

Sixguns and Slaying

Nocturnum Episode Campaign Notes by Jason Vey

QUICK SYNOPSIS

The Cast are walking down the trail...no water, no food. They might be able to shoot a prairie dog or rattler here and there, and a Science or Knowledge and Int roll can help them figure out how to get water from cacti, but it's still hard going. Round about, say, the third day on the trail, a small caravan comes out of the mountains, but moving recklessly and fast. It's a bunch of Hasids, and they're making for the first town they can find, because someone has been hunting them, though they don't know who. The Hasids are being hunted by a strange, shadowy gunman that they call (of course) *ha Satan*. Being of a charitable nature, they stop to help the Cast, but warn them about the Enemy.

In the end, they reach a town (with or without facing down the mysterious gunman, who is an undead/demonic former preacher hunting the Jews because, well, they're Jews). When they reach the town, they end up helping to put down a small group of demon bandits riding through town, after which an historically familiar young man approaches them, tips his hat, and welcomes them to Apocalypse, New Mexico.

CUT SCENE

"We'll never make it!" Joshua exclaimed.

Rabbi ben Shalizar put his hand on the young man's arm to calm him. "Have faith. God will lead us through."

"Will He? For seven nights we've ridden, and for seven nights we've lost people. He kills at random, without mercy, with pure hatred and malice. Last night—"

"Yes, I know. Last night we lost more than ever before. But what choice have we, now? Complaining does not help. We perform our duties with the dusk and dawn, we obey the Laws, and we ride for aid. The only other option is to lay down and die, and I don't know about you, but I am not willing to lay down and die."

"He's ha Satan incarnate. He won't stop till we are all dead. Maybe, Rabbi... maybe we should simply let him take us. Better than to lead him to an entire town of victims!"

"No," the Rabbi said. "There will be someone there to help us. There has to be. After all, the town did come out of nowhere. It's a sign, Joshua. It has to be."

"It had better be," Joshua said, "or else we're all—"

There was a flash of green light, a loud "pop!" and Joshua fell over dead, a look of terror frozen on his features. From behind a nearby rock stepped a figure from nightmares, and Rabbi ben Shalizar gaped.

"Y'all aren't talking about me, are you?" the Stranger said.

"Satan!" the rabbi whispered, then shouted, "To the wagons! To the horses! Run!"

The figure watched them go, and muttered a quiet prayer.

ACT ONE: INTRODUCTION

RUNDOWN

The Cast find themselves in yet another desert...this time one that they take to be the American West. As they walk down the trail, they journey for several days having to find food, water, and just as things begin to look bleak, rescue comes in the form of a caravan of Hasidic Jews, only these Jews are running from something...

ACTION

Another Happy Landing

The cast brushes themselves off after landing face-first in another desert, and determines they're in the American West. But where? There is no town in sight, and the best hope they have is that they seem to be on a trail that is at least regularly used, judging by the wagon tracks and hoof prints in the dust. Let them pick a direction and start walking; by the day's end they'll start suffering from the heat. Allow Intelligence and Knowledge or Science rolls (John, due to his military training, can roll Intelligence doubled) to find adequate shelter, to get potable water out of cacti, and to find food (probably along the lines of rattlesnakes and prairie dogs).

The first night require Willpower (Doubled) rolls just to get to sleep as the sounds of coyotes, wolves, and other wild animals echo through the night. For those without Nerves of Steel, this is a fear test. For those with Nerves of Steel, it's just to sleep under distraction. If they haven't found food, a mountain lion, pack of hungry wolves or coyotes could provide emergency sustenance; not very appetizing, but it'll keep them alive.

The Battle of Bloody Ridge

At some point during the night, whoever is on watch hears the sounds of battle over a ridge. If they go to investigate, they see a small contingent of Native Americans (Int and Knowledge reveals them to be Apache) doing battle with what appear to be lizard men. The lizard men are wielding strange rifle-like contraptions that are carved in the shape of serpents and hurling balls of fire; the Indians seem to be firing bolts of *green energy* from their bows. A Perception and Notice roll reveals that the eyes of the Indians, too, are glowing green.

As the battle continues, a lone figure in a tattered black trench coat and dark Stetson hat strides into view on a far off crag. He stands, surveying the battle, then draws two six-shooters and begins firing into the melee, his guns also emitting blasts of green energy. Calmly, he slaughters all of the combatants, then crosses himself, and steps into the darkness.

