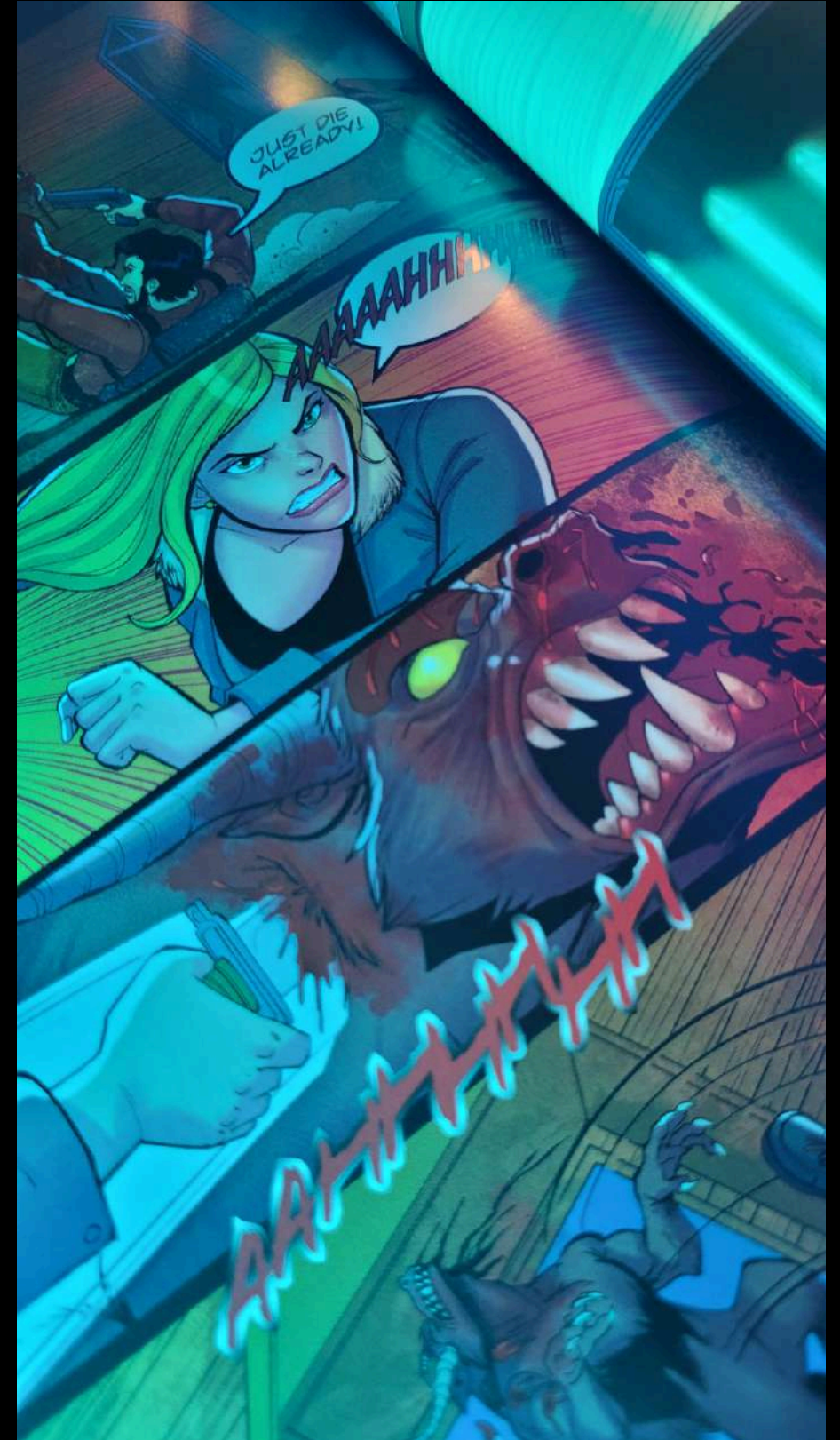
