

BLAZE OF GLORY



WILD WEST
CAMPAIGN SETTING FOR

Spiritual Warfare
THE ROLEPLAYING GAME



Wild West Campaign Setting for Spiritual Warfare the RPG.



"For our struggle is not against flesh and blood, but against the rulers, against the powers, against the world forces of this darkness, against the spiritual forces of wickedness in the heavenly places."

-Ephesians 6:12. NASU

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For ages 12 & up

Spiritual Warfare the RPG on-line

www.spiritualwarfarerpg.com



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Introduction

*As I write these words in ink mixed with blood,
terror is ceasing my hand. I am not even sure
what happened or how. All of my men are dead
and my silver mine now lays in ruin.*

*I do not know that the words that I pen will be
seen by the light of day. Although seeing my
time is near, however, I fear more for this world
than my going to the next.*

*Evil has been unleashed in this place, it is in the
very air I breath. I feel so cold.*

*Horrors that could not even be imagined have
been set free from a hellish place. The devil's
army is infiltrating our world and Hades has
come with them.*

I can hear their wailing and roars just as if..

"This is all that was written Mr. President,"
exclaimed Colonel Miller as he clenched the
tattered and blood stained letter.

"And what of Anderson's Mine?" asked
President Grant.

"We have completely destroyed it and the
gateway to where ever these things came from,"
said the Colonel with confidence.

"Are you sure?" asked the President.

"Yes Mr. President, using our best resources,"
said Colonel Miller. "However, the casualties
were..." he paused, "we are still counting the
bodies, sir."

"God. Have mercy on America," the President
said somberly under his breath as he turned to
gaze out of his office window. "And what has
become of the surrounding area?"



"Youngstown New Mexico has been destroyed
and so has most of the nearby towns. This
hellish army seems to be spreading out and
forming small groups. They are dispersing and
wreaking havoc from California to Mississippi,"
the Colonel said.

"How are we fairing?" asked the President.

"We can't stop them sir, they hide in the
shadows and attack without mercy," the Colonel
said with tears coming to his eyes. "They have
spread out so far that we cannot keep track of
them."

The air in the Whitehouse office went stale for
what seemed to be an eternity.

"Sir," Colonel Miller whispered drawing the
attention of the President "Why is..."

“Why is this happening?” interrupted the President. “We should never ask why Colonel,” the President instructed. “The question that we need to ask is, what? What would the Lord have us do?...what are we going to do?”

Blaze of Glory

The Late 1800’s is what some people have branded the “Wild West”. Frontier towns and cities, Cowboys, Indians, and Gold Mines. But mixed within this untamed time lurks something wicked. Demonic beings burst through a maelstrom and are causing mayhem in the dusty streets of the American Wild West.

Demon hordes destroy farms and stalk the unsuspecting. The accuser of the brethren is hot on the trail of destruction and you may be the only thing that can stand in his way. With the Bible in your hand and a six-shooter on your

side, you may by the grace of God, help to gun down these demonic terrors in a blaze of Glory. The day of evil is here, will you be able to stand?

What You Will Need

To use Blaze of Glory Western Campaign Setting for Spiritual Warfare the RPG (SWRPG), you need to be familiar with the basic rules from the SWRPG Handbook. Rhema, Preaching the Gospel, Combat, etc., all apply to this game.

Contained within these pages are all you need for background and rules to play the Blaze of Glory Campaign Setting. So sit back, strap on your six-shooter, pick up your Bible and get ready for the wildest, roughest, and toughest roleplaying experience in the west!



Chapter 1

Runnin the Blaze of Glory Campaign Setting

These are uncertain times for America. Indians fight to maintain the land that they once roamed freely. Even though the Union has won the civil war, black people fight for their freedom from slavery. New and rebellious outlaws pop up around every corner in their venture to become rich and famous. Lawmen struggle to keep the peace. Women fight for the right to vote. But amidst all that is happening in the old west, demons are lurking in the dark corners of this untamed world and attack all who cross their path.

The Blaze of Glory Campaign Setting is a tremendous gaming experience. There are many directions that a GS can take the game. The playing field is limited only by your imagination.

What Time is It?