A Perception and Notice (hearing-based) Task notes him shouting the following as he fires into the press; though he is clearly too far away to be heard, the wind carries his eerie voice to the ears of the Cast Member:

"The LORD is my shepherd; I shall not want. He maketh me to lie down in green pastures: he leadeth me beside the still waters. He restoreth my soul: he leadeth me in the paths of righteousness for his name's sake. Yea, though I walk through the valley of the shadow of death, I will fear no evil: for thou art with me; thy rod and thy staff they comfort me. Thou preparest a table before me in the presence of mine enemies: thou anointest my head with oil; my cup runneth over." (Psalm 23:1-5)

When the last of the combatants lies dead upon the ground, just before he turns, he recites the following:

"Surely goodness and mercy shall follow me all the days of my life: and I will dwell in the house of the LORD for ever." (Psalm 23:6)

Going to investigate the gunslinger is fruitless; he appears to have simply disappeared, though the Cast may note a pair of boot tracks *burned into the ground* where he stood.

Going to examine the bodies reveals ten dead lizard creatures, but not a single Indian body. However, if the Cast goes to investigate the bodies, they will find themselves under assault by the lizard creatures; at least a dozen scatter out of the rocks and crags and attack without question or mercy. These are "Elite Snake Warriors" from the *Slayer's Handbook*, page 101.

(If Anita remembers to invoke Nyarathotep, his name strikes fear into the monsters so long as she brandishes the Necronomicon, imparting -3 to their Combat Scores for the remainder of the battle.)

If the Cast doesn't investigate the lizard men bodies, they are gone by morning, having been taken away by their kinsfolk.

Allies...or Victims

About an hour after dark the next day, the Cast hears the sounds of wagons and horses, moving at a full gallop. As they look around for the source, they see out of the crags a small train of five wagons come barreling, nearly out of control, towards them. Driving the wagons are what appear to be Hasidic Jews, looks of terror etched on their faces. As the wagon approaches, barreling recklessly down the road, and nearly out of control, have the Cast make Dex and Kung Fu rolls to dodge out of the way. The fourth wagon comes to a sudden halt, just a few steps past

the Cast, and the driver leans over, looks at the Cast, and shouts, "What are you waiting for? Get in before he gets you!"

If they don't jump on immediately, he says, "Please, there's no time! Get in and we'll make for town. Or stay, and die out here. It's up to you, but I must go, now!"

TROUBLESHOOTING

If the Cast doesn't get into the wagon, the Jews will leave them...and they'll have to deal with Solomon Judas and a small contingent of Apache Vengeance Spirit "converts." From then on, it's another five days to town, with the Cast needing to deal with Judas nightly, as he grows ever more powerful...

ACT TWO: COMPLICATION

RUNDOWN

After their first run-in with the demonic gunslinger, the cast discovers to their dismay that he comes back the next night, stronger than ever! Worse, they seem to be being stalked by an all-too-familiar looking man with night-black skin...

ACTION

Plight of the Hasids

The Jews were traveling out west, looking to establish a community where they could live in peace, away from the prejudice of mainstream society. It's a common story about people on the frontier. What isn't common is that about a month ago, after they'd begun to build their community, people started disappearing at a rate of one or two a night. The disappearances seemed random; men, women, children, nobody was safe. Life was hard, and most seemed willing to dismiss the phenomenon as deserters looking to head back East and deal with prejudice in exchange for material comforts. But about a week after the vanishings began, reports came in of a strange man with white skin and glowing yellow eyes, clad in a tattered duster and rumpled hat, lurking around the fringes of the town. When the town rabbi witnessed the man kill a young farmer, and was himself found dead the following night, they knew this wasn't deserters. This small group, originally five wagons, set out to get help. That was a week ago, and in that time the mysterious gunslinger has

taken eleven of their people, three last night alone, reducing the train by one wagon. Even now, they fear, the gunslinger is on their trail, and they flee like madmen until their horses are exhausted and they themselves can go no further.

They still have three days to travel, and are afraid the gunslinger will simply slaughter them all before they reach the boom town they heard popped up nearby. They refer to the gunman as *ha Satan*, and assume he's the Lord's Angel of Death sent to test or punish them, though they don't know their sin.

