

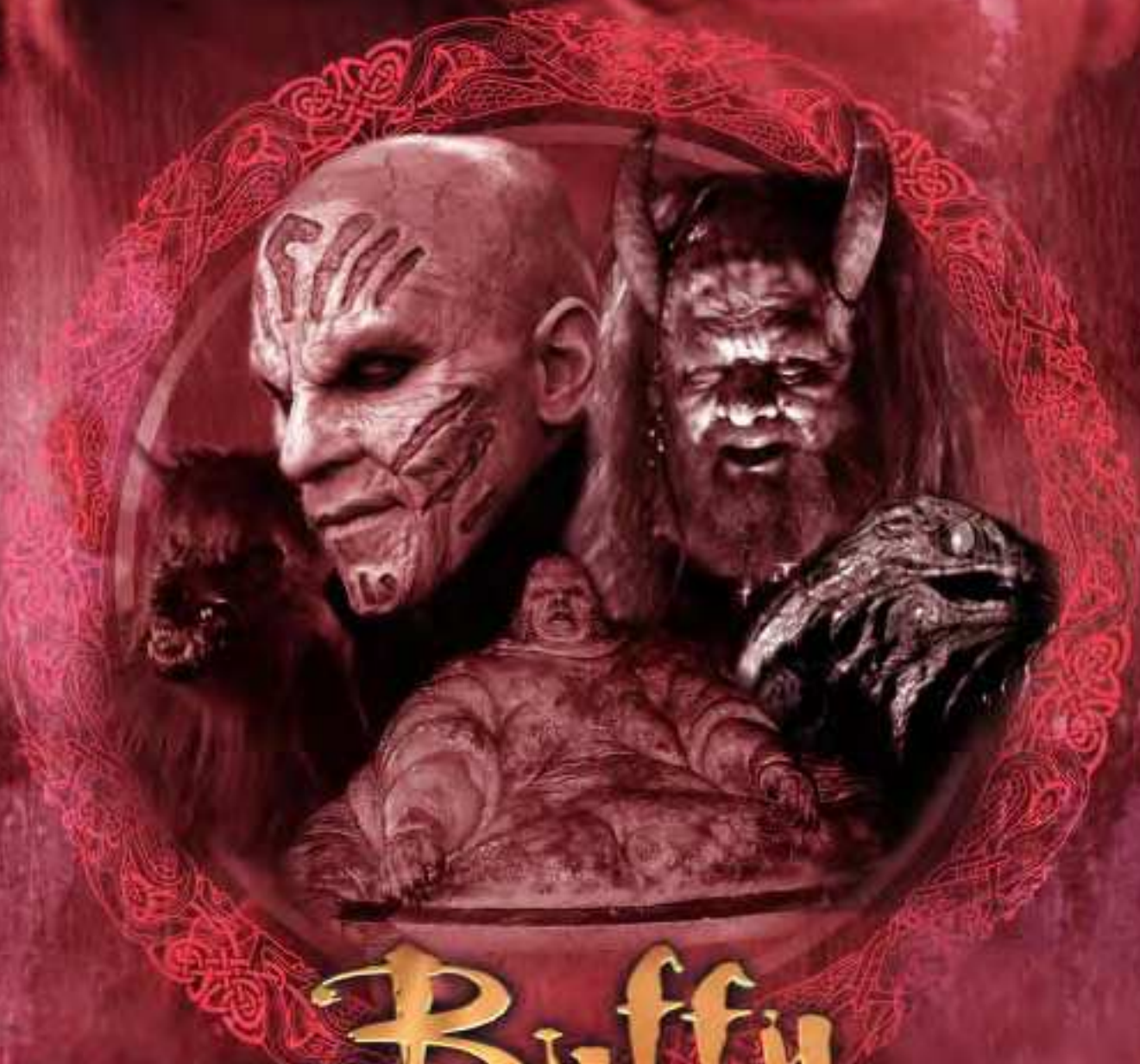
MONSTER SMACKDOWN

Buffy

the vampire slayer™

roleplaying game





Buffy
the vampire slayer™
roleplaying game

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*In every generation
there is only one slayer
Get home before dark*

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I Welcome to the Hellmouth

Xander: Yeah, that's life on the Hellmouth.

Buffy: Let's face it: none of us are ever gonna have a happy, normal relationship.

Xander: We're doomed!

Willow: Yeah!

(Laughter quickly becomes nervous and stops. Only the fountain can be heard as they each consider their plight.)

—1.8 I Robot, You Jane



Here come the hell-raisers!

Monsters have been a fact of existence in the Buffyverse for time beyond memory. Before humanity's ascendance, demons ruled the Earth and preyed upon life without limit or temperance. They brought pain, suffering, and terror to all things . . . for it was in their nature to do so.

Monsters are also at the core of the *Buffy* TV show. Most episodes feature some new monster or demon for the Slayer to fight; they are often symbolic of the struggles of growing up. If one of the characters is having romance problems, it's almost a certainty that her next boyfriend will be some kind of soul-sucking demon, a hell-bent vampire, or at least also involved with her best friend.

Many of the *Buffy* monsters are based on real world supernatural myths and legends. But that's no limitation. The *Buffy* TV show creative team takes a lot of inspiration from such stories, but the writers are never shy about twisting them to their own ends. The show's mythology should be seen as a starting point for you enterprising Directors, but as not as a restraint or straitjacket.

Similarly, though the *Monster Smackdown* provides a rundown on that mythology as it pertains to the darker side of the Buffyverse, this book is also a stepping off point of its own. It introduces the rules and tools for you to expand your own corner of the *Buffy* underworld as you see fit. First, though, let's show you how we're gonna lay it out, and then come back to make with the nasties.





SUMMARY OF CHAPTERS

*Giles: Something's coming, something, something
... something is, is gonna happen here. Soon!*

Buffy: Gee, can you vague that up for me...?

—1.1 *Welcome to the Hellmouth*

The *Monster Smackdown* covers a bunch of stuff. We break it down for you nice and simple though. Here's how we do it.

Chapter One: Welcome to the Hellmouth provides all this neat intro stuff and summarizes the major points about monsters in the Buffyverse. It gives some ideas for locating Hellmouths in other places and finishes up with a quickie on various demon dimensions.

Chapter Two: Die Young, Live Forever has all you would ever want to know about vampires. From detailed discussions on abilities and weaknesses to new special powers to crib notes on the soul and morality, this chapter gives the low down on the "other" title characters.

Chapter Three: From Hell runs down the usual suspects when it comes to "regular" demons. These folks aren't common and they aren't easy, but they are lower-tier threats compared to the major league nasties two chapters hence.

Chapter Four: Everything You Ever Dreaded Under Your Bed collects all the various non-vamp, non-demon critters that we have seen in the Buffyverse. From shape-changers to ghosts to unclassified ickies, we got 'em for you here.

Chapter Five: Bads, Big and Small draws up the curtain on the "name" Adversaries. These folks are the cream of the monster crop. They cause murder, mayhem, larceny, and loss of sleep. From the Judge to Mr. Trick to cyborg Forrest and much more, we got your heavyweights here.

Chapter Six: Monster Spawning gives tips for Directors when creating their own Adversaries. It also tricks out some Cast Member monsters—new critter Qualities, new powers, and new Archetypes.

Chapter Seven: The Once and Future HST is a ready-to-slay Episode containing a major turning point in the on-going Djinn saga.

CONVENTIONS

Buffy: You also might wanna avoid words like "amenable" and "indecorous," y'know. Speak English, not whatever they speak in, um...

Giles: England?

—2.2 *Some Assembly Required*

We have taken certain liberties here to make this book easier to follow. Do try to keep up.

TEXT

This book looks different depending on what's going on. As words make up the bulk of what's in here (hence the appellation "book"), you can bet that when the words change their look, something important just happened. The stuff you are reading now is standard text. It covers general explanations and narrative sections.

Buffy (to Giles): You're like a textbook with arms.

—1.1 *Welcome to the Hellmouth*

It's those pithy sayings that make the *BtVS* TV show so engaging. Anyway, as you probably noticed, quotes appear like this with the speaker's name up front. The citation includes the season and episode separated by a period, and the title just after.

Other words are set off from the standard text like this. These boxes contain additional but tangential information, or supplemental charts and tables.

These fiction sections or cut scenes give you a better appreciation for the types of tales that can be told during *BtVS RPG* sessions. They cover settings and situations different from those you may be familiar with from the TV series. None of this stuff should be construed as adding to the Buffyverse in an official way. We are just making these stories up. You don't need to read them to understand this book or the Buffyverse mythos, but you should find them an enjoyable "slice of life."

Other words, mostly stats, are set apart in this way. These boxes detail Guest Stars or Adversaries that may be used in Episodes, if you want.





MONSTERS

Mayor: "The beast will walk upon the earth and darkness will follow. The several races of man will be as one in their terror and destruction." Aw, that's kind of sweet. Different races coming together.

—3.21 Graduation Day - Part One

There are many, many monsters plaguing the Buffyverse and in particular the town of Sunnydale. Still, they do break down into larger categories for the most part. We'll sketch out the basics for you here.

TRUE DEMONS

Legends tell that the first demons were True Demons—great beasts of terrible power and countenance that walked the Earth like titans for millennia until mankind evolved and pushed them into the demon dimensions. If any remain on Earth in modern times, they are either in an ages-long slumber or laying low in a major way.

The True Demons ruled the Earth as elder gods and possessed powers well beyond those of modern demons. Those that still exist would most likely be nigh invulnerable and possessed of great cunning and intelligence. Some or even many may desire to return to Earth to reclaim it from humanity. That would be bad.

On rare occasions, humans have discovered, interpreted, and attempted the Rites of Ascension, which allow the assumption of the form of a True Demon. At least three Ascensions have occurred and at least two of those who attempted it died after the rites succeeded. This is something that requires a great deal of preparation and knowledge to accomplish, and the completion of several difficult tasks. Mayor Wilkins of Sunnydale spent nearly a century preparing for his Ascension on graduation day 1999.

DEMONS ON EARTH

Ancient myths indicate that when mankind evolved, the true demons were pushed out. The nasties may have been forced to depart for the (possibly) more hospitable demon dimensions or to evolve into a more human form, becoming the various races of demons seen on *Buffy the Vampire Slayer*. These creatures have lived alongside humanity, preying upon us and existing in the shadows and dark places where few dare to walk.

The lesser races of demonkind are rarely a large threat on their own—many are of animal intelligence and bestial impulses. Some are more cunning and dangerous, but don't act in large numbers. This does not make them

GENDER

You English majors know that the guy reference (he, him, his) is customarily used for both male and female. Lots of folks think that's part of the whole male domination societal thing, and don't like it muchly. On the other hand, saying "he or she" all the time is clumsy and way-too-PC for us. Given that this is a book about Vampire Slayers—you know "the one girl in all the world who . . ."—we're going to use the gal reference (she, her) whenever a generic designation is needed. That ought to wig out some tightly wrapped grammarian somewhere.