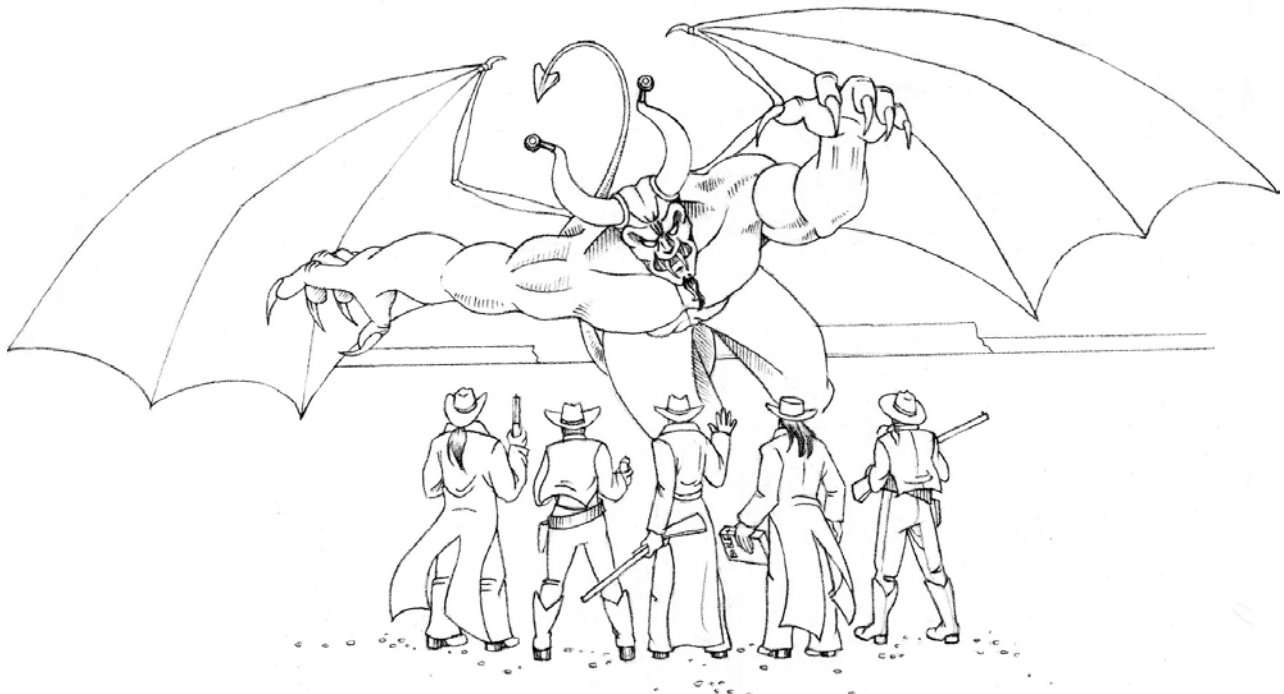
Blaze of Glory takes place between 1869 and 1887. You may want to be sensitive as to where you set your adventures, or not. You can give great attention to historical detail or just jump

into the game and start pumping lead into demons. You have free reign in this area; however, you may want to be familiar with some basic background of the times. There will be more on background in chapter 4, but for now we need to get some other information into your brain.

Do Demons Wear Cowboy Hats?

The focus in Blaze of Glory is to destroy the demonic beings that have invaded America. Using the Word of God and your trusty six-shooter, you will destroy these manifestations of evil.

Life in America is still marching on, but the enemy is prowling around seeking whom he may devour. Your characters will have many encounters with all sorts of demonic and human opposition. Not only will your characters have to exterminate demons, they will also have to deal with outlaws, Indians, and the untamed land itself.



The Ambiance

Adventuring in the SWRPG should be very high paced action and adventure; there should never be a lull in the story. There is always a deputy or sheriff wondering where the PCs are from and where they're going, outlaws that want to pick a fight, Indians that want to prove to the world that where you are standing is still free land, and a demon ready to pounce on an unsuspecting PC.

Sure there are times when the PCs can rest, but make sure that you put an NPC in their way to preach the gospel to. The PCs need to watch each other's back and be on the look out for danger in their path. Remember the Devil wants to see the PCs dead and he will do what he can to accomplish that. So always keep your players suspicious to create a high level of excitement. If there happens to be a dragging section in the game then cut to the next scene.

Atmosphere in the Game

As you act out your NPCs in the game, keep in mind that people don't usually talk in English accents. The white man talks with a southern drawl, the Indians are proud, the Chinaman is just trying to get along, and the black people are an object of ridicule. The outlaws often run the towns. Few brave and daring men enforce the laws of local towns and cities. Ghost towns pop up frequently as do thriving mining towns. The air is dry and dusty; the storms are treacherous and violent. This is the Wild West!

Atmosphere While you Game

Something that adds to the game's atmosphere is playing western soundtracks. And anything that's BBQ flavored for snacks. I am serious. Your gaming posse may really get into it. Wear your cowboy hat, if you have one.



Chapter 2

Showdown

These are new skills and rules for combat. In the Blaze of Glory Campaign Setting, your characters will be using guns more than swords. You will want to be thoroughly familiar with the SWRPG Handbook combat rules before you read through this section.