They can tell the Cast, if they ask, that they are in the northern New Mexico Territory, and that the wagon train left southern Colorado. The boom town in question is about halfway between the New Mexico/Colorado border, and Fort Sumner. They know nothing about lizard men, save having heard rumors from some prospectors about Indian legends.

Solomon Judas and the Mysterious Stranger

That night, Anita sees a man dressed all in black, skulking around the fringes of the camp. He doesn't have glowing eyes, and his skin is coal black. He grins at her and waves...then steps into a shadow and vanishes. If she goes to investigate, she won't find anyone there, but hears a whispered voice say, "The Key of Moses waiting for

you...and you're tangled up with Solomon Judas. This should make for an interesting test."

If she calls out "who are you" or anything of the sort, the answer will be, "Me? I'm just a traveler on the long road. I'm really not much different than you: I pop in, I eat, I fuck, I kill...and then I go home and write poems all about it."

That's all he'll say, for now.

The next event occurs during evening watch; roll randomly to determine which. Allow the resulting Cast Member a Per and Notice check (sight), to see the white-faced gunslinger sneak into town and make for a sleeping man. If the Cast Member moves to fight, or sounds the alarm, the battle will be joined. Most of the Hasids are simple people with no special skills, so the Cast will have to try and protect them, while the gunslinger's purpose is to slaughter them. He will call for aid, and his six Apache vengeance spirit "converts" will arrive to his aid, their job to occupy the Cast while Judas murders the Hasids.

The gunman will engage in conversation as he goes about his grisly task; and if asked why, he will reply "The Earth must be scorched clean of the heathens, they that worship false gods and idols, and practice the dark arts."

If the Cast looks like they're winning, Solomon will retreat to lick his wounds, saying, "I've two more days, still. There is yet time. My God spread his mercy upon your souls, for I shall not. Do your worst, villains." Then he spreads his arms with a smile and waits for the Cast to finish him off. If they don't...he'll fight to the death, forcing them to (he knows he'll come back stronger if they "kill" him).

After the battle is over, gradually the Hasids fall asleep, exhausted from their trials. As they toss and turn in nightmarish slumber, our friend with the black skin shows up amongst the Cast. He chooses one person (probably Anita or Matthew) and bids them, "We must talk. Gather your companions."

TROUBLESHOOTING

If the Cast don't fight Solomon Judas, he'll slaughter all of the Hasids, then force the issue. The players, as Gifted, are heathens to him just as much as the Hasids are. Now, save for the fact that they have the horses and wagons from a bunch of innocents they let die, they're back to square one. The stranger will still show up, and things will proceed as normal.

If the Cast attack the stranger (Semyaza), he'll retreat at first. If they attack again when he returns, he's not above "teaching them a lesson."

ACT THREE: CLIMAX

RUNDOWN

The Black Man reveals himself, not as Nyarlathotep, but as Semyaza, the Devil himself, and much to the surprise of the Cast, offers his assistance with their problem. But the Devil never does anything out of charity. What does he want?

ACTION

Sympathy for Semyaza

If the Cast seem hesitant to parlay with the Stranger, he replies, "I can lay you out and fill your mouth with your mother's feces...or we can talk. It's your choice."

The moment he realizes that they think he's Nyarlathotep, he laughs uproariously, saying, "Not by a long shot, friends. He, in fact, stole that look from me. He does that, you know, syncretizes anything to which he takes a fancy.

Here; perhaps this form will make you more at ease." Then he assumes his "human" form and bows.

"Pleased to meet you. Hope you guessed my name."

He looks directly at Matthew and says, "you have your mother's eyes. Funny; I didn't know Michele *had* a child."

If the Cast still hasn't gotten it by now, he says, "Please, allow me to introduce myself. Semyaza is my name. And please, do not call me Mephistopholes, Old Nick, Scratch, Beelzebub, Satan, or any of those trite nicknames. If you *must* call me 'Lucifer,' I suppose that's acceptable, if only because I love that it really does piss Lucifer off that his name has been slapped upon me and everyone thinks he's the Devil."

Looking into his eyes, Matthew knows beyond a shadow of a doubt that this is, in fact, *the Devil*; the fallen Archangel who rules over 13 Devil Princes in Gehenna. He also knows that Semyaza was once best friends with his mother; the way she talks about him, they may once have been involved romantically, though he's not sure of that.