MEASUREMENTS

Buffy is in California and, until it rolls off into the ocean, the left coast is part of the U.S. So, we are going parochial and using the Imperial system. For our worldly aficionados, rough conversions may be found by multiplying miles by 1.5 to get kilometers (instead of 1.609), equating meters with yards (instead of 1.094 yards), halving pounds to get kilograms (instead of multiplying by 0.4536), and so on. The *BtVS RPG* is about story and dialogue, not statistics and dimensions. All that measurement stuff won't come up very often.

So, without further ado, on to the nasties!





harmless thought. Those who seek to harness the supernatural power of a hellmouth, artifact, or some ancient ritual in order to return their former dominance over Earth truly threaten the enslavement or destruction of humanity.

Demons vary widely from one race to the next, but are typically distinctive in appearance and can often be easily identified from a simple description, provided you have the proper knowledge or research materials available. Lesser demons commonly possess superhuman strength, a gruesome appearance, and a hatred for humanity. Exceptions exist, of course, such as Whistler, who appears human and has been chosen by certain "powers" to fight (or at least advise) on the side of good.

VAMPIRES

The first vampire was created when a demon fed on a human's life and possessed the leftover body. That vampire was able to spread her plague to others, creating hordes of immortal, undead, soulless, demon-possessed half-breeds to plague humanity.

Despite their human intelligence, animal cunning, and ability to breed rapidly, vampires are not by themselves a huge threat to humanity. For the most part, they're too fractious, savage, and competitive to create anything larger than small groups, cults, or communities. They also suffer from crippling vulnerabilities to sunlight and fire, and have a real aversion to staking. Most are not particularly intelligent or self-motivated to do more than feed on humans and party all night. Those few who do possess greater ambition often gather others around them (either through creation or simple recruitment). They also develop schemes that range from fairly simple goals (kill the Slayer) to grandiose plans (enslave humanity so vampires may rule as dark gods over a world of Happy Meals with legs).

Some ancient vampires develop strengths beyond those typical of their brethren. Kakistos, the Master, and Dracula are all examples of such evolution. The age and power of the first two made them more inhuman and demonic in nature. Kakistos could also withstand a stake to the heart (well, a little one), The Master was nearly resurrected thanks to the Anointed One, and Buffy found Dracula nearly unbeatable.

Among demons, vampires seem to be at the bottom of the food chain. Perhaps their former humanity taints them in the eyes of the more pure (but still partly human) demonic races. Despite this, vampires are able to hide among humans and prey upon them, and they seem to be able to increase their numbers rapidly. Finally, the strong-willed among them never seem to lack for henchmen to aid them in their schemes of world domination or destruction.

It is because of the vampire plague released upon the world that the First Slayer was imbued with her power, and why every generation sees a new Slayer. Throughout it all, the vampire menace endures.



WELCOME TO THE
HELLMOUTH





OTHERS

Not all of the creatures of the night in the Buffyverse are demonic in origin. Strange, fey creatures occasionally torment people, ghosts and zombies show that not all of the dead sleep gracefully in their graves, and the occasional humanlike robot spices up the mix. There are more things in heaven (or hell) and Earth than can be easily accounted for, and perhaps they shouldn't be.

Ghosts, werewolves, primals, robots, bogeymen, zombies, shape-shifters, and other beasts occasionally defy definition or description, let alone easy categorization with the many races of demons present in the Buffyverse. They boil forth from demon dimensions, are born from humanity's fears, or are even created by humanity's hand, either with magic or technology. It's a strange, dynamic world out there in the Buffyverse.

HELLMOUTHS

Giles: Yes, I'm aware that there's a great deal of demonic activity in Cleveland. (listens) It... Well, it happens, you know, that, that Sunnydale is on a Hellmouth. (listens) It, it is so!

—3.9 *The Wish*

Hellmouths are places where the mystical walls between Earth and the demon dimensions are thin and where strange energies suffuse the surrounding area. Such places are known for odd events and attract large supernatural populations. On the converse side, rarely do such places draw large human communities. The high death rate, not to mention the utter weirdosity that surrounds hellmouths, simply makes them unlikely spots for vacationers or residents.

People who do live on a hellmouth tend to rationalize events away. People found dead with bite marks on their throat are simply catalogued under "death by misadventure," "neck rupture," or some other relatively benign-sounding explanation that does not require acknowledgment of what's really happening. People in communities built on and around hellmouths often have suspicions, but few voice them for fear of sounding crazy or paranoid.

A hellmouth's full properties are not completely understood, but can range from healing vampires to serving as portals to Places Not Meant For Mortals. They cannot simply be closed or paved over, nor can they be safely ignored. The Watchers Council has most likely worked relentlessly to locate all hellmouths and monitor them closely (though relying on that could be a bad idea). It's entirely possible that different hellmouths have different properties and are connected to different demon dimensions.

canon alert

In other contexts, the *Buffy* TV show creators have indicated that hellmouths other than the one in Sunnydale exist in the Buffyverse. That fact has not been reflected in any episode aired through Season Six, however. Thus, if you want to stay true to the TV show, placing a hellmouth anywhere but Sunnydale could be seen as an iffy proposition.

Still, the *BtVS* RPG is all about players being able to explore a variety of locales, settings, characters and situations. So, we are taking these hellmouth hints and running with them. While not strictly canon, the *BtVS* RPG contemplates the potential for placing hellmouths at various places and times—indeed, wherever you like. Face it, we're rebels.

SUNNYDALE'S HELLMOUTH

This is the best-known hellmouth, given that it's the center of the action for *Buffy the Vampire Slayer*. It's where the Master was trapped for nearly a century, where Angel tried to use Acatlha to bring hell to Earth, and where the Mayor attempted his Ascension. It's been the center of heavy supernatural activity for years. Buffy's hands have been full saving the world because of its influence—and the surplus of monsters seeking to tap the power contained within it.

More information on Sunnydale's Hellmouth (the capital H hellmouth) is available in the *Welcome to Sunnydale* supplement to the *BtVS* RPG (plug, plug).

OTHER HELLMOUTHS

It's entirely possible (even likely) that there're several hellmouths in the Buffyverse. If you decide to go that direction, it's simply a matter of picking or inventing a town or city and putting a hellmouth somewhere in it.

When creating a hellmouth, keep in mind that its presence should have a profound effect on a city's history. In Sunnydale, it attracted the Mayor, the Master, and myriad other creatures who warped Sunnydale into the town it is. The Mayor made Sunnydale into an ideal feeding ground for monsters, to better prepare for his Ascension; other hellmouths may have similar influences.

These hellmouths are set up as they would be just prior to the pilot Episode for a *Buffy* Series, with potential and actual threats not yet fully in action. They can serve as the focus of a few Episodes, wherein the Cast Members travel to the location to deal with the threat in question,





or they can become the focus of an entire Series, with antagonists like the Black Scot (see below) or Prinz Brandt (see p. 10) serving as first Season Big Bads.

To get you started down this road, we have sketched out five hellmouth locations in the next few pages. None of them are definitive or exclusive. Many more could exist and some of these may not exist in your Series.

MARSTON, MASSACHUSETTS

Marston, Massachusetts is a small coastal New England community that from the outside appears to be a sleepy place where very little ever happens. Many of the inhabitants, should they open up to outsiders, would agree. Most are closemouthed and suspicious of anyone from out-of-town though, and for good reason. Underneath the skin of a normal New England town is a terrible secret that has existed for generations. Most of the town's population is unaware of the nature of this secret, although they instinctively act to protect it without knowing why. That's simply the nature of it.

When Justice Withers founded the town in the early 1800s, he met a prior demonic tenant and made a deal: 200 years of uninterrupted prosperity for Marston and its people in exchange for a tithe of 10% of the children born within the town. Justice died in 1854 at the ripe old age of 76, but he passed along the knowledge of the deal and now a small cult serves the demon, providing it with the infants it requires. Few question the (now) high infant mortality and disappearance rate, preferring not to think too hard about such things. None know what purpose the demon has for the infants it collects, nor do they know what it will do in a year or so, when Justice Withers' bargain is up.

The demon, known to its faithful cult as the Black Scot, collects the children's souls to gather power to open the hellmouth and enter Earth's dimension. When he returns in 2004, he will bring his faithful army of soldiers—the tithed infants, now grown into demonic adults—to spread his black wings of dominion over Marston. He dislikes the presence of other supernaturals in Marston and subtly helps the Watchers locate incursions so as to better excise them before they interfere with his own plans.

BRIGHT LAKE, LOUISIANA

In 1747, Julien LeClerc and his family moved to the Louisiana territory and established the Lac Lumineaux plantation. Built on the shores of one of the many lakes in the area, and given to sunny weather, it served the LeClerc family well. That is, until a slave revolt during



the Civil War resulted in the plantation's burning and the hanging of all the family members present at the time.

The slaves themselves were emancipated with the end of the American Civil War and many moved north to avoid retribution. The LeClerc ghosts were not, however, easily laid to rest.

After the Second World War, investors purchased the land and made it over into a modern (for the time) community. They dismissed stories of the hauntings as superstitions and ignored tales of strange lights in the night. Despite numerous construction accidents and bizarre setbacks (such as entire buildings collapsing for no apparent reason), they saw the town's construction to its completion and created a thriving community.

The LeClerc ghosts are outraged. Every year, more people take up residence in their resting place and stir them from their slumber. They cannot tolerate this violation of their graves and carry the rage from their slaves' rebellion with them. In their unrest, they have worn thin the walls between worlds, creating a hellmouth and causing no end of supernatural trouble. The first to arrive since the hellmouth's creation was a small clan of werewolves who delight in the taste of human flesh. They've only been in Bright Lake for a few months, but the disappearances have already attracted the FBI's attention.

RUHIGESTADT, BAVARIA

Located in northern Bavaria, Ruhigestadt is an ancient town with history stretching as far back as the Roman Empire. It started as a small Roman village and after the fall of the empire grew into the city it is today. Ruhigestadt is chiefly defined by its gothic architecture, long history, and numerous strange stories. At least half of the city's buildings are reputed to be haunted, and stories of strange beastmen haunting the night during the Black Plague still circulate.





The Ruhigestadt hellmouth itself is located under Ruhiges Schloss, an imposing castle standing at the center of the city's oldest district. It's a museum, but open only during daylight hours. At night, visitors hear strange sounds and often disappear without a trace. The castle is home to an ancient vampire, Prinz Brandt, who feeds upon the hellmouth's energies and ruthlessly dusts any vampires who try to settle in Ruhigestadt. He tolerates the use of the castle as a museum for daylight tours, but brooks no intrusions during his nightly wanderings.

Demons and vampires throughout Germany want a piece of this prime supernatural real estate and have made plans to oust the vampire prince and claim the city as their own. Prophecies in Watcher hands point to a reckoning in the next few years that might blow the hellmouth open and unleash hordes of demons upon the haunted city. Whether the plans of the envious monsters and the dire prophecies are connected in some way is unknown, but the real question is how to stop the reckoning.

