

The Key of Moses

Nocturnum Season Four Episode 18

SYNOPSIS

The cast finds themselves face-to-face with John and Anita's ancestors, who apparently are every bit the cold-hearted killers that the law takes them for. Rebecca "Black Widow" Blake, the Cast senses, is Gifted. Beaumont Bill Forsythe is not. To her sickness, Anita also senses another soul growing in Rebecca, an indication that the woman is pregnant, though Anita doesn't think she knows it yet. Still, the idea that Anita and John may be related is a shock. Still, there are other possibilities.

The original standoff is tense, but the Cast manages to calm the situation down, or at least defuse it enough that they don't have to kill their own ancestors. It comes to light that Beaumont Bill is not the sharpest blade in the knife drawer; Becky is clearly the brains of the operation, but also shows the signs of being an abused lover. The two enter the tavern and wreck the place, then demand a key and head upstairs.

The Cast decide that Matthew will spy on Becky and Bill to see if they know anything about the Key, while Klaus goes to check out Cunningham's ranch. Anita, for her part, will check out John's lead with the snake girl prostitute at Brigitte's.

Matthew discovers that Bill and Becky stole the key from the Chinese workers after slaughtering them, and Bill is convinced the Chinese took it back and intends to start slaughtering immigrants at the camp; Becky insists that it was strange lizard people she saw in the hill. Bill, not one to be talked back to by a woman, beats Becky, whose latent necromantic abilities manifest and knock Bill unconscious. She then runs to him, panicked, to see if he's all right.

Klaus discovers a journal outlining Cunningham's slow corruption by the Watcher in the Prayer Tree, and his fear that "they" will kill him now that the Tree is dead. Klaus manages to put together that the Tree had been killing off anyone who was a threat to Cunningham, without Cunningham's knowledge. Using his powers of invisibility, Klaus drives Cunningham mad by impersonating a vengeful haunting spirit. He then writes "Redrum" on the wall across from a mirror, in blood, and takes the journal back.

Anita discovers from the snake girl that the erstwhile King of the Snake People has been collecting mystical artifacts from beneath the desert sands out of the strange alien city that the Snake People discovered and now live in. His plan is to unite the snake tribes and make war upon the surface world. The Key would give him the power to do that, so he sent a group of warriors to acquire the artifact from Becky and Bill. The snake girl does not know if the artifact has made it back into the hands of the King; it's possible one of his rivals has made plans to steal it. Regardless, it should be underground somewhere near the snake city.

The Cast decide to misdirect Bill and Becky to New Orleans, to keep them out of harm's way, and make plans to head underground that night. Annie overhears their conversation and insists upon coming along, threatening, "If y'all don't take me along yourselves, I'm going to follow after anyway." The Cast reluctantly agree to have her along, especially after she gets quite indignant at Matthew's assertion that she needs to be protected (which she misinterprets as him saying that a woman needs to be coddled, rather than that she's an historical figure).

John and Annie have their shooting contest. Annie kicks his ass and displays certain chi abilities that John didn't know existed, such as being able to make multiple steady shots with a lever-action rifle. He's just honored to have had a chance to shoot with Annie Oakley.

That night, the Cast gathers up their bag of dynamite and heads underground. The moment they enter the cavern's, John's amulet begins pulling him. They track the Key for a full day and fight off a group of snake men scouts that evening. On day two of their trip, after they track the Key a ways more, they hear noise behind them. Bill and Becky did not fall for their ruse, and

have followed them down into the caverns. In an effort to keep their ancestors alive, John and Anita allow them to tag along. Unfortunately, when Anita decides to go astral to scout ahead, Becky's abilities manifest with a vengeance, and all of the souls she's killed or sat by and watched Bill murder, come to wreak havoc with her. She panics and begins screaming, "Get away from me! Leave me alone!"

Anita wakes up from her trip, and banishes the spirits, then manages to get Becky calmed down enough to move her. Anita has discovered a group of approximately 20 snake men east of the city, in the direction where John's amulet is pulling the Cast. They have amongst them a small iron lock box. The Cast formulate a plan to use dynamite to throw the snake men into havoc, while someone sneaks in and grabs the box. John evaluates the caves using his combat engineering knowledge as the group goes, checking for structural strengths and weaknesses so he can bring down the portions he wants while not caving in the entire complex.

The Cast arrives at the cavern where the snake men have camped. Matthew, being the "Angel of Sneak" he is, slips into the camp and steals the lock box, completely unnoticed. The Cast open the box to ensure the Key is inside (it is) and head off down the tunnels. They are a good ten minutes' walk away before they hear the sounds of the enraged snake men, who have discovered the box missing. John activates the explosives and collapses the door behind. Drake takes the key and, calling upon his preternatural speed, vanishes down the corridor.