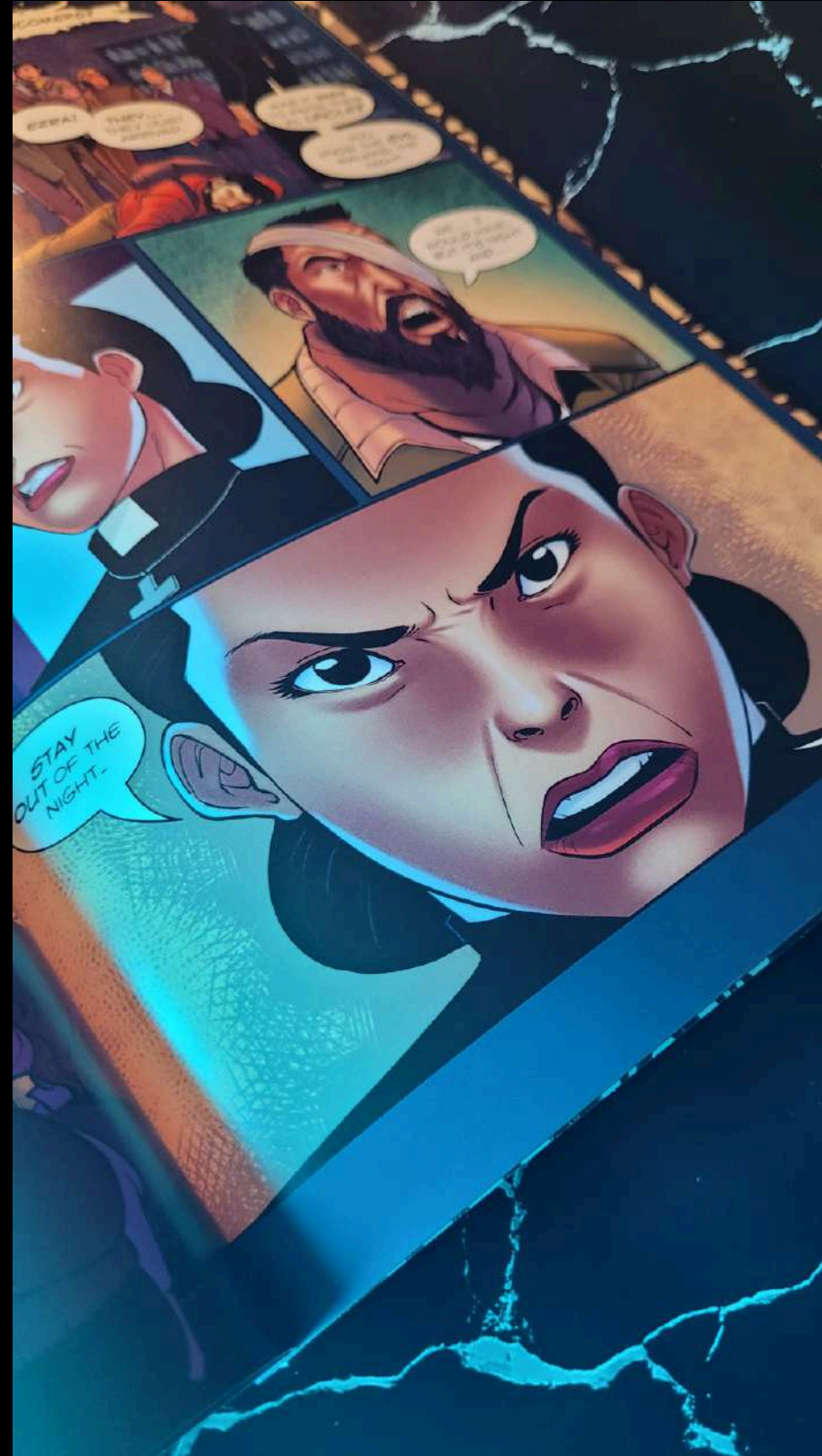
SYNOPSIS