PHILLIPSTOWN/TOWNSHEND, NEW SOUTH WALES

English colonists established Townshend in 1825 in New South Wales, Australia. Only two years later, everyone in the coastal settlement and everything they'd built vanished overnight. The only trace of human habitation remaining was a large boulder with the words "never return" carved into the side facing the coast.

Fifteen years later, Edward Smiley and 400 settlers arrived to establish a new colony in the same spot. In defiance of the warning, they built Phillipstown in the same spot. Despite unexplained disappearances in the colony's first few years, the population persevered. In 1845, a young Hindu woman came to Phillipstown and the disappearances stopped within a few weeks. She moved on shortly thereafter, but an obscure English society funded the establishment of a small university, which still operates to this day.

The Watchers have tried without success to determine what caused Townshend to disappear, whether it will happen again, and how to stop it if it does. Aboriginal shamans have approached the Watchers and warned them to stop prodding at things they cannot understand lest they cause the fate they're trying to prevent. The Watchers assigned to Phillipstown have not taken this advice to heart.

Recently, the Watchers discovered what may be the keystone to a powerful ward set thousands of years ago against some ancient evil they have no known record of. It was buried under the boulder that was placed as a warning in 1827. So far the keystone has resisted all attempts to analyze it, in part because the Watchers fear harming it or the ward it generates. One of the Watchers, an Edmund Williams, believes he has found a ritual that will enable him to discover what the ward conceals. It's only a matter of time before he's ready to use it.

KOVALENSK, SIBERIA

Kovalensk, formerly Science City X, was a center for Soviet research into psychic powers during the cold war. The breakthroughs made there were tremendous, although not easily repeatable outside the laboratories. Popular rumors suggested that this city was the Soviet Union's own Area 51, with alien autopsies and captured alien artifacts or spacecraft. With the end of the cold war, the scientists responsible for the experiments and research conducted in Science City X vanished. Most assume that they departed for greener pastures under assumed identities. The truth is, unfortunately, much darker.

It is true that the scientists in Science City X autopsied demon specimens. They also had some successful experiments with telepathic demons and their blood (at least until the subjects went insane from overstimulation). The Science City's focus of research may have opened a hellmouth, and by the 1980s, things better left sleeping were disturbed. Bestial demons summoned to the locus of mystical energy invaded the laboratories and slaughtered every human being they found. The Soviets, upon discovering the carnage, filled the buildings with concrete and announced to the world that the elimination of Science City X and the creation of Kovalensk in its place was a sign of glasnost and perestroika.

The people who have moved to Kovalensk in search of opportunity and prosperity have found themselves in a place where the old tales are still true. In hushed voices, men tell each other how they've seen something like a large bowl flying across the night sky. Children who describe a strange hut disappear within a few days of such stories. Old things from old tales awaken in the ground . . . and are drawn to Kovalensk's hellmouth.

Kovalensk has a rapidly developing high-tech industry and the businesses offer huge incentives to draw professionals to their new and modern city. By day, the people scorn the idea of faery tales walking the land. At night, they stay at home and speak in whispers.





DEMON DIMENSIONS

Buffy: Let's just pretend for a second that . . . Angel somehow found his way back to Sunnydale. What would he be like?

Giles: I really can't say. From what is known about that dimension, it would suggest a world of . . . brutal torment. And time moves quite differently there, so . . .

Buffy: I remember. So he would've been down there for hundreds of years.

Giles: Yes.

Buffy: Of torture.

—3.4 *Beauty and the Beasts*

Demon dimensions are a myriad number of other-worlds outside Earth populated by demons and other strange beasts. They do not often naturally intersect with Earth and they do often have rules that are at variance with what's normal here. Time may pass at a different rate as in 3.1 Anne, or the inhabitants (including visitors) may be bound by specific rules of behavior. The laws of physics may vary, allowing for Escheresque landscapes, and life forms that could not evolve on Earth may thrive in great numbers. Demon dimensions, often thought of as "hells," have little directly in common with each other. Not all serve as places of punishment for damned souls, and some may seem outwardly pleasant, if shockingly different, once the Cast has the opportunity to explore beneath surface appearances.

Unlike hellmouths, demon dimensions are not so much places to set a *BtVS RPG Series* as they are to drop Cast Members into for an Episode or two. They primarily serve as plot devices, as in 3.1 Anne or 5.22 The Gift. Or they can be ignored completely—it's your call.

For those interested in trying out a demon dimension or two in your Series, here're a few to get you going.

THE BURNING DIMENSION

The realm of the Burning King is a non-Euclidian (fancy word for "doesn't use our Earthly rules") maze of free-floating platforms, staircases, ramps, palaces, and battlegrounds floating in otherwise near-perfect darkness far above an inferno of many-colored flames. This dimension is populated almost entirely by demons of various sorts, including the dreaded crimson-banded demons. The Burning King's created these distinctively marked pawns and uses them as personal servants and soldiers to control the dimension.

The center (if infinity can have such a thing) of the dimension is a vast palace with structures in numerous architectural styles from Greek to Gothic and beyond. Elements as modern as a New York skyscraper may stand alongside dark temples with more than a coincidental resemblance to the Parthenon. At the center of this mind-twisting labyrinth is the Burning King's throne, from which he rules the Burning Dimension, only rarely coming forth to chastise a mortal witch or warlock for calling unwisely upon his name or to claim his due on bargains owed.

The Burning King would love nothing more than to lead his armies of demons to Earth and claim it as his personal dominion. So far, he has been constrained by bargains made in the past with cunning sorcerers. Still, the King endlessly seeks a loophole or a means to annul the agreements completely. Until that time, he may act only through intermediaries and pawns.





HELL MALL

This is a gigantic shopping mall—nine levels of stores with a food court and ice-skating rink on the bottom two levels. The shoppers are damned souls who have arrived through the use of dark magic, were abducted by demons from this dimension, or simply happened upon a portal into this place. It does not seem so bad at first blush—stores of all kinds fill each level. Escalators and elevators whiz folks throughout the sprawling complex.

Unlike Dante's Inferno, the mall's various levels do not correspond to any particular sin. Rather, it's the shops themselves that fill that purpose. The food court punishes gluttons (the food is awful and the portions are much too small), the clothing stores taunt the vain (it's never quite the right style, and usually doesn't fit), and so on. The lowest level, the skating rink, is home to the ruler. He sits partially frozen in the ice, his three heads representing Santa Claus, the Easter Bunny, and a big yellow smiley face. He continually tosses screaming children into his three mouths, all the while asking what they want for Christmas, offering Easter eggs, or telling them to "have a nice day."

Numerous demonic inhabitants staff the various shops and information desks, although they're never any help. The mall has no obvious exits, although the proper ritual or spell can open a doorway back to Earth.

LEVIATHAN

Leviathan is not just a dimension, but an immense corpse, perhaps the remains of an ancient True Demon. Whatever it is, it contains vast vaulted chambers of decaying flesh and stained bone, and hundreds of miles of empty corridors and cavernous organs teeming with demonic parasites. Some property of Leviathan's decaying flesh releases phosphorescent chemicals, providing an eerie, omnipresent light that banishes all shadows.

Leviathan's inhabitants are of particularly gruesome aspect, many lacking skin or bones, and scuttle about in the stygian depths of the dead hellgod's remains, feeding upon the architecture in which they exist. They take baroque forms with far too many teeth, limbs, and claws, and breed by inserting their eggs into the corpses of their prey. Fortunately for any Cast Members who find themselves in this fetid place, many hiding places are available to the dedicated searcher, and most of the demons are not pack hunters.

Every so often, the rhythms of life within Leviathan change ever so slightly, announcing the gathering of the Hunt. Swarms of demons sweep through the dimension like locusts, devouring all they find and leaving nothing but a trail of blood and a keening wail wherever they've fed. The wailing's source is not obvious, but would assume it comes from Leviathan itself.





† THE LABORATORY

This is one of the smaller demon dimensions. The inhabitants of this sterile, institutional place have taken it as the mission of their species to understand the nature of humanity and what separates us from them. To that end, they abduct humans and vivisection them, grafting demon parts onto their bodies and using various chemicals and diseases to transform them into other forms of life. The meticulously clean hallways and meeting rooms are belied by the screams of those poor souls condemned to suffer the transformations inflicted upon them by the natives.

Long ago, the inhabitants were just another variety of demonkind, similar in form and nature and possessing an overwhelming need for knowledge. They also were obsessed with “difference.” Thus, over time they’ve modified and adapted their own forms. Now, each is unique in its own way—from the hybridization of two or more demonic races to the inclusion of human traits to the addition of cybernetic parts in their own experiments and more. They have no name for themselves, as they see little commonality beyond their desire to understand what makes a human a human and a demon a demon. They’ve exhausted the possibilities on themselves long ago but must make much progress before they’ve passed the tip of the human iceberg.

FAIRY-† TALE LAND

Fairy-Tale Land is among the easiest of the demon dimensions to enter accidentally. All it takes is a wrong turn in a dark wood or exploring the mysterious old house at the end of the street and you’re there. The wolf is waiting for you in grandmother’s house, the wicked queen has sent the huntsman to take your heart, and a witch wants to bake you into her pastries.

Fairy-Tale Land is not a reflection of the modern sanitized fairy tales one reads in children’s books or sees in animated films. This is the unadulterated product, the home of creatures like Der Kindestod or the Gentlemen. In short, this is a land where nightmares come true. Everything in Fairy-Tale Land works according to certain rules; you can’t kill the witch with a stake, you have to throw her in the oven. You have to figure out the rules of the story you’ve landed in before you can use them to your advantage. This is not to say that any stay in Fairy-Tale Land is necessarily linear and unvarying, but it does mean that if you understand what’s going on, you have a much better chance to survive or escape.

Leaving is as simple as resolving the tale in your favor, whatever that requires. Be careful that some nightmarish creature does not follow you back to Earth where it has much greater freedom to act. This could be how such creatures as Der Kindestod are unleashed.





Die Young, Live Forever

Giles: Will you be ready? There's so much you don't know about them, about your own powers. A vampire appears to be completely normal until the feed is upon them, only then do they reveal their true demonic visage.