Bill takes off after him, ignoring the Cast's cries to stick together. Becky remains with the group, being still quite harrowed from suddenly seeing ghosts everywhere.

The Cast make for the surface, detonating explosives every so often to seal the exits behind them. When they reach the surface, about a day and a half later (on a forced march the entire way), they head for the hotel, where they find Drake sitting with whiskey. He greets them and informs them that Bill has skipped town, but without the key, which Drake has safely in his possession.

Matthew bids Annie good bye, and John begins reading the spell. Just as the vortex opens up around them, they notice a horse and cart arrive, and a well-dressed young dandy steps off, with a dusty, cute, tough-looking teenaged gal in cowboy garb in tow. The Slayer and her Watcher have arrived in Apocalypse. Just as the town fades from view, Anita informs the Cast that everything here is now in good hands.

There's that telltale flash of light, and the Cast fall out of the sky, to land face-first on concrete. They pull themselves up, groaning, and are snapped back to reality when the blare of a car horn erupts in their ears. They dodge to the side of the road and look around to find themselves in a very modern-looking city, with late model cars and people on cellular phones. All the signs are in French, and in the distance they can see the Eifel Tower looming. Heading for a news stand, Matthew finds a newspaper that identifies the year as 2004.

QUOTES AND GREAT MOMENTS

"Don't you talk about my momma!" Beaumont Bill

"I wasn't talking about your mother, sire...I was referring to 'our' apparent mother [indicates Becky]." -Anita

"So you wanna tell us how you came to steal our faces?" -Becky

"Who do you know I stole your face? Maybe you stole 'my' face!" -Anita

"Cuz I had this face since the day I was born!" -Becky

"SO HAVE!!!!" -Anita

[Re: Annie Oakley] "She has a lot of the same gifts John has." -Jason

"So really, when you're sleeping with her, it's like you're sleeping with John. Remember that." -Anita

Annie Oakley and John have a shooting contest. Annie hands John his ass.

"Anita, I am going to choose to remain naïve to the true meaning of your statement for both of our sakes." -Klaus

Klaus terrorizes Cunningham.

"So how exactly do I want to put this...she's a snake lady." -Anita

"Sweetheart, we have many demon hookers here." -Hooker

"Good, then. I can just be straight with you." -Anita

"I can see that the apple doesn't fall far from the tree...even after 12 generations." -Matthew (re: John)

"What's your pleasure?" -Sylanthree

"Parlez?" -Anita

"So how did you fare?" -Matthew

"I got some information from the snake lady...I had to give her my pocketwatch, though." -Anita

"You have a pocketwatch?" -Matthew

"Yeah, Doc gave it to me. I guess that's what an evening of my time is worth." -Anita

"Wow, you really are a whore!" -Matthew

"So, the alternate Anita..." -Matthew

"Becky." -Anita

"Right. The alternate Anita..." -Matthew

"BECKY. Her. Name. is. Becky." -Anita

"I just can't seem to remember her name." -Matthew

"There's only one Anita, and you're looking at her." -Anita

"And the world is eternally grateful." -Klaus

Klaus misdirects Beaumont Bill and Becky to go to New Orleans...unfortunately, they don't fall for it, and follow the cast into the caverns to find the lizard people and the Key.

"Vagabond? I dress very nicely, thank you." -Matthew

"Except you're probably filthy down here." -Jason

"Nope. I have drama points, too." -Matthew

Klaus has a brilliant idea to utilize John's combat engineering skills with dynamite to assist them in acquiring the key from the lizard men.

"We've been doing this the subtle way. Now its time for the blaze of glory method!" -Klaus

"Pops up out of nowhere with the Key in hand" "Actually, we might not need the dynamite..." -Matthew

"You should have seen me in there. I was smooth." -Matthew

"Why do you put up with his bullcrap?" -Anita

"He was real nice at first." -Becky

"God, we really must be related." -Anita

"Anita, wake up!" -Matthew

"Huh?" -Anita

Points at Becky "Fix her!" -Matthew

Anita sees Becky being tortured by 15 dead Chinamen spirits. She commands them to go away and they run a'screamin' for the hills.

"Where's Bill?" -Matthew

"He left town." -Drake

"Drake..." -Anita

"What? He tried to take the key. I wouldn't let him. I gave him a stern talking to, and he left town." -Drake

The cast gets out, John activates the amulet, and they find themselves in the path of a rushing car...and everything is in French.

"We must be in hell." -Anita

The cast gets a newspaper and discovers the date is 2004.