The information Semyaza has to offer is this: he knows the key the Cast is after is the Key of Moses. He claims he can't (or won't) tell them where it is, for his own reasons ("I'm helping you for my own reasons, that's all. Word of advice. Don't ever assume you know my motives. Not ever.") but tells them they're on the right trail, but they'll have to have a stay in the Apocalypse to find it.

He also offers a bit of advice about their current problem. "Think," he says, "about what Solomon Judas said to you. The man was once a preacher, all fire and brimstone and wrath of God. You know, the usual. But he changed. He got dark, and I do so love men who get dark. He decided sermons weren't enough. He decided it was time to use the axe instead of the olive branch, as the old cliché goes. He was killed by an Apache brave while attempting to wipe out their village. Now, he's mine. He *turned from God*, and to this day doesn't get it. And there, my friends, is your answer. His faith has been tested," he turns and looks at John, "and just like you, he doesn't understand. You, my friends, must know his sins to use them against him. Only then will you end his reign of terror."

If they ask why he's offering them this help, he says, "I have my reasons. What I've given you is a gift, no strings attached. Ask me for more, and there will be a price. There is always a price for asking my help."

At any time he feels it's time to go, he leaves. The Cast can try and stop him, but they're not going to succeed. Let's face it; he's the Devil. But he leaves in his wake a folio-sized, mouldy tome bound in ancient, cracked leather with bronze hasps. It's a King James Bible, hand-illuminated from the 16th century. Four success levels on an Intelligence and Occultism roll will get the reader to the correct passages (see "What Solomon Forgot" handout.) Characters with a Christian religious background (more than casual church-goers; Inspired characters, priests, or ministers) gain a +2 to the Task. Unless someone in the Cast is a speed-reader, this (or a Plot Twist Drama Point) is the only way to get the info out of the Bible; a day or two

just isn't enough time to read the Bible carefully from cover-to-cover.

The Final Battle?

When next the Cast meets Solomon (which can be the same night, or the following night, at the Director's discretion), they must battle his Apache minions while one of them debates theology with him, trying to convince him to turn away from his path of evil. Treat this as a Willpower and Influence roll by the Cast Member, opposed by Solomon's Brains Score. If they use only the passages from the Bible, add +2 to the roll. If they construct a good argument *around* those passages, add up to an additional +6, depending on how good their argument is. This is probably best handled by taking the Cast Member constructing the argument in another room, playing it out, and timing the discussion. The length of the debate will determine how many combat rounds the rest of the Cast has to hold out. If anything happens during the course of the fight that would enable the debater to change his or her argument, allow them to do so and end the fight early.

If convinced, Solomon will fall to his knees and wail, "what have I done?" and will cry out to God for forgiveness, before he and his minions disappear in bright white light. The Hasids will be overwhelmingly grateful, and offer any help they can. Alas, they don't know anything about the Key of Moses, though if the Cast shows them the Key of Zarathustra, the Rabbi will recall a passing mention in one of the Kabbalistic scrolls they carry with them, which has a picture. The Key of Moses, it seems, looks identical to that of Zarathustra, save it has a Star of David where the Zarathustran dragon is.

TROUBLESHOOTING

If the Hasids are all dead, there's no one to give the Cast information about the Key, though the scrolls will be there; with an Int and Occultism roll, they can find the information if they think to look for it (and if they read Hebrew).

If the Cast does not convince Solomon of his guilt, but kill him again, he will eventually return to hunt them down, though probably not while they're in Apocalypse. The Cast could endeavor, at some point, to convince Solomon to help them against the greater evil in Apocalypse. Once this happens, he'll turn back to the right path (see the light) and be taken away in white light just as though they converted him in the Final Battle scene.

ACT FOUR: RESOLUTION

RUNDOWN

The Cast defeats Solomon Judas and the caravan finds its way to a nearby town, only just in time to help put down an assault by demonic bandits. When it's all done, they make a surprising new acquaintance, and find out the name of the town they're in.

ACTION

Apocalypse Rising

Around mid-day on the third day, just as the Hasids predicted, the Cast arrives at the so-called "boom town"...except it doesn't look like any boom town about which the Cast has read. This looks like a full-fledged town, with buildings, a saloon, even a church and a house of ill repute. What this looks like is a town that's had some success.