—1.1 *Welcome To The Hellmouth*

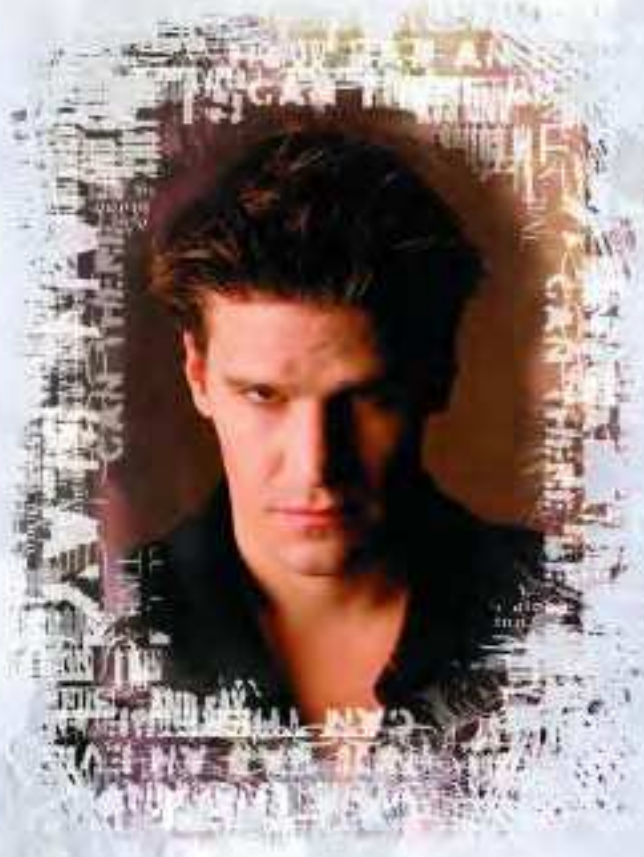
... and leave a good looking corpse.

There are all sorts of demons and monsters loose in the world, but the show is called *Buffy the Vampire Slayer*, not *Buffy the Demon Slayer* (okay, in Germany the show actually is called *Buffy the Demon Slayer*, but let's not get sidetracked). Vampires appear to be among the most common and numerous of the many varieties of demon roaming the underworld.

This chapter runs down the specs on vamps and is generally written for you Director types. It complements the *BtVS Corebook* materials on vampires in **Chapter Six: Creatures of the Night**.

canon alert

For the most part, the material in this chapter is derived from information presented on the *BtVS* (and in very limited circumstances the *Angel*) TV show. Where we diverge from that canon, or add our own take on things, we will make it clear. Remember, our stuff is strictly optional or alternative. It may change the tone of your *BtVS RPG Series* in certain ways and may cause it to diverge somewhat from the TV series. That's not necessarily a bad thing, but it may not be to your liking.





IN THE BEGINNING

Buffy: No. No, th-those weren't vampires, those were just guys in thundering need of a facial. Or maybe they had rabies. It could have been rabies. A-and that guy turning to dust? Just a trick of light. (Xander gives her a look) That's exactly what I said the first time I saw a vampire. Well, after I was done with the screaming part.

Willow: Oh, I, I need to sit down.

Buffy: You are sitting down.

Willow: Oh. Good for me.

—1.2 The Harvest

Many people assume that demons are invaders from another dimension. Giles has informed us, however, that the demons were the original inhabitants of our world. If so, demons most likely had been tormenting mastodons and taunting sabretooths long before certain types of apes in Africa began debating between staying in the shrinking forests and giving the whole “walk upright through the steppe grass” thing a try. As humans spread throughout the world, they couldn't have avoided encountering the various demonic races. It had to be tough going at first since most demons are way more tough and vicious than even our savage missing-link ancestors. In the end however, it seems evolution favored the smart tool users with the year-round ability to breed. Demons were pushed into hiding or left the planet entirely.

As demons are a diverse sort, it's not hard to imagine that more than a few merged or interbred with humans to create new hybrid forms. Certainly, we know of one—that demon was a predatory entity that somehow grafted itself into a human being. Like all those hybrids who followed and came to be known as vampires, we're guessing that the human kept her form, her memories, and parts of her personality. She lost her human soul though, and found that she now possessed demonic strengths, powers, and a strong predatory instinct. She was the first vampire, and she soon joined with others of her own creation.

Shortly after the first vampire was created, the First Slayer was called. No one's quite sure how this happened. Well some folks are sure, but they can't be trusted. The Watchers probably claim that a group of shamans banded together to magically call a champion who would be able to fight the new supernatural threat. And such a claim could very well be true. The average demon has been shown to be more powerful than the average human, but it's also likely that there have always

been humans who could throw obscene amounts of magic around to accomplish things that demons can only dream about. The Watchers might claim that they are descended from this congregation of shamans—indeed, that may be why they believe the Slayer is their tool in the war against the vampires. Not to burst the tweed-set's bubble, but perhaps the coming of the Slayer was some kind of cosmic balancer of good and evil, or heck, it could have all been a tragic mistake that worked out very well thank you. There are also indicators that the Slayer's powers are demonic in nature (but again, corroboration has been hard to come by). Regardless of where she and her power actually came from, the First Slayer seems to have proved quite capable of holding her own against the increasing plague of vampires. When she was finally killed, it turned out the Slayer had one final trick in her clutch bag of kewl powers: her abilities were passed on to another young human girl. At some point, the Watchers attached themselves to the Slayers, seeking them out and training them to be more effective against the vampires.

canon alert

No one on the *BtVS* TV show has expressly stated that demons lost out in an evolutionary race. We just know what Giles told us—that “they lost their purchase on this reality,” and what the show creators have discussed in other media. Nothing says that it couldn't have been, in whole or in part, something more drastic or exciting. You can imagine a huge ritual requiring dozens of shamans and witches, all chanting as the demon hordes were held off by hundreds of brave warriors. Just as the eldest of the mages began the final gestures, a horned monstrosity leaped over a wounded defender and . . . ahem, sorry got a bit caught up there. But you get the gist. It could have gone any number of ways.

There's also no canon stating that shamans created the first Slayer, or that Watchers claim descent from these shamans. We figured that bringing forth a never-ending lineage of supernatural champions was pretty serious magical work, so positing a group of shamans seemed logical. Also, it's like the Watchers to trace their lineage as far back as they can. Either or both of those “facts” could have played out differently in your Series however.



Now this was all welcome news for the humans, but it probably didn't cause too much fuss among the vamps. The Slayer obviously couldn't be everywhere at all times, and we've heard a great deal about their lack-of-extended-lifetime problem. Vamps, on the other hand, have the whole immortal-I-can-make-more thing going. This most likely explains why they continued to increase in numbers and spread throughout the world.

YOUR BASIC BLOODSUCKER

Spike: Hello! Vampire! I'm supposed to be treading on the dark side.

—6.9 Smashed

Most of the demons found on Earth are some form of demon/human hybrid. They are basically humanoid in form rather than being some massive Thing That Man Was Not Meant To See. Vampires are one of the most extreme examples of this. They are created from human beings. Once a human rises from the grave as a vampire, she retains the appearance, the memories, and aspects of the personality of her former self. That personality is perverted though, because her human soul is replaced by a demonic spirit or entity of some kind. Still, the type of person someone was in life is a good indicator of what she will be like as a vampire.

As hinted at in the *Angel* TV series, the original vampiric demon may have been a fierce reptilian looking creature filled with bloodlust. The behavior of most

vampires seems to indicate that this demon was a pack hunter. That instinct is preserved in the human/demon hybrid known as a vampire. They tend to congregate in groups, with a "master" leading a group of "minions" (similar to the way alpha males lead wolf packs . . . if the wolves looked human and drank people's blood instead of chasing down caribou). The instinct to hunt living humans for their blood is extremely strong—it easily and often overwhelms the "human" aspect of the creature.

Most newly risen vampires care for little else beside feeding. These savage creatures attack the first thing with a pulse they come across. The part of their brain that retains human memories and the ability to reason is completely superseded by an animalistic desire to eat and kill. This makes them dangerous, but it also makes them kind of stupid. It can be a bit of hard work killing a newly arisen vampire, but this is actually the best time to destroy them. The ironic thing is that many vampires end up dying shortly after they rise, completely defeating the purpose of being an immortal monster. Dummies!

If a vampire can make it through this first stage of unlife, she begins to strike more of a balance between her human half and demon half. This doesn't mean she is any nicer or humane, what with losing her soul and all. What it means is that she starts to use her knowledge and intelligence. A vampire that has been around for a few weeks is less likely to charge straight into a Slayer and her pointy stake. The more experienced vampire might try an ambush, or even curtail its hunger at least long enough to find someone really weak. These vampires seek out a lair, and maybe join some gang as a minion. The disadvantage of being a minion is that you are the first one staked when the White Hats arrive. The advantage is that someone older and more clever than you is making the plans. In theory anyway—the minions who attached themselves to Harmony found that to be a bad career choice.

The longer a vampire survives, the more powerful she becomes. Vampires like Angelus, Drusilla, and Spike have existed long enough to become rather skilled in the arts of terror and destruction. A few centuries of death and mayhem give a vampire a serious edge over the average minion. The oldest vampires sometimes develop their own unique powers. Dracula has Gypsy Magic that he can toss around, and he's really only six hundred years or so old. The Master was even older and had all sorts of surprises up his sleeve. An old and experienced vampire like Darla is still a pile of dust when she gets staked, but the truly ancient and powerful vampires can sometimes find a way to come back (okay, so Darla came back too, but that's a different story).





VAMP ABILITIES

Buffy: I need an answer. Now. In or out, Spike? You're . . . the only one strong enough to protect them.

—5.12 Checkpoint

The basic skinny on vamp abilities was laid out in the *BtVS Corebook* (see p. 164-166). They are strong and quick, never grow older, can't be killed by most weapons, and don't need to breathe. A few additions and clarifications can't hurt though.

SENSES

Vamps have excellent hearing and a keen sense of smell. They gain a +2 to all Perception-based rolls that involve hearing or smell. Further, when we are talking blood, they are regular . . . ah . . . bloodhounds. They can smell blood inhumanly well (which makes sense, what with them being inhuman and all). For any Perception-based tests to detect nearby humans (and their coursing blood supply) double the bonus, to +4. This has a range equal to the vamp's Perception times ten yards.

Some vamps are really, really good when it comes to blood. As an option, you may allow a vamp to identify a person's blood type, blood-related health issues (like alcohol content, hardening of the arteries, etc.), or even disorders. Finally, a vamp might be able to identify a person just from a sample of her blood, or determine that a sample of blood did not belong to a particular person. This information should only be available with three or more Success Levels on a Perception-related roll.

RECOVERY

Vamps still feel pain—they still bleed and bruise and get broken. But the demonic part of them allows them to recover from these injuries much quicker than a human would. As mentioned in the *BtVS Corebook*, bloodsuckers recover one Life Point per Constitution Level per hour (except for fire damage).

But this is more than just a combat bennie. We are talking serious damage being no real biggie for a vamp. What would cripple a human for life might only inconvenience a vampire for a month or so (Spike ditched his wheelchair in record time). Permanent disfiguring or debilitating injuries take some time to heal, but heal they do. The precise time frame is up to you and the demands of your storyline.

Another interesting subject is regrowth. Obviously, beheading a vampire is going to curtail healing but quick. Still, what about losing an arm, leg, eye, or ear? This has not been settled on the TV show, but given the

fact that vamps live forever, we would surely have met a crippled vamp by now if regrowth were not possible. Since all those we see are hale and hearty, it seems safe to assume that absent decapitation, pretty much everything else will grow back over time. The Black Knight ("None shall pass!") probably wants to look into this.