Gunpowder follows Jacob, a war-weary soldier searching for peace after fleeing an endless conflict. Instead, he finds himself trapped in Gunpowder, a remote wasteland town overrun by demons and held in the grip of a corrupted spiritual force. As the supernatural threat intensifies and the town fractures under fear and scarcity, Jacob is pulled into a conflict he never wanted, one that forces him to confront the trauma he's spent years trying to outrun.

Joined by a group of rag-tag survivors, Jacob must expose the rising darkness that threatens to spill beyond Gunpowder's borders. In this world, survival has a cost, morality is fragile, and every choice leaves a scar.

A blend of post-apocalyptic grit, supernatural horror, set in a biblical end-times landscape, Gunpowder is a long-form, consequence-driven graphic novel series grounded in tension, character, and the belief that no one walks out of a collapsing world unchanged.





DAMIAN HUSSEY

Since starting his filmmaking journey in 2010, Damian's career has been full of exciting twists and turns. He wrote and directed *The Lost One* (2020) and *Girls' Night Out* (2022), while also showcasing his skills as a cinematographer on projects like *Ashburn Waters* (2013), *Alice* (2016), *Bliss of Evil* (2021), and *The Girl Behind the Screen* (2024).

Damian continues to push creative boundaries by transforming his post-apocalyptic screenplay, *Gunpowder*, into an engaging graphic novel. With a passion for crafting expansive worlds and multidimensional characters, Damian aims to deliver a gripping tale of good versus evil, blending familiar themes with unexpected twists to captivate audiences at every turn.



CREATOR'S STATEMENT

Gunpowder is a creator-owned series built around consequence-driven storytelling: choices matter, trauma echoes forward, and survival has a cost.

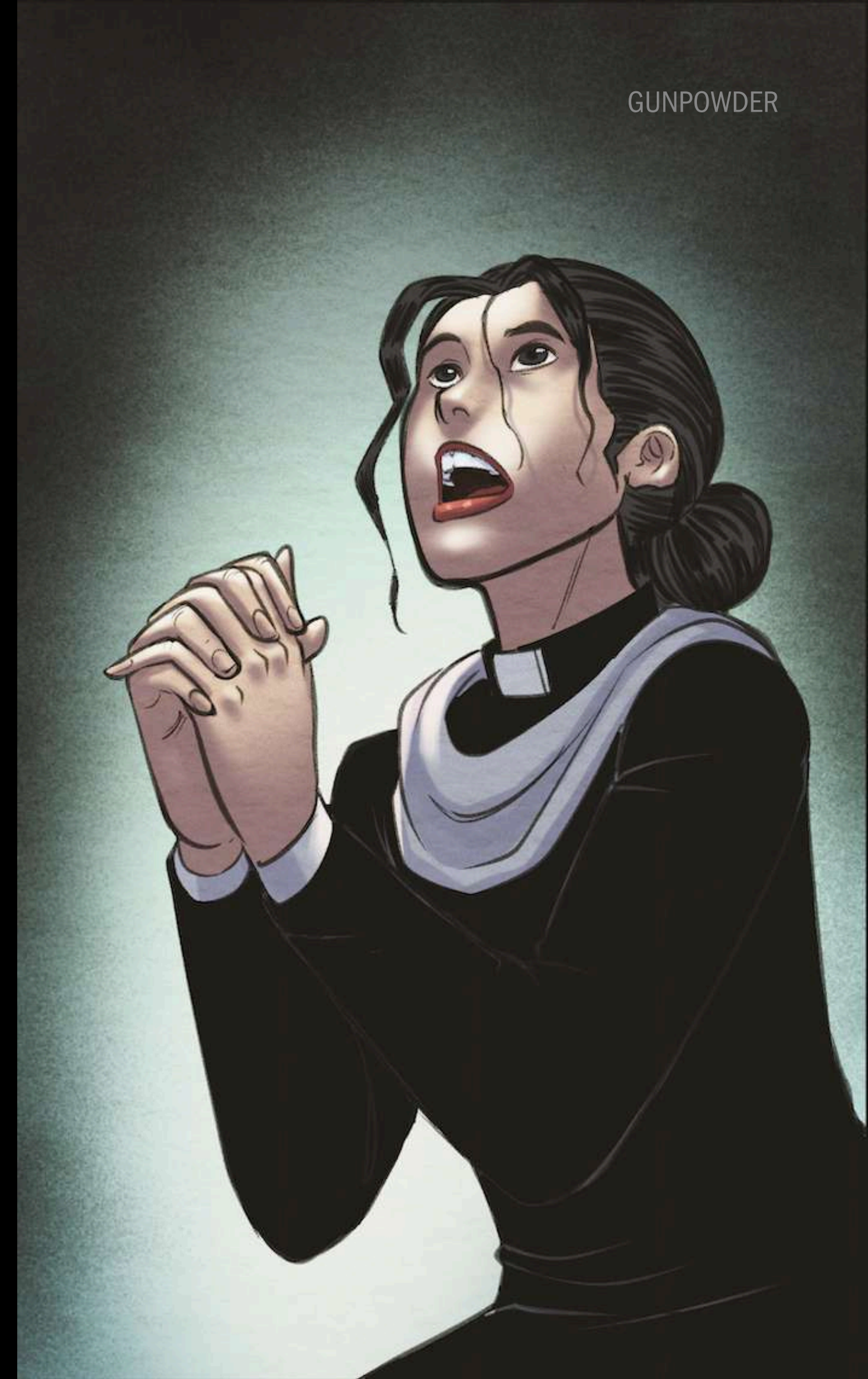
The goal is to build an enduring story world on the page first, then explore an animated adaptation in early concept development based on the graphic novels.