New Skills

DEX Skills

Dodge

This skill is used when a character wants to dodge a projectile weapon attack. Such as a gun, rifle, arrow or knife.

Specialized Skill

Draw

Used to un-holster a weapon faster than another.

Specialized Skill

Rifle

Used for all rifle weapon attacks.

Specialized Skill

Hand Gun

Used for all handgun attacks.

Specialized Skill

Dodging

If a character makes a successful attack that does not mean that he has hit his target. The

person being attacked still gets to attempt to dodge, unless the defender is unaware of the attack or is unable to defend.

The defending character will now roll to dodge using the dodge skill. The character needs to roll a result of 'marginal' in order to attempt to dodge. If the result is failure or Critical Failure then the attempted dodge is useless.

If both the attacker and defender have made successful results then the character with the greater result wins the contest. If the results are the same then the defender wins the contest.

A character can only dodge as many times in one round equal to his number of attacks per round. If a character has one attack per round he can only dodge once per round.

Active Dodge

If the character chooses active dodge then that is the only action that he can take that round however he gains one QM level for his dice pool.

Again, a character can only dodge as many times in one round equal to his number of attacks per round. If a character has one attack per round he can only defend once per round. If he is attacked more than once in a round then he will be defenseless for the remaining attacks do to the fact that he cannot move that quickly.

Draw

When a character has to draw his weapon faster than another, he will make a Skill Total using his Draw Skill or base DEX. Whoever has the highest Skill Total wins the draw. If the totals are the same, both draw their weapons and fire simultaneously.

Whoever wins the draw has the initiative for the round and will be able to make the first shot.

Loading a Weapon

It takes one round to reload a weapon that has 1-3 shots, two rounds for a weapon with 4-6 shots, three rounds for weapons with 7-10 shots, and four rounds with weapons with 11-13 shots. When a character wants to reload a six shot revolver it takes two rounds.

Characters can “under load” a weapon if needed, which will take a shorter time to load. If someone has a six shot revolver and only wants to load one bullet, it will only take one round.

If a character is reloading multiple weapons, refer to the Loading a Weapon Chart. Calculate the number of shots that are being loaded into the weapon and then calculate the number of rounds needed to complete the reload.

Cover

A character can take cover for protection against projectile weapons. There are three different degrees of cover, Light, Medium, and Heavy.

Cover	Mod.
No Cover	+0
Light brush, 6 in. pole.	-2
Medium thick brush, wood table,	-5
Heavy cement, rock wall, thick wood walls	-7

For each degree of cover it is more difficult to hit a target. See Cover Chart.

Difficulty Modifiers for Ranges

All of the firearms have ranges: Short, Medium, and

Long. For all Short-range shots, there is no difficulty modifier. For Medium there is a +2 added to the Difficulty Number. For all Long-range shots there is a +5 added to the Difficulty Number.

Modifiers

Remember that all modifiers are cumulative. If a PC is firing at a demon that is at Medium-range covered by thick brush (medium cover), then the difficulty modifier would be -7 to the roll to hit.

Explosives

Explosives do not have a range, they have a blast radius. To calculate the blast radius for a single stick of TnT, roll 1d and multiply it by, the result is your blast radius in feet. For every extra stick of TnT, roll an additional 1d.

EXAMPLE: A group of PCs come upon a bundle of dynamite. There are four sticks in the bundle and they are lit. They decide to run rather

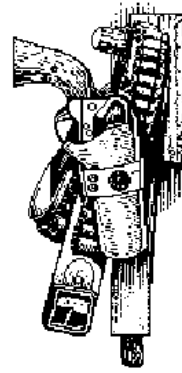
than diffuse the explosive. They begin to run and the dynamite explodes. The GS rolls 4d and adds up the results (5+3+13+12=33), which equals 33'. The radius for the explosion is 33 ft.

Loading a Weapon	# of Rounds
1-3 Shots	1
4-6 Shots	2
7-10 Shots	3
11-13 Shots	4
14-17 Shots	5
18-21 Shots	6
22-25 Shots	7



Chapter 3

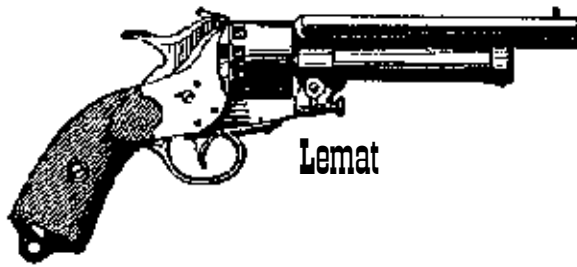
Weapons & Equipment



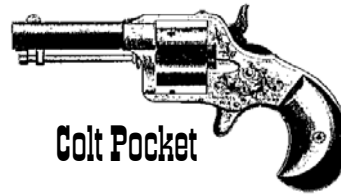
Weapons

In the “Wild West” period, weaponry was a bit more advanced than the weaponry of even 50 years prior. Guns and rifles were manufactured rather than hand made. These are some basic weapons that can be found in the game. Other weapons can be found but may not be as effective.