Now, this doesn't mean that prosthetics aren't possible. Claw from 1.3 Teacher's Pet had one hand cut off and replaced by a large fork (earning him the sobriquet Fork Guy). Thus, if something is used to replace the missing limb or organ, it seems that regrowth can be stopped. Or perhaps a special ritual must be conducted to keep the regrowth from occurring. Makes the Master's treatment of Claw that much crueler, but we've come to expect that from him.

Non-physical damage is another story completely. Vamps do not recover from insanity or mental deterioration any better than regular folks. In fact, given their extended lives and generally evil leanings, they can get pretty screwy in the mental department. Getting them back to their normal sociopathic ways is going to require some serious therapy. In Drusilla's case, a special spell was used in 2.10 What's My Line? - Part Two. It's still not entirely clear it worked though.

restore the undead

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: The caster must have the Du Lac Cross or another similarly powerful and blasphemously blessed item. The vampire being restored must be tied on an altar with her sire, and the caster must stab a knife through both of their hands while saying an invocation to the demon-lord Eligor. If the two vampires are separated, the spell ends before the subject is fully healed.

EFFECT: This spell can restore a badly injured vampire to full health. In addition to rapidly healing fire damage, it can even remove lingering injuries caused by magic or long-term exposure to crosses or others items that are similarly harmful to vampires. This spell drains "life" from the sire into the injured vampire. If used on a very badly damaged vampire the spell may kill the sire. If the spell is ended early, the subject will be at least partially healed, which may allow her to recover more rapidly from the remainder of her injuries. Ending the spell early also ensures that the sire will survive. He will be weakened by any use of this spell, but will recover fully in a day or two if the spell is ended prematurely.

DIE YOUNG,
LIVE FOREVER





LARGE BLUNT TRAUMA

At various times and places during the *BtVS* TV series, vamps have taken a serious licking and kept on ticking. Heck, a relatively minor vamp took a direct hit from a van in 1.5 *Never Kill a Boy on the First Date* and didn't seem to mind too much. The bloodsuckers also seem to be able to drop from fairly large heights without shoving their ankles into their intestines. To simulate this in the *BtVS* RPG, large blunt trauma and falling damage is halved for vamps. Large blunt trauma only covers being hit by vehicles or wrecking balls—bats and other melee weaponry still do the job just fine.

MIRRORS AND MIND READING

In many instances, the *BtVS* TV show has revealed that vamps have no reflections. Photos, video and film are effective though. One nasty trick would be to declare that cameras that use mirrors don't work, but that probably introduces a bit too much detail to the game.

In 3.18 *Earshot*, Angel claims that Buffy can't read his mind because "it's like the mirror . . . the thoughts are there, but they create no reflection in you." Pretty darn cryptic, no? Active telepathy (as opposed to mind reading) seems to work okay though, as shown in the Willow/Spike mental conversation in 6.1 *Bargaining - Part One*.

SLEEP

It's not clear that vamps need to sleep. They can do it but that doesn't mean they must do it. They spend a lot of time indoors during the day. Given what we have seen on the level of intellectual pursuit by regular vamps, they probably don't spend that time reading or thinking deep thoughts. Sleep would be an effortless (*the* most effortless) way to wile away those hours. Then again, it would be poetic justice if sleep were very difficult for vamps. Just another feature of living with a demon inside of you.

VAMPIRE SPECIAL ABILITIES

Buffy: Actually, I was more thinking, "Bat!"
(wiggles hands near head)

Xander (to Giles): How come he can do that?

Giles: I-I have no idea. There's a great deal of myth about Dracula. I imagine the trick to defeating him lies in separating the fact from the fiction.

—5.1 *Buffy vs. Dracula*

The basics will only take you so far in vampville. It's the special abilities that set the real nasties apart from the real newbies. Some special abilities come from great age (like the Master), some from before the vampire was turned (like Drusilla), and some from other sources of power (like Dracula's showy gypsy magic). These vampires had an advantage over the average bloodsucker, which is why each one has lived for over a hundred years.

As discussed in more detail in **Chapter Six: Monster Spawning**, vampires can have other capacities as you deem appropriate. We suggest things like flight, hypnosis, natural weaponry, and psychic visions. A couple other abilities deserve a few words.

MAGIC SHAPE-SHIFTING

Riley: But he's not just a regular vampire. I mean—he has special powers, right?

Spike: Nothing but showy gypsy stuff. What's it to you, anyway?

—5.1 *Buffy vs. Dracula*

Dracula could shape-shift into a bat, a wolf, and a cloud of mist (see *BtVS Corebook*, p. 165). Described as "showy gypsy stuff," it's entirely possible that Drac's powers derived from magic. If this is the case, shape-shifting actually requires some spell slinging. For those "showy gypsy" vamps (or anyone else who might have this ability), shape-shifting effectively requires that the vampire also possess the Sorcery Quality (Dracula's updated stats are given on p. 91).

The specs of the Gypsy Shape-shifting spell are shown on the next page. The nature of the new form varies widely and grants different benefits. Some possibilities are discussed below. Feel free to devise your own.

Bat: Grants the ability to fly. Hiding in ceiling shadows is much easier (+8 to Crime when used to hide). And the whole sonar thing is an addition, not a replacement—shape-shifted bats see just fine in the light. Only attack is a bite doing Strength points of Slash/stab damage.



Cat: Add +5 bonus to Crime (when used to sneak or hide) and Acrobatics. Also, if there's even a little light, cats can see as if it were daylight. No self-respecting vamp shifts to anything but a midnight black cat. The others are way too colorful. Only attack is a claw or bite doing Strength points of Slash/stab damage.

Cloud of Mist: Not much in the way of fast movement, but the cloud can drift through any sized hole. Makes barred doors and windows pretty much useless. Also, no touchie—can't hurt a cloud of mist with close or ranged attacks. A powerful fan will make a mess of things but the cloud can always pull itself back together in time. No attacks possible.

gypsy shape-shifting

QUICK CAST: Yes

POWER LEVEL: 8

REQUIREMENTS: Training by a gypsy Sorcerer (and they won't train just anybody).

EFFECT: The shape-shifter transforms into another form. The exact form varies depending on the training and inclinations of the magic user. The shape-shifter retains her own thoughts, personality, skills and abilities—she just embodies a different form. The exact effects of the new shape vary, and should be devised in consultation with the player.

At Power Level 8, the spell grants one possible new form. Each additional shape adds one to the Power Level. Thus, with three potential shapes, Dracula's Gypsy Shape-shifting spell is base Power Level 10. Given their demonic nature, vamps (and certain other types at your discretion) are closer to the supernatural. For them, the Power Level of this spell is halved (round up) when considering the Success Levels necessary for casting.

The shape to be taken must be specified when the spell is cast. The new form lasts until the spell is cast again to adopt another, or to return the character's "normal" shape. While only one shape is taken per casting, the Power Level remains the same throughout—it is defined when the spell is learned and is determined by the number of shapes that are possible for the caster.

Adding another shape to the spell requires research, training, and study. Once this process is completed, the spell base Power Level increases by one immediately and it becomes a bit harder to cast successfully.

Rat: Add +10 bonus to Crime (when used to sneak or hide). Also, rats can get into very tight places (though the vamp better not change back while crawling around inside a wall. Only attack is a bite doing Strength points of Slash/stab damage.

Raven: Grants the ability to fly. Keener sight provides the Acute Senses (Vision) Quality. Attacks include talons for 2 x Strength of Slash/stab damage (only when combined with a swooping approach) and peck for Strength points of Slash/stab damage.

Snake: Add +8 bonus to Crime (when used to sneak or hide) and the ability to slither through many small places and entries. Only attack is a bite doing Strength points of Slash/stab damage. A nasty poison with a Strength equal to the vamp's Constitution is a highly preferred option.

Wolf: Double movement rates (if used; see *BIVS Corebook*, p. 103). Add +3 bonus to Crime (when used to sneak or hide) but only at night. By day, this is strictly in the not-subtle camp. Attacks include a bite and claws each doing 2 x Strength points of Slash/stab damage.

REVIVABILITY

Buffy: They're gonna bring him back. They're gonna bring the Master back to life, and I seem to recall you telling me he was history.

Giles: Buffy, I-I-I've never heard of a-a revivification ritual being successful.

Buffy: But you've heard of them? Thanks for the warning.

—2.1 *When She Was Bad*

Where most bloodsuckers explode in a cloud of dust that briefly exposes their skeleton before that also crumbles, the Master actually left an intact skeleton when he perished. Abasalom tried to use those bones to revive the Master. Loyalty like that can't be bought, y'know.

Revivability is a Quality worth ten points that allows a vampire to leave behind her bones (or some other portion of her body) after being dusted. The being doesn't necessarily die any easier or better than her lesser brethren, but she does enjoy the potential for returning to unlife. If the vamp's remains are used in a Resurrection ritual conducted by her friends or minions, death could not be so bad after all.

Revivability is useless in and of itself. Someone else must perform the Vampire Revivification ritual (see next page). Also, it requires some remains of some kind. On the ball Cast Members will notice something odd about a vamp that leaves such remains and will most likely do something about it (involving sledgehammers maybe).





vampiric revivification

QUICK CAST: No

POWER LEVEL: 7

REQUIREMENTS: The remains of a vampire with the Revivability Quality, a bit of ritual, and the blood sacrifice of those near her when she died

EFFECT: The relatively intact remains of a slain vampire are laid out and soaked in the blood of those who were near the vampire when she died. This can be done by hanging the victims upside down over the bones and slitting their throats (yuk!). When the ritual is finished, the blood of those witnesses to the vampire's death allows her to form a new body and rise up again.

VAMPIRE VULNERABILITIES

Xander: Okay! Okay! So, what else?

Buffy: What else what?

Xander: For vampire slayage.

Buffy: Oh, fire, beheading, sunlight, holy water, the usual.

Xander: You've done some beheading in your time?

Buffy: Oh, yeah. There was this time I was pinned down by this guy that played left tackle for varsity . . . Well, at least he used to before he was a vampire . . . Anyway, he had this really, really thick neck, and all I had was a little, little X-ACTO knife . . . You're not loving this story.

Xander: No, actually, I find it oddly comforting.

—1.2 *The Harvest*

Vampires are strong and powerful, but they also have a number of weaknesses not possessed by humans. A stake through the heart is one of the main ways to kill a vampire. It's also a good way to kill a human. The difference is that most things stabbed through the heart leave a huge bloody mess. A vamp merely leaves a vacuum cleaner's nightmare.

The *BtVS Corebook* (see pp. 167-169) nicely covers the ol' stake in the heart and beheading. Again, a few new tidbits on the others might prove useful.