THE JOURNEY SO FAR

Gunpowder began as a screenplay I wrote after graduating film school in 2011. It was a dark, uncompromising story shaped by influences like *The Road*, *Mad Max*, *The Book of Eli*, and the supernatural elements of *Diablo*. From the start, the world felt cinematic, with vast wastelands, unseen danger, sudden violence, and characters shaped by trauma rather than tropes. But as the script evolved, it became clear the story was outgrowing the limits of a single film. Its arcs were too long, its consequences too permanent, and its themes of survival, guilt, power, and corruption demanded space.

A few years before the comic stage, we filmed a concept trailer on a very limited budget to capture the heart of *Gunpowder*. We didn't have massive sets, big effects, or a Hollywood lead, but we did have atmosphere, intent, and the emotional core of the world. The trailer proved the story could work on screen, while also making something else clear. Telling *Gunpowder* properly in live action would require a huge budget to deliver the scale and supernatural threat without compromise.

Rather than shrink the vision, *Gunpowder* found the format that could hold it: comics. The graphic novel series let the story breathe through pacing, silence, and consequence, allowing the world to expand naturally, issue by issue, while staying creator-owned and true to its tone.



THEMES

- **Survivor's guilt & redemption:** Characters carry what they've done (and what they couldn't stop), and wrestle with whether redemption is earned or even possible.
- **Faith, corruption, and fanaticism:** Belief becomes a weapon; the line between salvation and manipulation blurs.
- **Biblical end times:** The world carries a sense of judgment and unraveling. Demons aren't metaphor; they're an escalation of collapse into revelation-level horror



INFLUENCES

- The Road
- Mad Max
- The Book of Eli
- Diablo
- Fallout
- The Walking Dead

TOPE

- **Gritty, brutal, and grounded:** Dust, blood, exhaustion, and desperation. Nothing is clean or convenient.
- **Cinematic and atmospheric:** Heavy use of silence, pacing, and visual tension; dread builds as much as action explodes.
- **Supernatural dread layered over realism:** The horror is otherworldly, but the characters' fear and psychology remain human and believable.

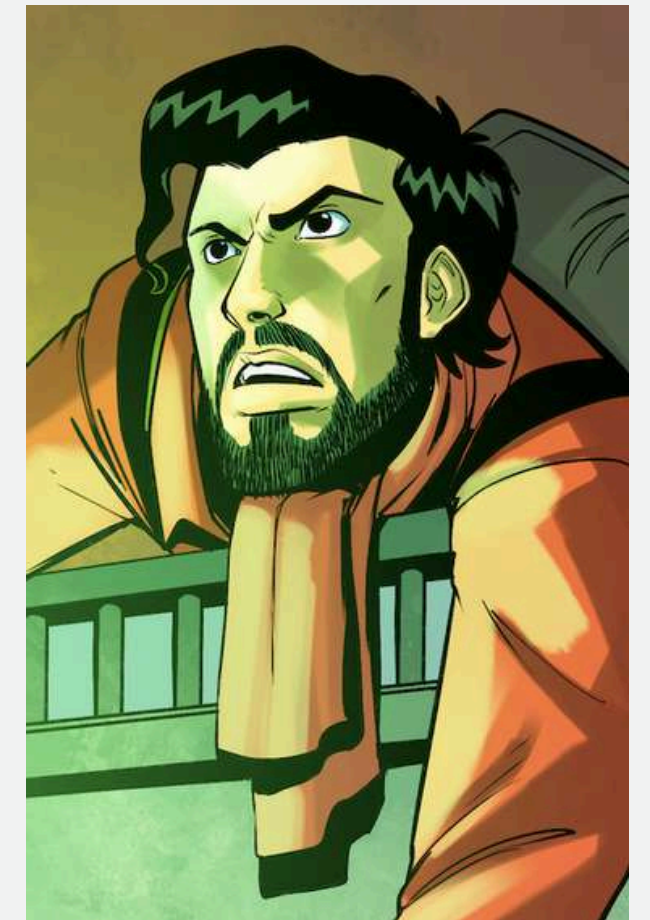




JACOB

Scarred physically and emotionally from fighting a futile war, Jacob abandons the battle and makes his way home with the help of his brother, Michael.