Weapon	Dam	Rounds	Ranges			Cost
Hand Gun			Short	Med	Long	
Knuckleduster	2	5	0-50 ft	51-150	151-250	\$16
1861 Colt Navy/Army Revolver	4	6	0-85 ft	86-400	401-750	\$50
1873 Colt Peacemaker	4	6	0-70 ft	71-350	351-650	\$55
Colt SSA	4	6	0-65 ft	66-300	301-600	\$48
Colt Patterson	3	6	0-55 ft	56-255	256-550	\$33
1869 Smith & Wesson Revolver	4	6	0-65 ft	66-300	301-600	\$36
Black Powder Pistol	3	1	0-40 ft	41-200	201-350	\$12
Colt Walker Percussion	3	6	0-55 ft	56-255	256-550	\$22
Colt Pocket	2	5	0-35 ft	36-175	176-300	\$20
Lemat	4	6	0-65 ft	66-350	351-600	\$35
1875 Remington	4	6	0-65 ft	66-350	351-600	\$45
Rifle						
1866 Winchester "Yellow Boy"	5	18	0-150 ft	151-575	576-900	\$44
1873 Winchester Lever-Action	4	13	0-90 ft	91-500	501-800	\$36
1860 Henry Rifle	4	16	0-200 ft	201-900	901-1500	\$45
Remington Revolving Carbine	6	8	0-150 ft	151-575	576-900	\$55
Shotgun	6	1	0-50 ft	51-150	151-250	\$28
Hammerless Shotgun	6	2	0-50 ft	51-150	151-250	\$37
Black Powder Rifle	3	1	0-50 ft	51-225	226-500	\$15
Other						
Knife	1	n/a	n/a	n/a	n/a	\$2
Chair (pine)	1	n/a	n/a	n/a	n/a	n/a
Broken bottle	1	n/a	n/a	n/a	n/a	n/a
Tomahawk	2	n/a	n/a	n/a	n/a	\$3
Explosive						
Stick of TnT	6 ea.	n/a	n/a	n/a	n/a	\$1



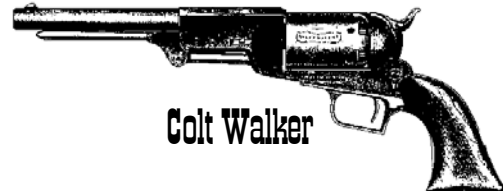
Lemat



Colt Pocket



Colt Navy Revolver



Colt Walker



Winchester Lever action Rifle



Colt Peacemaker



Hammerless Shotgun



Colt SSA



Colt Patterson



Remington Revolving Carbine

Equipment

Here is a list of equipment and prices common to the western era. There are many more items that could be listed here, however, it would take a whole book just to write them all down. So this is a concise list for you to have approximate value for equipment.

Equipment List

<i>Backpack, leather \$6.</i>	<i>Meal \$1</i>
<i>Bandage Roll, 20 ft. \$0.50</i>	<i>Mirror small \$0.50</i>
<i>Bed Roll \$8</i>	<i>Oil lantern 1 pint 24 hrs \$0.25</i>
<i>Belt \$2</i>	<i>Rations one day \$0.50</i>
<i>Blanket \$7.</i>	<i>Roll of sausage (link) \$0.20</i>
<i>Boots \$12</i>	<i>Rope 25 ft. \$1</i>
<i>Bullets and Rounds (24) \$1.50</i>	<i>Rope 50 ft. \$2</i>
<i>Candles (5) \$0.02 ea.</i>	<i>Rope Ladder 25 ft. \$3</i>
<i>Canoe, carries up to 500 lbs \$25</i>	<i>Rowboat with oars \$15</i>
<i>Cloak \$10</i>	<i>Sack burlap \$2</i>
<i>Cooking utensils \$4.</i>	<i>Saddle \$25</i>
<i>Cord 20 ft. \$4</i>	<i>Shovel full size \$1.50</i>
<i>Fishing boat, 20 ft. 1 sail \$25.</i>	<i>Shovel camping \$1</i>
<i>Fishing net 20x20 ft. \$17</i>	<i>Sleeping Bag \$2</i>
<i>Grapnel hook \$5</i>	<i>Spike iron \$0.20</i>
<i>Hammer, small sledge \$1.</i>	<i>Tack and harness \$1</i>
<i>Hat \$5</i>	<i>Tinderbox \$0.20</i>
<i>Hatchet \$3.</i>	<i>Tent 2 person \$4</i>
<i>Horse 10 gp-\$28</i>	<i>Tent 4 person \$8</i>
<i>Heavy Horse \$60</i>	<i>Wagon one horse \$75</i>
<i>Lodging \$2 per week</i>	<i>Water flask 1 gall. \$1</i>
<i>Lantern \$1</i>	
<i>Loaf of bread \$0.05.</i>	
<i>Meal Rations \$0.75</i>	



Chapter 4

Background



A Brief Timeline

1803-06 Lewis and Clark set out for an expedition to explore the American owned landscape. This paved the way for Americans to move westward and settle.