Not long after the Cast rides into town, they hear the sounds of gunfire, shouting, and horses. Around the corner comes a young man, standing about 5'8" with blue eyes, smooth cheeks, and prominent front teeth, holding on to his sugar-loaf Sombrero hat with a wide green decorative band and firing over his shoulder at a group of *demon horsemen*, who fly over the rooftops and return fire at the young man, as well as shoot up buildings seemingly at random. The young man, giggling like a maniac and

shouting "Yee haw; come on, you yellow varmints! I told you, you wasn't gonna take me down!", dives behind a horse trough for cover, and pops up every few seconds to open fire. Some of the shots he makes are spectacular, though he doesn't register as Gifted.

There are fifteen demonic horsemen. Time for the Cast to leap into action.

After the battle, the boy comes out, tips his hat and says, "Fancy shooting, there. Thanks for the assist, and I mean that. I don't forget my friends."

Allow the Cast the opportunity to introduce themselves, or question the boy. When the time comes for him to respond, he'll wipe his hands on his trousers and hold them out to whoever is closest. "William H. Bonney, at your service. Pleased to make your acquaintance. And this here," he says, indicating the town, "is Apocalypse, New Mexico."

TROUBLESHOOTING

Not really a whole lot to troubleshoot, here...unless they kill Billy the Kid, which may or may not have historical repercussions down the road...

ADVERSARIES AND SUPPORTING CAST

BILLY THE KID

Name: Billy the Kid (Portrayed by Emilio Estevez)

Motivation: Survive and have a good time doing it

Critter Type: Good ol'-fashioned human.

Attributes: Str 3 Dex 6 Con 4 Int 3 Per 5 Wil 4

Ability Scores : Combat 18 (24 for gunslingin') Muscle 12 Brains 14

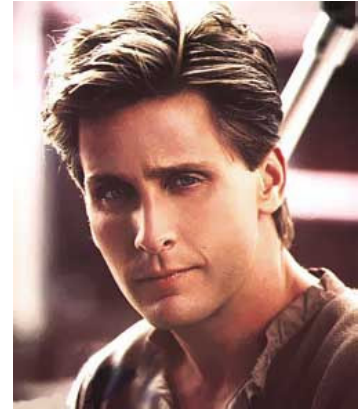
Life Points: 53

Drama Points: 20

Special Abilities: Acute Senses (Eyesight), Fast as Hell, Fast Reaction Time, Honorable (Mild; repays debts, won't betray a 'pal,' never stole a horse from someone he didn't like), Good Luck 20 (!), Natural Toughness, Nerves of Steel, Number One with a Bullet, +3 to Quick Draw, Situational Awareness; Clown; Mental Problems (Fear of Rejection); Mental Problems (Delusions of Grandeur); Reckless

Combat Maneuvers

Move	Bonus	Dmg.	Notes
Quick Draw	33	n/a	Gunslingin' Stuff
Colt Peacemaker	24	25	Bullet
Punch	18	11	Bash
Kick	17	13	Bash
Grapple	19	n/a	Sets up other attacks
Head Butt	16	10	Bash; Grapple First
Big Knife	18	14	Slash/Stab



SOLOMON JUDAS

Name: Solomon Judas (portrayed by Billy Drago)

Motivation: Kill the Jews, spread pain and suffering

Critter Type: Demonic gunslinging preacher

Attributes: Str 4 Dex 6 Con 5 Int 3 Per 3 Wil 7

Ability Scores : Combat 18 Muscle 15 Brains 16

Life Points: 106 (req. 226 points of damage to "kill")

Drama Points: 5

Special Abilities: Armor Value 10, Reduced Damage (1/2 slash/stab or bullet), Fast Reaction Time, Hard to Kill 10, Increased Life Points 3, +4 to Quick Draw, Sorcery 5, Feeds on pain: all abilities that depend on pain and suffering have the opposite effect on Solomon.