Almost home, Michael is killed, leaving Jacob to continue alone. His journey is not straightforward, and he becomes trapped in the town of Gunpowder.



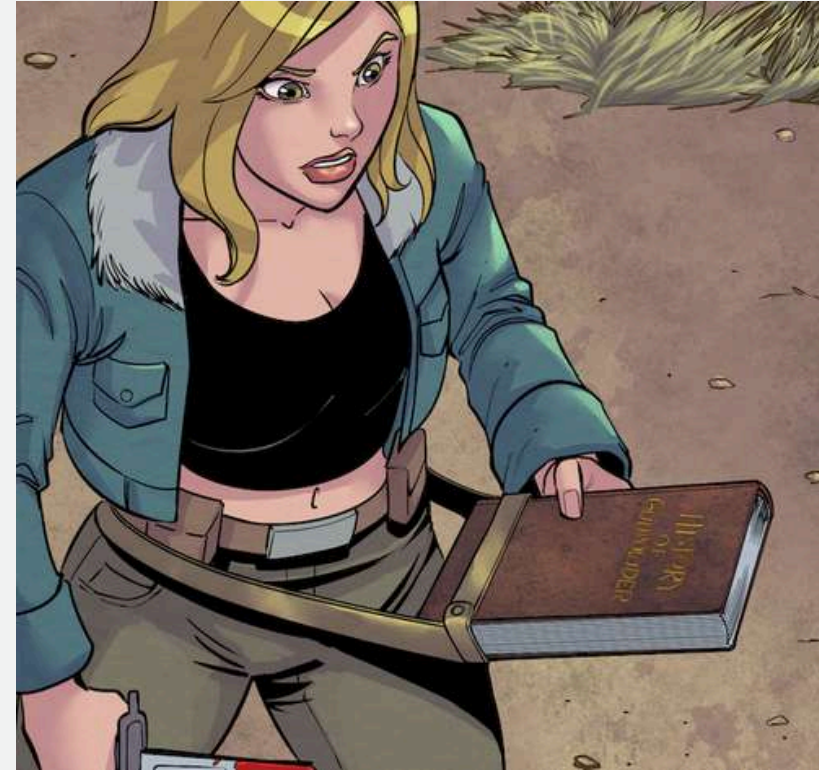


OLIVIA

Growing up with Jacob in the small town of Black Rock, Olivia had a tough life. Despite this she holds onto hope that things will improve.

After disease swept through Black Rock, Olivia set out to search for medication.

Now stuck in Gunpowder, she helps the remaining townspeople from giving into despair.





EZRA

Ezra fell into the Priesthood due to her care for Gunpowder's people. However, she always felt undervalued living in the small town.

As the world crumbled, her nights became filled with dark nightmares. Her resolve slowly wore down and she gave up hope.

Now corrupted by demonic forces, it's unclear how much of the original Ezra remains inside.





HERC

Ezra's uncle, Herc is a natural leader and the backbone of Gunpowder.

He raised Ezra as his own after his brother died. He was forced to watch as his town fell apart and Ezra's dark power grew.

He has hope that he can save the remaining people and bring his niece back from the brink.







MAURICIO CABALLERO
ISSUE 2-3 ILLUSTRATOR

Joining the team from issue 2 is Mauricio Caballero. A self-described Mexican geek who refuses to grow old,

Mauricio has spent over 20 years working on creative projects ranging from TV, to film, to animation, to comics. Mauricio is especially passionate about video games.



M SCOTT RUSSELL
LETTERER

During his childhood, M. Scott Russell was consumed by a love for drawing. He effortlessly conjured up an array of creations, ranging from fresh comic book characters to picturesque landscapes; a true aficionado of artistic expression. His profound joy lay in the act of creation itself. What intrigued him most were ventures that offered innovative perspectives – the art of transforming the old into the new.



DANIEL JUNIOR
COLOURIST

Starting his career as a civil servant, Daniel Junior has spent the past five years dedicating his career to the art of digital coloring.

A substantial portion of his portfolio comprises of domestic and original creations. He has also notably collaborated with Frew Publications based in Australia.

PRODUCTION TEAM

THANK YOU