1812-15 The War of 1812 commences.

1831-1835 The American government forces Native Indians to migrate to Oklahoma. This forceful migration was known as the “Trail of Tears”. In the migration, more than 1/3rd of the Indians lost their lives to disease and slaughter.

1838 Fredrick Douglass escapes from slavery and travels north. Fredrick leads the way for freedom from slavery. The “Underground

Railroad” will soon be a reality helping to set many black people free. Coming alongside this huge project was Harriet Tubman.

1845 The phrase “Manifest Destiny” ignites like a wildfire to define the notion of Americans spreading out over the continent and conquering it.

1846-48 The Mexican War is fought and much of the southwest is claimed for America.

1860 As Abraham Lincoln was elected President, six southern states secede from the union. These six states formed the Confederate States of America and elected Jefferson Davis as President.

1861-65 The Civil War is fought and won by the north.

1865 President Lincoln is assassinated and Andrew Johnson succeeds as President. “Reconstruction” begins. The Confederate States slowly reunites with the United States of America.



1866 From 1866 to 1891 the USA fought a continuous war against the Native Indian Tribes.

1867 The Ku Klux Klan forms and their reign of terror begins.

1867-1887 Is the era known as the “Wild West”.

1870 An unexplained “doorway” to the spiritual world is opened at Anderson’s mine in New Mexico. Demonic creatures pour through in the thousands. Colonel Miller and his troops destroy the doorway only to leave tens of thousands of demonic beings roaming the west and spreading out.

Transportation

Transportation in the west consisted of: Horses, Carriages and Trains. The Wright brothers had yet to take off on their inaugural flight, so the locomotive was the most convenient way to travel long distances. Railways stretched from coast to coast and tracks were continually being laid all over the country.

Frontier Towns

The towns of the west were being populated quite heavily, but during the Wild West most people were living in fear of the outlaws. Bank robberies and shootings were quite common. However, people settled in cow and mining towns all over the west in hope of a better life.

Races

The common races that sprawled the land were as diverse as the world itself. Black, white, Indian, Chinese, and Mexican all inhabited the land.

Preachers of the Time

The preachers of that time helped to shape much history. R.L. Dabney in America, Charles

H. Spurgeon in England and many others took a dark and destitute time and preached the Word of God with fire and zeal. Even though it had been over a hundred years since the Great Awakening, lead by George Whitefield and Jonathan Edwards, many preachers proclaimed the Gospel of Jesus Christ with boldness and humility.

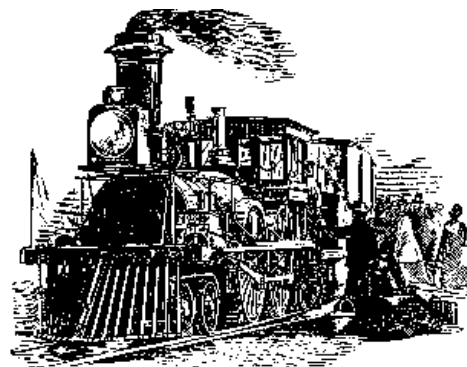
When a preacher came into a saloon to deliver some fire-and-brimstone (a common occurrence), he got at the minimum, respect from the crowd. Rarely did the crowd show disrespect, although it did happen. When your PCs preach the gospel, make sure that they know that they have the crowds attention.

The Society

The few brave gunslingers that have chosen to take up arms have formed a group known as The Society. The Society is a group of Christians that have band together to fight against the demons. This is a secret organization and only those that have manifestations of God’s power (Rhema) are allowed to join.

The Society works as a “Church” for the member and as a place to bring forth news of what is going on in different areas in America and other parts of the American Continent. They are a secret society because some of the people have been deemed Devil worshipers because of the manifestation of the Spirit of God (Rhema).

The Society has close links to the government and in some cases could be compared to a “secret service”. The Society is highly organized and more than that, they are completely devoted to Jesus and the furtherance of the Gospel.



Chapter 5

The State of Things

Things Are a Mess

Even though freedom is trying to ring loud and clear in America, there is something that is threatening that freedom. As the demons spread out and fast, more people are feeling insecure. New Mexico was hit the hardest from the onslaught but has calmed down as the years since the invasion at Anderson's Mine.