Combat Maneuvers

Move	Bonus	Dmg.	Notes
Quick Draw	19	n/a	Gun Stuff
Ghost Bullets	18	25	Supernatural Attack; treat as bullet, but is glowing green energy
Phase	18	n/a	Defense Action; becomes insubstantial
Magic	20	*	By Spell
Telekinesis	18	10	Bash or Stab/Slash



Solomon's Power and Weakness: Solomon Judas feeds on fear, pain, and suffering. Any powers rooted in these emotions actually bolster his effect; the Pariah Sorrow Skin power, for example, provides Solomon with one point per success level to his

Attributes. Also, whenever he is near a Pariah who uses an augmentation ability, Solomon augments in the same manner (though he doesn't get the physical effects, just the benefits). If he is defeated (reduce to -120 LP's to "kill"), he comes back the next night, with each of his Ability Scores increased by 2 and ten more Life Points, until he destroys those who defeated him, after which his stats reset to normal. The only way he can truly be defeated is to show him the error of his ways, that his actions are actually against God. Other than this, if he is defeated, he simply rises again the next night, more powerful than before, and continues his quest. As for Apocalypse, Solomon will not enter the town or approach within a half-day's ride of it. He's afraid of the town; he doesn't think he's strong enough to punish the evil there. In truth, Semyaza has instilled this fear in him, because if Solomon begins battling real evil, he might get into Heaven.

VENGEANCE SPIRITS

Name: Apache Vengeance Spirits

Motivation: Kill

Critter Type: Damned Souls

Attributes: Str 5, Dex 6, Con 5, Int 2, Per 2, Will 3

Ability Scores: Muscle 16, Combat 18, Brains 11 (30 for resisting supernatural attacks)

Life Points: 100

Drama Points: 2

Special Abilities: Fast Reaction Time, Increased Life Points 5, Iron Mind, Nerves of Steel, Reduced Damage (1/2 slash/stab and bullet), Zealot

Maneuvers

Move	Bonus	Dmg.	Notes
Tomahawk	18	30	Slash/Stab
Ghost Bow	18	20	Supernatural Attack; treat as slash/stab



SEMYAZA

Name: Semyaza, Lucifer, Old Scratch (portrayed by John Light)

Motivation: Be Evil and Tricky

Critter Type: Fallen Seraphim

Attributes: Str 15, Dex 11, Con 15, Int 9, Per 8, Will 10

Ability Scores: Combat 30, Muscle 36, Brains 25 (35 Influence or resistance)

Life Points: 230

Drama Points: 20

Special Abilities: Charisma 7, Increased Life Points 7, Fast Reaction Time, Situational Awareness, Acute Senses (all), Natural Armor AV 20, Nerves of Steel, Iron Mind, Hard to Kill 10, +10 to Brains to Influence, Regeneration per round, Sorcery X (cast any spell he wants with no multi-casting penalties; treat as Sorcery 10 for purposes of determining success levels, but always achieves at least minimum to activate spell), Dual Form (actually has three: black skinned man, attractive human, true demon form), Mental Problems: Megalomania 3, Zealot.



Combat Maneuvers

Move	Bonus	Dmg.	Notes
Grapple	31	*	Grab hold of opponent
Crush	*	36	Grapple First; Bash
Hellfire	30	50	Fire; only in self-defense; not in human form
Magic	X	*	Damage by Spell; see Special Abilities
Telekinesis	35	40	Can achieve TK Str 15

Semyaza is the Devil...the real deal, the big man himself. He's out to lead his armies to conquer Binah, but considers most of his underlings pawns, and in chess, you sacrifice pawns. He's a schemer and manipulator, enjoying the strategies and games of corrupting and manipulating mortals. Some might call his loathing for getting his own hands dirty laziness; in truth, he wants to stay well off Heaven's radar, and any time he takes a direct hand in events, someone up there sees it, and that causes him a universe of problems. So he works through agents, both human and diabolic, and only directly involves himself in conflicts in self-defense.

He's a liar, but tells the truth just as often, so one can never be certain how much—if any—of what you get from Semyaza is the truth. The only way to force him to stick to his word is to write a contract on a page torn from a Holy Bible, and have both parties sign it in blood, and even then, Semyaza *will* look for loopholes to twist the contract to his advantage. Because of this, even lawyers are generally loathe to try and make an ironclad bargain with the Devil.

He always travels with at least 5 retainers, lesser devils that do his dirty work for him, if necessary, while he makes a quick getaway (use stats for Bringers, but add a Hellfire Attack dealing 20 points of damage). He can come and go to and from the material plane as he chooses.