LOOKS

Face it, vamps in game face are downright ugly. All vamps showing their natural look gain Attractiveness -2 (and thus the standard -1 modifier on Fear Tests, see *BtVS Corebook*, p. 106).

SUNLIGHT

We've seen Angel and Spike run about in daylight using a trusty old blanket but it's not recommended. This counts as being in sunlight for less than a Turn and causes only two points of damage. Still, it better not be a long trip.

Spike seems to make some serious cross-country trips in a car with painted windows. A vamp would take no damage in that situation, but it's got to set off some alarms with the local highway patrol. Being pulled over for a traffic infraction in daylight is not going to be good for either the vamp or the cop.

No vamp has tried SPF 1000 sunscreen—or least we haven't seen it. Let's presume the vamp Einstein who tried that is blowing in the wind.

A complete bodysuit made of heavy, tightly woven or rubber clothing might work. It could leave no portion of the vamp exposed (clear face plates should cause trouble) and even the slightest tear will expose the wearer to the two-point per Turn damage rate. Big rips are big trouble. Or you could just rule that it doesn't work at all. Depends on how uppity you want your vamps in daylight.

PRIVATE DWELLING

Vamps are unable to enter a private dwelling without being invited. Seriously, humans can stand inside a doorway and blow raspberries or mock a vampire's minions. It ain't classy, but it can be fun. Still, there are a few things to keep in mind on the whole private property front.

This limitation only works on human dwelling places. Demon lairs are open to all vampires. Also, hotel rooms count as public places and are not barred to the undead. Faith was completely vulnerable to vampiric attacks from her room at the Downtowner Apts. Eighteen (or even eight hundred) dollars a day buys you no safety here.

Only someone who lives in a particular dwelling can remove the barrier against vamps. Friends, relatives, door-to-door salesmen, and cat burglars won't do. Little sister invites are effective and oh-so-annoying.

Not being able to enter does not mean unable to affect. Nothing prevents a vampire from attacking or destroying the private dwelling itself. During her . . . ahem . . . crime spree, Harmony and her minions tossed a rock through Buffy's window. The clueless ones won't think of this, but the real Bads will no doubt come up with something sooner or later to take down those walls.

When all residents of a dwelling are dead, the barrier drops immediately. So, make sure to lock your little sister in a big metal box in the basement . . . and then don't let anyone near her . . . ahhh, never mind—probably get some flack for that from your folks.



CROSSES

Perhaps due to some conflict between the early Church and the vampires, crosses and holy water can cause pain and even injure a vampire. The actual damage is detailed in the *BtVS Corebook* (see p. 168). What is important to note here is that this vulnerability has nothing to do with the faith of the person holding the cross or water. Be they Christian, Jew, Muslim, or member of the Transcendental Skeptics Church, the object carries the power, not the wielder.

Why would this be, you ask? No one has really explained it on the TV show (indeed, the true answer may be lost to antiquity). Still, we wouldn't be doing our job if we didn't have a theory or two. Let's start with the beginning. In the ancient time, the shamans called the Slayer using a powerful ritual (or at least that's one theory). What if, by some twist of fate, the ritual used the symbol of a cross? Remember, the cross has been around far longer than any of the major religions that have adopted it. The use of the cross to call the vampire's bane may have emblazoned that symbol on all demonic essence, and that imprint was passed along to the hybrids created since. In effect, the calling of the Slayer has left a residue that has tainted the vampires' racial memory. Hey, it's as good a theory as any.

Another approach would be to play with the cross vulnerability. Perhaps it has to do with the subconscious of the person who was turned. That means only those raised in a society heavily influenced by a church that uses the cross will be affected by it. Vamps who grew up in India or China or some other country where cross-heavy churches are not so predominate might be unaffected by crosses in your campaign. No doubt some other symbol causes them distress, but we leave that to your fiendish imagination.



GARLIC

Garlic seems to be a deterrent of sorts for vampires. It has never been shown what touching a clump of garlic does to a vampire, but Buffy hung garlands of the stuff in her room during the earlier episodes. If it does anything, it probably just causes a vampire to recoil, much like holding a cross. With such a reaction to the lovely little garlic clove, vamp meals are probably going to be a little bland, particularly if they are Italian vamps. 'Course, since all they ever eat is human blood anyway, variation in diet most likely isn't a major concern with the critters (Spike, always the exception, does like adding the occasional crumbled-up Weetabix cracker for texture).

STARVATION

Spike: You know what happens to vampires who don't get to feed?

Buffy: I always wondered that.

Spike: Living skeletons, mate. Like famine pictures from those dusty countries, only not half as funny.

—4.8 Pangs

Vamps can live without blood—they have that whole immortal thing going for them. But it ain't pretty. They get extremely weak; after a time, they even have trouble walking. They also get thinner and thinner—some to the point of looking skeletal. How long this takes to happen is unclear. Spike has shown that they can last at least a day or two without food, though they are none too happy about it.

We recommend that after two days, each day without food lowers the vamp's Strength and Constitution by one. Once the vamp reaches zero in both, it can't move.

Starvation causes other problems. In the *Angel* TV show, starvation caused Angel's skin to crack. You could add skin discoloration, loss of hair, rotting of teeth, and even the smell of decomposition. Could be the whole body returning to that "being-dead" state. There's also talk of mental destruction due to starvation in the extreme cases. An insane, catatonic, skeletal living dead. There's a pretty picture.

Restoring the vamp could be as easy as a few drinks of blood, though *Angel* events indicate that human blood is required in the most extreme cases. Or you might decide that an entire human's supply of blood (to death that is) is needed. Hey, it could be that several humans' worth are necessary. That's going to cause serious problems for any "humane" vamp who wants to be good, but also wants to walk again.





BODILY FUNCTIONS

Angel: You have to do it. I have no breath.

—1.12 *Prophecy Girl*

With that famous line, Angel raised a host of questions about vampires. He could not perform CPR on Buffy when she needed him most and Xander stepped in to save the day. Thus, it seems that a vamp's dead body cannot perform certain natural functions. Still, in 1.12 *Prophecy Girl* we see the Master breathe deeply while on the roof of the library, Spike has smoked like a chimney for as long as we have known him, and there's no shortage of vamp heavy panting in Season Six. Oh, and there must be some air movement through the old trachea and voice box to be able to speak. That means vamps have to be able to use their lungs to move the air. And it's not just air that's at issue. There're also questions about how dead organs process food and drink, why alcohol should get a vamp drunk, how Buffy could get all smootchie with room-temperature Angel and Spike . . . and what about the whole visit to the little vamp's room biz.

How do we make sense of this? Well, we have some theories (as usual). Perhaps vamp organs don't work unless they want them to. Basically, they don't rot, but vamps don't need them for any specific function, unless they intentionally want to process something or take on the semblance of being alive. Of course, this raises the potential that a vamp might get stuck in a port-a-john until sundown, but that's most likely just a newbie mistake.

With lungs, vampires can exercise these muscles if they choose, but the breathing reflex is no longer autonomic. The body doesn't need it so it disconnects the nervous functions that keep it working. Also, it may be that the vamp can bring up enough wind to blow out a candle or exhale smoke, but not enough to perform mouth to mouth resuscitation which requires forcing air through the trachea and down into the lungs. Being able to simulate breath is also a good idea for vamps that pick up young college girls and don't want them to notice that the guy they are dancing close to isn't breathing on their ear or neck . . . or at all. When a vamp wishes to breathe, she concentrates just a little, expands her ribcage and pulls air into her otherwise-vestigial lungs. Of course, it could be that brand new vamps keep on trying to breathe and don't realize until later that they don't need to bother. (Again, older vamps most likely laugh at this "dumb rookie" thing.)

Finally, the heavy breathing thing (or deep sighs) could be a vestige from their living days. They got used to such activities back when they needed them and it's hard to break old habits (even if your unlife lasts centuries longer than your previous life).

In the game, you could have vamps perform bodily functions in the normal course. When it really mattered though, make the action impossible (performing CPR, breathing on something to heat it up, using the moisture in one's breath to clean a window) or require a Willpower (not doubled) roll (blowing out a candle, breathing on the victim's neck, raising their body temp).

DAMAGE TYPES

Vamps react differently to various types of damage. For the vampire hunter, this is mostly bad news though.

Bash: Vampires absorb Bash damage just like humans. The only exception is the falling and large blunt damage mentioned earlier (see p. 18).

Slash/stab: This sort of damage hurts vamps just like it hurts humans, double damage once armor is penetrated and Success Levels added. It is inapplicable for stakes through the heart though. If your character doesn't dust the vamp, she just does base stake damage (2 x Strength; no other multiplying). Again, tenderizing is highly recommended.

For the Decapitation maneuver, the targeting and the slash/stab damage is all factored into the x5 damage. If the attack takes the undead to -10 Life Points, she goes poof. If not, there's no dust, but the damage remains the same.

Another special case involves arrows and crossbow bolts. These usually cause Slash/stab damage, but for vamps they are treated as Bullet damage. That's right, they just don't hurt that much—assuming they miss the heart, that is. A Through the Heart maneuver using an arrow or bolt will do the dusting thing (if the damage

slash/stab revisited

As we have noted, pointy and sharp implements of destruction really mess up humans. Sharp stuff also does a number on vamps, but given their partial Bullet immunity, that may not be the case for stabbing weapons (other than arrows or bolts). So, for those gaming veterans among you who want to add a bit more "realism" (whatta concept!) to your *BtVS RPG* session, we offer the following rule. Decide which weapons are primarily slashing (axe, knife, sword) and which are mostly stabbing (pigsticker, spear, stake). The former do regular Slash/stab damage; the latter are treated like Bullets for vamps (that means a failure to dust with a stake really causes problems). It's more complex to do it this way but you may like it better.

threshold is met—x5 greater than the vamp's current Life Points). If it doesn't dust, the arrow or bolt does it's usual 1/5th damage.

Bullet: As discussed in the *BtVS Corebook*, Bullet damage is divided by five (after armor reductions and Success Level bonuses; rounded down). It also never leads to dusting.

Fire: Fire damages a vampire normally, but heals much slower than usual (one Life Point per Constitution level per day, instead of per hour).

Other: With your approval, a creative Cast Member may attempt to use bullets or weapons containing holy water. Bullet or Slash/stab damage breaks the skin and could be treated as internal application of holy water (x20 damage). The amount delivered in this way would no doubt be small, but even so it could really hurt. Blessed weaponry or those shaped like crosses could also cause extra damage at your discretion. This could even be seen as part of canon if you credit Kendra's mention of a blessed weapon in 2.21 Becoming - Part One as being an instance of a more widespread phenomenon.

VAMPIRE SPECIAL VULNERABILITIES

Riley: Actually, he's gunning for Buffy. But I'm out to find him before he gets another shot at her.

Spike: Tough talk, cowboy. But you're not gonna catch him napping in a crypt. No, the count has to have his luxury estate and his bug-eaters and his special dirt, don't he?