Whats Happenin Now? Adventure Ideas

The following are adventure ideas. They provide you with enough information for a basic outline. From there all you need to do is fill in the blanks, NPCs, Foes, etc,. By going through these ideas, you will begin to see different ways that you can adventure within the Blaze of Glory Campaign Setting.

The Ushers

A national emergency has developed that requires Vice President Henry Wilson to go to Pinos Altos also known as Birchville, New Mexico. The PCs must give safe transport for the Vice President to Pinos Altos from El Paso, Texas. This has to be done quickly and efficiently; the time is short but the road to New Mexico is long. The shortest rout to Pinos Altos is through the Dameon Wasteland, a large section of land that was destroyed by demonic terrors. The Dameon Wasteland is said to be the most treacherous and foreboding area in the west, but being the quickest route time is of the essence.

Act One: Meeting the Vice President

The Society recruits a band of seven members to escort the Vice President to Pinos Altos. Of those seven are our PCs.

Act Two: All aboard

Traveling from Texas to Phoenix Arizona on the Phoenix Express Locomotive. While on the train our heroes are attacked as well as the train and the passengers. Demons try to destroy the train cars and they fight to get to the engine to derail it. Have the lead demon get away to appear later in the adventure.

Act Three: The town of Jakesburrow

The party must spend the night here. The town is quaint but is in need of God's power. There is a church erected at the end of this town, but the minister does not hold services anymore and the town is spiritually dead.

Act Four: Entering The Dameon Wasteland

The weather is quite intense with a 25% chance of a violent dust storm. Physical and spiritual demonic forces roam intermittently throughout the wasteland. It will take ten hours to travel through the Daemon Wasteland. 15% chance every half hour of encountering demonic resistance. There are abandoned shacks and also demons that will pay no attention to the PCs.

Act Five: The Valley of the Shadow of Death

The party comes across some ruins and half mangled bodies lie about the vicinity. Have the demon that got away from the train appear here to fight the PCs again. You could flesh this demon out and give him a good background to appear later as an Arch-Villain or Nemesis.

Act Six: To Pinos Altos

Once the Vice President has made is safely to Pinos Altos the PCs mission is over and they are paid a sum of \$250 ea.

Keeping the Peace

The PCs are asked to keep the peace of a small town in Arizona. The sheriff has been brutally murdered by a band of demonic beings that are

threatening the town of Creekside. The gang of demons has since taken over the law in Creekside, which has become no law at all.

Act One: The Call to Battle

Gather the PCs and get them interested in helping the town of Rutherford.

Act Two: Rumors in a Town called Rutherford

The town seems quite stand-off-ish as the PCs enter. The people seem very drab and callous. As soon as the PCs enter, one PC is singled out by a drunk demon that comes out of a bar and taunts him to a street duel. It does not take long to get a sense that the demons here are running the town like an outlaw gang would.

Act Five: Meeting the Beast

The main demon character (a Nephilim World Ruler) has an impromptu meeting with our PCs. It may be hard to keep your PC from engaging in battle with the demons, but make it impossible odds with a lot of dialogue between the demon and the PCs. This will help the climax of the story later on.

Act Six: Showdown at the Not So O.K. Corral

Five demons are causing havoc in between a brothel and a corral. It is time to throw some lead with the living dead.

Act Seven: The Larger Picture

Have the demons kill, steal, or destroy something of the PCs that is personal.

Act Eight: The Smoking Gun

Have the PCs pursue the now fleeing demons and then showdown in a place of your choice.

The Light in the Darkness

The PC's are investigating some strange murders in a California Mine when an earthquake hits and closes off all the exits. The PCs must explore the mine to find a way out. Along the way they meet up with Jed the owner of the mine that has amnesia. In the midst of finding a way out, they realize that something is hunting them, some demonic beast. This is the creature responsible for the murders in the area.

The PCs not only have to find a way out but they need to eradicate the demon.

Act One: What is Going On at the Mine?

The Society commissions the PCs to investigate a mining town in California where five horrific murders have taken place. The PCs are lead to a mine that has been abandoned for some time. There are rumors of an old man that still roams around and claims he owns the mine. That could be the culprit (he is not).

Act Two: It blew My Mine

When the PCs enter into the mine a good distance, a huge earthquake strikes sealing off the exit. There is a 10% chance for each PC to receive 1d4 pts of damage from falling debris.

Act Three: Finding a Way Out

The mine is very complex with mining tracks and carts that have been abandoned. There are plenty of lanterns and matches that can be found for illumination.