Devils vs. Demons: Semyaza is a *Devil*, a fallen Archangel banished to Hell for teaching early humans sciences and magic before they were ready, for participating in the destruction of the world by flood to kill off the Nephilim and out of fear and jealousy of humanity, and for making an effort to conquer Binah and overthrow the Archangel Council of Seven. He leads twelve other Fallen Archangels, all of whom have comparable stats to Semyaza, though perhaps just slightly lower, and a vast army of lesser devils—Oliphonim—formed from the damned souls of evil mortals. Semyaza and his devils are *not* demons of the commonly-encountered variety. They have nothing to do with the Old Ones, and their own personal Hell dimension is Hell itself. For reasons most mortals can never fathom, Semyaza and his ilk despise demons, and will often go out of their way to aid in the destruction of these creatures, forming strange bedfellows in time of crisis. Those who make such allegiances, however, should be aware that there are *always* consequences when dealing with the Devil...

GHOST RIDERS

Name: Ghost Riders

Motivation: Kill and Raise Hell

Critter Type: Damned Souls

Attributes: Str 5, Dex 6, Con 5, Int 3, Per 3, Will 3

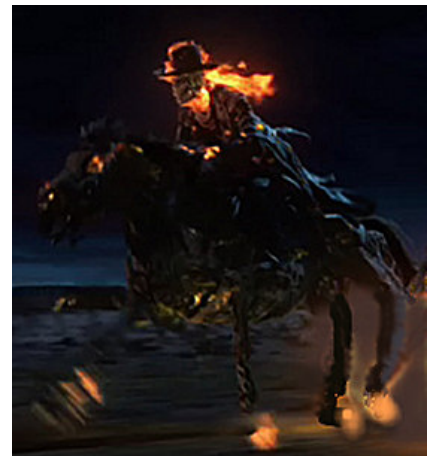
Ability Scores: Muscle 16, Combat 20, Brains 12 (20 for resisting supernatural attacks)

Life Points: 100

Drama Points: 2

Special Abilities: +4 to Fast Draw, Fast Reaction Time, Increased Life Points 5, Iron Mind, Nerves of Steel, Reduced Damage (1/2 slash/stab and bullet), Zealot Maneuvers

Move	Bonus	Dmg.	Notes
Quick Draw	21	n/a	Gun Stuff
Ghost Bullets	20	25	Supernatural Attack; treat as bullet, but is glowing green energy
Phase	18	n/a	Defense Action; becomes insubstantial
Flame Kick	23	35	30 points bash; 5 points fire (horses)



HANDBOUT: WHAT SOLOMON HAS FORGOTTEN...

Romans 2:1 -16

¹Therefore thou art inexcusable, O man, whosoever thou art that judgest: for wherein thou judgest another, thou condemnest thyself; for thou that judgest doest the same things. ²But we are sure that the judgment of God is according to truth against them which commit such things. ³And thinkest thou this, O man, that judgest them which do such things, and doest the same, that thou shalt escape the judgment of God? ⁴Or despisest thou the riches of his goodness and forbearance and longsuffering; not knowing that the goodness of God leadeth thee to repentance? ⁵But after thy hardness and impenitent heart treasurest up unto thyself wrath against the day of wrath and revelation of the righteous judgment of God;

⁶Who will render to every man according to his deeds: ⁷To them who by patient continuance in well doing seek for glory and honour and immortality, eternal life: ⁸But unto them that are contentious, and do not obey the truth, but obey unrighteousness, indignation and wrath, ⁹Tribulation and anguish, upon every soul of man that doeth evil, of the Jew first, and also of the Gentile;

¹⁰But glory, honour, and peace, to every man that worketh good, to the Jew first, and also to the Gentile: ¹¹For there is no respect of persons with God. ¹²For as many as have sinned without law shall also perish without law: and as many as have sinned in the law shall be judged by the law; ¹³(For not the hearers of the law are just before God, but the doers of the law shall be justified. ¹⁴For when the Gentiles, which have not the law, do by nature the things contained in the law, these, having not the law, are a law unto themselves: ¹⁵Which shew the work of the law written in their hearts, their conscience also bearing witness, and their thoughts the mean while accusing or else excusing one another;)

¹⁶In the day when God shall judge the secrets of men by Jesus Christ according to my gospel.

1 Corinthians 4:2-5

²Moreover it is required in stewards, that a man be found faithful. ³But with me it is a very small thing that I should be judged of you, or of man's judgment: yea, I judge not mine own self. ⁴For I know nothing by myself; yet am I not hereby justified: but he that judgeth me is the Lord. ⁵Therefore judge nothing before the time, until the Lord come, who both will bring to light the hidden things of darkness, and will make manifest the counsels of the hearts: and then shall every man have praise of God.