—5.1 *Buffy vs. Dracula*

We don't have much to go on here, but we figured that some folks might like to play a bit with the usual vampire stereotypes. The following Drawback could be imposed on a particularly hide-bound vamp, or one that spent a bit too much time with Bram Stoker and Anne Rice.

SUPERSTITIOUS

A lot of people know a lot of stories about vampires, but not everyone knows fact from fiction. Unfortunately for this bloodsucker, she doesn't either. Whether she is newly arisen or a vamp that has never really been around others of her kind, this undead has no clue about her powers or limitations. She believes that she must sleep in a coffin with dirt from her grave, that she is unable to cross running water, that a crossroads poses insurmountable decisions, that killing her sire will restore her humanity, or that she can become a bat or a wolf (if she just concentrates hard enough and "gets the hang of it"). Each misimpression is a separate Drawback. When she is con-



fronted with any of these situations, the vampire suffers a -1 to -3 penalty to all actions and cannot be convinced otherwise. For example, the vampire can be led across water but won't realize she could have done it by herself. This Drawback can be great fun, particularly if more knowledgeable vampires are around. This Drawback grants one to three points depending on the penalties imposed.

THE BITING THING

Buffy: There were people there. It, um, it looked like they were paying vampires to bite them.

Xander: NOW I know what to get for the person who has everything!

—5.10 *Into the Woods*

The sharp-eyed among you may have noticed that once a vamp gets a bite attack in, the victim is allowed no defense roll. We didn't make a big deal about this in the *BtVS Corebook*, but the cause is the intense though macabre pleasure inherent in being bitten. Vamps have been associated with intense pleasure as far back as Dracula, and Lestat certainly didn't dispel any of those myths. And the evidence is just as strong on the *BtVS* show. In Season Five, Riley becomes a vamp-bite junkie. That addiction may have been the result of physical or psychological changes induced by getting bit, but we're going with the simplest explanation: being bit gives the victim a feeling of euphoria not unlike sexual release.



Always the opportunists, some vamps use this byproduct of their feeding to their own advantage. By offering free bites (or even asking for money) to willing humans, the vamps get all the blood they need and the humans get a nice “rush.” Above and beyond the “eww” factor, there’s got to be some serious downsides to this practice—this is the Buffyverse after all. It precipitated the end of the relationship between Buffy and Riley but that’s not enough for us. We’ve got some other suggestions.

As creatures beholden to evil, vamps don’t suffer from any moral quandaries in offering “services” to humans. Indeed, it might be seen as a particular enterprising way of laying low and staying full. On the other hand, some—perhaps most—vamps might consider this activity unseemly or slavish. These “traditional” vamps might think that hunting is the vampire way—humans are to be stalked, attacked, and drained. This touchie-feelie, free exchange, cooperative attitude only weakens a vamp and is just another sign of a weakening moral fiber that has plagued the risen for generations (and since this practice has been going on for centuries, at least according to Anya, we mean “generations!”). So those vamps who get involved in bite dens may be shunned among their peers. They might be upset by this and change their ways, but we doubt it. Shame isn’t real big in the vamp psyche.

For the humans, we’re guessing things are much more dangerous. First off, people get hurt—each Turn of consensual biting costs two to five Life Points. And this would only apply for vamps who drink slowly to extend their “client’s” pleasure. Less experienced vamps might

be hard pressed to keep from chugging—causing standard 3 x Strength damage. You might want to force the vamp to make a Willpower (doubled) roll to avoid that. Also, a vamp might lose herself in the drinking and go a bit too far—have the vamp make a separate Willpower (doubled) roll to stop before killing the human. Too much of that is going to do a number on customer relations, but that’s probably not a great concern for the vamps. There’s also the whole issue of infection. Vamps don’t fear germs from their clients but they may pass them along from one to the other. If you decide the vamp is “carrying,” have the human make a Resisted Action against the Strength of the particular infection you’ve settled on, but only allow them a Constitution (not doubled) roll. Can’t get a much better vector than direct fluid transfer. Finally, there’s the inevitable fang marks on the victim’s arms or other body part. In fact, they look a lot like a nasty form of those lovely needle tracks born by drug addicts. That’s going to go over real big at swim parties.

Besides the immediate threats, a vamp-bite habit is highly addictive. Each bite requires a Willpower (doubled) roll by the victim. Penalties may be applied to this roll for continual bite den visits. Or you can simply say enough is enough and dictate an addiction. However imposed, bite junkies suffer a four-point Addiction Drawback.

Between the overzealous vamp, the disease, and the addiction, it’s clear this pleasure has a real cost. Hey, it requires systematic vamp biting—what’d you expect?

Oh, and we’d be remiss if we failed to mention that vamp-bite dens are usually not in the nicest parts of town. Getting mugged, murdered, or otherwise mistreated in or around these locales is not unheard of—especially if the character is staggering around with a good chunk of Life Points sucked out of her. Now, there may be high-class vamp bite dens serving exclusive clientele (including clean, strong-willed vamps), but that’s not going to come cheap.

Another angle to explore here is the mental repercussions of bite junkies. Perhaps they get a sense of aggrandizement (“I’ve got my own pet vamp”), self-loathing, depression, or emotional dependency. Maybe they become crueler or develop delusions about their own invulnerability or the harmlessness of vamps. These can be represented by various forms of the Emotional or Mental Problems Drawbacks.

Or you could just avoid the whole distasteful and dangerous business, and leave it out of your game. We’re just offering options here.





ECOLOGY

Giles: You listen to me! Jesse is dead! You have to remember that when you see him, you're not looking at your friend. You're looking at the thing that killed him.

—1.2 *The Harvest*

Vampires are not the most powerful type of demon in existence, but they are among the most numerous. This is because of the way vampires are created. While demonic reproduction most likely varies widely in process and time consumed, vampiric “reproduction” is much simpler. As the *BTVS* TV show states, when a vampire wishes to sire another, she bites the victim and feeds. Before the victim dies from blood loss though, she is made to drink the blood of the vampire. The victim then dies, only to rise as a vampire shortly thereafter.

Now, the timing of the rise is not certain. We’ve seen many, many vamps claw their way out of the ground only to be quickly dusted by the Slayer, but there are counterexamples—in Season One, a vamp rose in the mortuary (1.5 *Never Kill a Boy on the First Date*), in Season Three, a watcher flunky was drained and raised almost immediately to free Kralik (3.12 *Helpless*), and in Season Four, Eddie rose the same night Sunday turned him (4.1 *The Freshman*). If you need a default time, let’s say the night after the body is buried the vampire rises from the grave. On the other hand, if your plotline demands it, rising at a quicker or slower time is fully justified. Given how many times the Slayer is around when a vamp rises, you could even make the call that the undead “wakes” when one of the living (or maybe just the Slayer) is nearby. That’s going to cause real problems if they don’t also intuitively know whether it’s day or night up above though.

Sometimes vampires and their sires become sort of a surrogate family. Darla sired Angel, Angel sired Drusilla,

Drusilla sired Spike, and all four of them hunted together until Angel changed because of the whole cursed-with-a-soul thing. That grouping, as well as Drusilla and Spike’s relationship, indicates that vamps can find strength in numbers and can even feel affection for each other. Even among the most monstrous of them, companionship runs strongly—the Master was quite fond of Darla. For others, there appears to be some instinct to group together and form packs or gangs. All in all, this would seem to increase the vamp survivability rate and thus be good for the “species.”

On the other hand, it’s unclear how common “familial” groupings are. A great number of vamps appear to take a bite ‘em and leave ‘em attitude. The dozen cemeteries of Sunnydale have seen the rising of countless vampires who had been turned and left to their own devices. That raises the question of why a vamp would make the seemingly conscious decision to turn a human, but then not stick around to get her through those first few “bestial” days.

It might be that this turning and leaving process is part of the vampire’s evil nature. They might delight in creating offspring and letting them fend for themselves. Perhaps the sires even watch over their “young,” delight in their depredations, and find joy in their dusting at the hands of the heroes. We are talking evil here, right?

Perhaps there’s more to it. Maybe a secret group of vampires exists that turn humans to increase the number of vampkind, but then impose on them a survival-of-the-fittest regime. That means for those who do survive, companionship or a societal structure will be offered.

Alternatively, perhaps the “turning” practice is not so “conscious”. It may be that a vamp instinctively begins turning certain of her victims as a means of propagating the “species.” Only those who are older and more interested in allies or minions use that innate drive to build a group of followers. The less evolved do the deed and simply forget about it afterwards.

Finally, there might be other means of creating vamps. While we have been told about the whole “one sucks, the other sucks” routine, maybe that’s just one—particularly disgusting—way to turn a human into a vamp. If, under certain circumstances, a simple vamp bite and draining will create another undead, the numbers of bloodsuckers rising each night would be better explained. Or perhaps we can blame it on the Hellmouth. Maybe those bitten near a mystical nexus are more likely to rise even without the whole “sucking” thing. A creative Director who wanted to add her own twist on the Buffyverse could devise any number of alternative “turning” processes that could explain the frequency of vamp encounters.





SLAYERS AND VAMPIRISM

Dracula: You think you know. What you are, what's to come. You haven't even begun.

(Buffy takes his wrist in her hands. Slowly puts her lips to it. And drinks.)

Dracula: Find it. The darkness. Find your true nature.

—5.1 Buffy vs. Dracula

Slayers have always been a willful lot. That combined with their Slayer's powers may make them immune to being "turned" by a vampire. That's not clearly spelled out in the *BtVS* TV series. Indeed, the Fifth Season premier suggests the opposite and *BtVS* stories in other media have explored the idea of a Slayer vamp. We've got some ideas on this subject too (big surprise!).

We are going to say that Slayers are naturally resistant to being turned into a vampire. They have a natural aversion to anything vampy and the whole hate-hate relationship between vampires and the spirit of the First Slayer going for them. In our view, the demon blood is going to have a hard time surviving its trip into the hostile territory of the Slayer's digestion. Unlike other normal Janes out there, Slayers can make a Resisted roll pitting Willpower (doubled) roll against a Willpower (doubled) roll for the invading vampire spirit, to resist the turning. If successful, the ancestor of the First Slayer spirit beats the vampire spirit back and keeps it from taking over. Of course, the Slayer may still die, unless a friend is nearby to help out with a blood transfusion or keep her alive long enough to get her to the hospital. If the Resisted roll is failed, the Slayer will eventually turn into a creature of the night and rise from her grave to terrorize yadda-yadda-yadda. In that case, she ceases to be the Chosen One and her powers pass onto the next girl.

Still, an interesting twist allows some residual power to stay in the body of the former Chosen One. A Slayer who dies and returns as a vampire loses much of her former glory. However, she gets to keep +2 Strength, +1 Dexterity and Constitution along with the level of Getting Medieval and Kung Fu. She also gets to keep her Fast Reaction Time and Nerves of Steel. Her levels of Hard to Kill remain as does her fast healing ability. Lastly, she no longer has the Slayer ability to sense the presence of vampires and she may still be attacked by other vampiric Adversaries until she's proven she's one of the gang now.