Act Four: There is Something Alive in Here

Echoing growls haunt the PCs while exploring the vast caverns of the mine. There are a few animals that have wandered in and they notice a donkey down a large corridor when suddenly a huge beast (World Ruler) devours it in one bite. The demon turns to attack the PCs but is easily outrun if they use the mining carts to get away.

Act Five: Earthquake Strikes Again

Another earthquake rocks the mine changing the layout of the passageways. There is a 25% chance that a PC will get injured from collapsing passages, 1d4 dam.

Act Six: The Beast and the False Prophet

The PCs meet Jed, the "owner of the mine" that has amnesia. Jed is crazy and is actually being controlled by the demon to lure the party to it. Jed needs to hear the Gospel.

Act Seven: Final Showdown

As the PCs figure out how to get out or are about to find the way out, there will be a showdown with the demon in a large open room where innumerable bones lie around alongside

heaps of gold (\$250,000 worth). The demon will fight to the death and there is no way to escape without killing it. If the PCs run out of ammunition or weapons they can find plenty of weaponry in this room from past victims.

After the demon is destroyed, a passage is found easily that leads to the outside where the demon would come and go. Now the PCs can do what they wish with the wealth and bring consolation to the heartbroken town that the murdering menace has been destroyed.



Chapter 6

Character Templates

You can adapt the character templates from the SWRPG Handbook to use in this Campaign Setting.

Businessman

Attribute Requirement: WIS: Proficient 1d
Equipment: Bible, Lemat *Value 4*, long overcoat, riding horse, small business, \$200
Background: Your small business is thriving and making a large profit, but you have heard of the distress in the land. It has not affected you yet but you know that you need to help. You have laid down your life of prosperity and have left it to your trusted partner. You are now on a mission to help fight against the demons that have stalked the innocent and are causing terror and mayhem in the streets of America.

Chinaman (China-woman)

Attribute Requirement: DEX: Standard -2d
Equipment: Bible, Dao Sword *Value 6*, Smith and Wesson Revolver *Value 4*, common Chinaman clothing.
Background: You gave your life to Jesus listening to an open-air preacher in San Francisco. Since that time you have heard about the distress in the west. What are these creatures? Where did they come from? Why are they here? You have many questions and are seeking the answer. You have seen them lurking the shadows but have never seen one. You know that you can help so you have set out to do what you can.

The Chinaman starts off with the skill of Martial Arts Standard -2d.



Cowboy

Attribute Requirement: PER: Standard -2d
Equipment: Bible, Winchester Lever Action *Value 4*, small ranch, \$35
Background: You are fed up with the stories of killings and destruction. You were alarmed with the outlaws and thought about being a lawman. But now you are irate about these beasts that have ravaged the countryside. You do not know how you can help but you are going to.

Ex-Outlaw

Attribute Requirement: DEX: Proficient 1d
Equipment: Bible, Colt Revolver *Value 4*, riding horse, \$55

Background: Your famous, which is not entirely good. You are an ex-outlaw, and if it was not for that preacher barging into the saloon that day and telling you about Jesus, you would still be an outlaw. But your love is not for money or fame, but for Jesus. You are lying low but are starting to make another name for yourself. Instead of outlaw you are now a crusader, destroying every demonic being that gets in your way. You are convinced that this life in Christ is much better than that old life in lawlessness.

Farmer

Attribute Requirement: SPI: Proficient 1d
Equipment: Bible, 1-week rations, Wood Carvers Knife *Value 1*, bow and arrow, arrow (15) *Value 2*, riding horse, \$2

Background: You are a farmer by trade. Cattle, pigs, and chickens were it. However, demons destroyed your entire livelihood and you have nothing left. Your family was murdered and your animals were killed. The barn was burned down and all you have left is your Bible and a few other items.

You know that you have to battle these evil things not for revenge, but for a reckoning.

Freed Blackman (Black woman)

Attribute Requirement: SPI: Proficient 1d
Equipment: Bible, Colt Pocket *Value 2*, tailored suit, \$15

Background: You are an excellent orator, and people listen to you wherever you go. The Spirit of God is on you and you have a passion to see people follow Jesus. You were intimidated at first because most people are prejudice, but that did not stop you. You know that these are uncertain times for all of America, not only because of the demons but also because of the fact that there is still slavery.

You are going to do your part and not only preach the Word of God boldly, but fight against this evil horde, no matter the cost.

Indian Brave

Attribute Requirement: DEX: Proficient 1d
Equipment: Bible, Winchester “yellow boy” *Value 5*, riding horse, large knife *Value 2*, \$3
Background: To make a long story short, you gave your life to Jesus and you were banished from the tribe. They did not understand how you could believe in one God. Jesus means everything to you now, people look down on you but you are still looking up to Jesus. Jesus has been your strength. Even though your tribe has banished you and the world, as far as you know hates you, you still find solace in the fact that you will not end up in hell. You are fearless in the face of adversity, so you will by God’s hand, prevail.

Minor

Attribute Requirement: FOR: Proficient 1d
Equipment: Bible, backpack, writing utensils and paper, Shotgun *Value 8*, 4 sticks of TnT *Value 6* ea., \$500 in gold
Background: You have been mining for many years now and have been successful. But there is a more desperate situation surfacing in regards to these rumored demons lurking about. You have taken up arms and are ready to fight.

Repentant Drunk

Attribute Requirement: FOR: Standard –2d
Equipment: Bible, Henry Rifle *Value 4*, riding horse, beef jerky, cantina of water, \$20
Background: You were a lush, the town drunk. Everybody knew you because you reeked of alcohol and staggered through the street daily. But your wake up call was a sobering one. Evil from another world came and killed many right before your eyes. You had never been so sober in your life after that night. You sought out the preacher who led you to Jesus and you have decided to devote yourself to hunting down and killing these evil beings. By the grace of God and His Word in your heart, you may just make a difference.

Retired Cavalry Soldier

Attribute Requirement: WIS: Proficient 1d
Equipment: Bible, Colt Revolver *Value 4*, riding horse, Medal of Honor, \$85
Background: The Army was everything to you. You were the best in your division and soared through the ranks making it to captain in only a short time. You served your country well. At the end of your career, you were a decorated soldier and recognized for your bravery and loyalty.

This new threat that you have heard rumors about have haunted you. You have taken up arms and decided to fight against this evil. You hope that your experience of the past will help you in the future.

Squaw

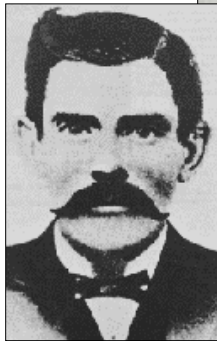
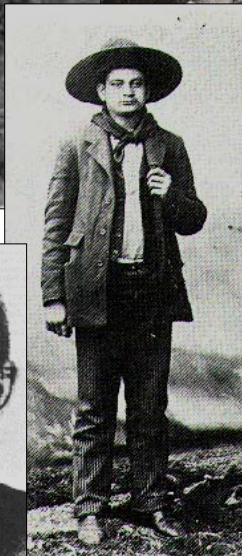
Attribute Requirement: SPI: Standard -2d
Equipment: Bible, Bow and Arrow *Value 2 (16)*, riding horse
Background: First it was the white men, now it is the beast men. You were the only survivor from the slaughter of your family tribe. There is nowhere to go so you wonder seeking to eradicate the evil that was manifested on that day. You are very young, only 12 but you know how to handle a bow. You have killed a few of the beast men, but it was not enough. A missionary told you of Jesus Christ when you were staying with a neighboring tribe and you gave your life to Him. You are still on the warpath but this time with the power and might of Jesus Christ.



Chapter 7

Who Are These People

and What Do They Have in Common?



Who are these people? What do they have in common? They are all dead. Do you remember these words from *American Pie*? "Did you write the Book of Love; do you have faith in God above? Do you believe in rock and roll; can music save your mortal soul? This could be the day that I die . . ." Sobering but true. This *could* be the day that you die (every 24 hours 140,000 people die). If there was one chance in a million that Jesus of Nazareth abolished death (as the Bible claims), then you owe it to your good sense to at least look into it. We die because we have sinned against God. Have you sinned? Have you ever lied (even once--fibs, white lies, etc.)? Have you ever stolen (the value is irrelevant)? Jesus said, "Whoever looks upon a woman to lust after her, has committed adultery already with her in his heart." Have you ever looked with lust? If you have said "Yes" to these three questions (by your own admission), you are a lying, thieving, adulterer at heart; and we have only looked at three of the Ten Commandments. Have you put God first in your life, or have you created a false god to suit yourself; a god you feel comfortable with? If God judges you by that standard, will you be innocent or guilty on the Day of Judgment? You know that you will be guilty, and therefore end up in Hell. That is not God's will. He sent His Son to take your punishment: "God commended His love toward us, in that, while we were yet sinners, Christ died for us." Then He rose from the dead and defeated death. Pray

something like this now: "Dear God, I repent of all of my sins (name them). This day I put my trust in Jesus Christ as my Lord and Savior. Please forgive me and grant me your gift of everlasting life. In Jesus' name I pray. Amen." Then read the Bible daily and obey what you read (see John 14:21). God will never let you down. (From top left clockwise: William H. Bonney a.k.a. Billy the Kid, Wyatt Earp, Cherokee Bill Goldsby, and John Henry "Doc" Holiday.)

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