Combined with the Vampire Quality benefits (where not duplicated), this makes a former Slayer vamp a pretty tough cookie. But we'd expect no less.

THE OTHER KIND OF VAMP

Spike: Come up against this Slayer yet?

Angel: She's cute. Not too bright, though. Gave the puppy dog "I'm all tortured" act. Keeps her off my back when I feed! (laughs)

Spike (laughing): People still fall for that Anne Rice routine. What a world!

—2.3 School Hard

Some players may wish to use vampires as Cast Members. As the *BtVS* Corebook notes, being a vampire is a Quality that costs 12 points for a normal vampire (in which case it is a predatory creature who will want to eat everyone and therefore probably be inappropriate for your average Series) or 15 points for a vampire with some kind of control over her demonic instincts. Any vampire able to control her demonic instincts needs a background explaining that whole biz. These types of vampires are rare, and the reason they are so "humane" is hardly ever entirely beneficial (at least that's been the case with every example shown so far).

Angel has a soul because he was cursed by gypsies for killing a young woman who was very special to them. The purpose of giving him his soul was so that he would be wracked with guilt over the terrible things he had done. If he ever knows a moment of true happiness his soul will be lost once more (as happened on Buffy's seventeenth birthday).

Spike has a behavior modification chip in his head that was a "gift" from the Initiative. Every time he tried to attack a human in any way, he would be overcome by intense debilitating pain. He could still fight demons though, which led to him becoming an ally of the White Hats. At the end of Season Six, Spike made a pilgrimage to Africa and after surviving a number of combat ordeals was granted one wish. Because of that wish, Spike now also has a soul (but not a gypsy-curse-prohibiting-happiness one). What exactly this means remains to be seen. It's probably not all, or even part, good though.

Finally, on the *Angel* TV show, Darla became pregnant with Angel's child and as a result conceived a "human" child. Well, "human" might be a stretch, but it seems to have a human soul in any case. While Darla was pregnant, that soul was inside her (the baby's soul) and this seemed to affect her behavior.

It should be noted that in all three cases, the vampires still had desires based on their instincts. Even with Angel's curse, Spike's chip, and Darla's pregnancy, they still wanted to feed on humans (or at least missed it with the guilty longing of a recovering addict). They just



couldn't or wouldn't. So along with her "gift" being a serious mixed blessing, a non-bestial vamp is not always so . . . non-bestial.

No doubt there are other ways to be a "humane" vampire besides gypsy curses, Initiative chips, and the one vampire pregnancy in all of history. There are entities who can grant wishes. For example, what if Harmony had stumbled across a Vengeance Demon sometime during Season Four? A simple "I wish that Spikey would feel bad about all the mean things he ever did to me" could have resulted in an ensouled Spike during Buffy's freshman year at college. A similar thing could happen to a Cast Member vampire.

Most of Angel's early vampire-with-a-soul existence was spent pining for Darla, feeling guilty about his past, and just generally being miserable. He even fed on humans at first—he just made sure that they were bad humans. Now, what if during these early years, maybe during a fit of misery and loneliness, he sired another vampire? Nobody knows what would happen if a vampire with a soul sired another vampire—maybe this would create another vampire with a soul. Heck, maybe Angel got drunk, sired someone and forgot about it, and that vamp sired another, and another . . . You could even postulate a whole secretive line of vampires, each one with a soul. And maybe they are organized in some way—a support group for human-souled vamps!

Finally, what would happen if a vampire's former soul decided to re-possess its old body? It's clear that ghosts exist in the Buffyverse; what would happen if a vampire met the ghost of her old self? Maybe the result would be a creature at war with herself, the demonic vampire and the human ghost each fighting for control. Perhaps a strong-willed human ghost could gain a measure of control. Sort of gives a new meaning to the term "haunted," no?

And "humane" vamps don't have to mean "ensouled" vamps. As we saw with Spike's chip, it's possible to have a vamp work with the Good Guys even if she doesn't possess that spark of human soul. It's going to be a delicate balancing act, keeping control of all that evil, and the impetus is going to have to be darn strong, but it is possible. The exact nature of this "evil-control" is left to the player's imagination. No doubt clever players will devise other circumstances for Cast Member vamps. Once you have the rationale set, you can proceed onto building the critter's actual abilities. That drops you back into the whole character generation thing.



DIE YOUNG,
LIVE FOREVER





VAMPS AND MORALITY

Buffy: Willow, just remember, a vampire's personality has nothing to do with the person it was.

Angel: Well, actually . . . (reacts to a sharp look from Buffy) . . . That's a good point.

—3.16 *Doppelgängland*

The discussion of human morality has occupied philosophers and evangelicals for nearly as long as humans have been around. The discussion of vamp morality has run concurrent with Internet access by *BtVS* fans. We're not about to recap all that hoo-ha, despite the very real possibility that we may never again be called upon to use our philosophy minor in this lifetime. Still, some of your players may want to play vamp Cast Members and you may want to devise more subtle vamp plots exploring the gray areas of their behavior. So, we figured a few words on the subject wouldn't be out of place.

As has been stated, vampires are basically dead humans possessed by demons. The human soul is gone, and with it goes the conscience or any kind of remorse. The demon brings a hunting instinct and all sorts of supernatural powers (the power to walk around after being killed being the main one). Still, the vamp has all the thoughts, the memories, and may adopt portions of personality of the person that was killed. So there seems to be some kind of unholy merger of the former human and the demonic monster. In many ways, the vampire is a reflection of the person turned. There isn't that much difference between Vamp Willow and Dark Willow (except that the second one is even scarier)—though both reveal a darkness that, if present in sweet Willow, is pretty well buried. Xander's old pal Jesse had a crush on Cordelia; the vampire Jesse wanted to kill Cordelia for his very own self. As a human, Drusilla loved children; as a vampire, she loved to eat children.



So, perhaps it's the twisted human portion that's to blame for the really powerful vamps. It would be the height of irony if the demon aspect of a vamp were simply a mindless feeding machine (sort of how newbie vamps appear) and it was the human remains that ultimately exerted a measure of control over that beast. In that way, the humanity left in a vamp could be seen as the means of making real evil manifest. The demon side makes a vampire a monster, but the human side makes the vampire capable of great evil. Pretty depressing, no?

The *BtVS* TV show seems to view the human soul as the seat of goodness. It's the feature of humans that makes them feel good about doing good, and bad about doing bad. Maybe the soul even requires humans to do some good sometimes. There're been a few human Bads on *Buffy* but none of them were entirely evil. They each did a good turn at some point. Still, it's far from clear that a soul compels goodness in some way, however minor.

Taking this view, the absence of a soul should remove any inclination toward goodness. That doesn't mean a soulless character would be unable to do something good or kind, it's just that they wouldn't think to do it on purpose. It would be accidental or tangential.

Given natural vamp proclivities, the demon spirit appears to be a comparable seat of evil. Maybe the demon in a vamp makes them feel good about doing bad, and bad about doing good. In this view, bad need not be an all-consuming requirement, just an inclination or tendency. A vamp could do good but most likely it would be an aberration or accident.

Or maybe it's worse. Maybe the demon spirit forces the vamp to do bad at some point and in some way. Or it could just be a byproduct of the lack of a soul. The vamp may be experiencing a huge morality head rush—"I'm no longer human. I need not be saddled with human right and wrong. I'm strong and immortal, I can take life, I live on human blood, yadda-yadda-yadda." Superhumanity might create vamp mentality. This also brings in the point that the vamp spirit carries some knowledge with it. Newbie vamps come out of the ground bestial, but they aren't confused about what they are or what they want. Introspection comes, if at all, only much later in a vamp's unlife.

Now, once a vamp reaches some kind of self-inspection (if ever), it seems entirely possible that it could decide to adopt a human code of conduct. This might result from a calculation of pure self-interest. The vamp might think she'll live longer if she befriends some humans and works with them. The whole feeding on blood thing is a problem but it can be surmounted, as we have seen.

Another possibility is upbringing. Without getting into the whole nurture vs. nature debate, we could posit that a vamp trained by a powerful but humane disciplinarian could learn to behave. The vamp could have been conditioned to do good even if she gained no deep-seated pleasure from it. Over time, a sympathy for “fellow” humans could develop and the worst inclinations of the demon spirit could be contained.

None of this conjecture is possible if the demon spirit is deemed more compelling than whatever remains of the human. If the drive to evil is overwhelming, a “well behaved” vamp is an impossibility. Worse still, those who believe it possible could be deceived by a vamp and allow her to work even greater evil, pain, and harm.

Then again, if a “civilized” vamp is possible (whether as a result of the human remainder or because demon spirits aren’t naturally beholden to evil), that throws a whole monkey wrench in the Slayer game. If vampires are redeemable, even in the most obscure and difficult ways, the job of the Slayer loses a great deal of the moral high ground. Is it right to kill what you could heal, just because it is difficult to do otherwise?

Dang, it’s so much easier when things are black and white, no?

SUICIDE

Vampire: Tonight . . . sundown . . . (everyone looks up). At the graveyard . . .

Teacher: Excuse me . . .

(Vampire begins to smoke in the sunlight.)

Vampire: You will come to him. (Takes off shawl.) You will come to him or more will die. (Points at Buffy and ignites.) Tonight! His hour is at hand! (Bursts into flame.)

—2.21 *Becoming - Part One*

It’s difficult to imagine any circumstances that would cause your run-of-the-mill bloodsucker to commit suicide. Just doesn’t jibe with the highly self-centered and instant gratification-oriented vamps we see nearly every week.

Now, a vamp with a soul might feel so rotten about her actions or nature that she would want to rid the world of her evil. A human soul brings with it all the human baggage that normal people suffer from. So it’s not so hard to see why an ensouled vampire would contemplate suicide. Indeed, it’s easier to see why she would become obsessed with it. An ensouled vamp Cast Member should probably face these questions sooner or later, and must decide whether she is too cowardly—or too driven to use her powers for good—to succumb to this way out.



Non-souled vamps would need a darn good reason to contemplate suicide. Spike made some half-hearted attempts after he discovered the effects of the chip that “neutered” him. In the *Angel* TV series, Darla committed suicide by staking herself but she had that whole-baby-with-a-soul messing with her psyche.

The most blatant example of regular vamp suicide is Angelus’ immolation-o-gram in 2.21 *Becoming - Part One*. As this has been such a rare occurrence (one is about as rare as you get), it’s hard to determine exactly what forces were at work here. Maybe this particular vamp had serious mental problems. Perhaps it’s a special vamp power of Angelus’ . . . though that seems unlike as he used it only once. It could have been a very unusual spell that compelled this behavior or maybe an item that we never saw or heard of again.

A cruel explanation involves the extreme evil that is Angelus. Let’s say he drained a young girl, then forced her to drink and become a vampire. He could have waited until she rose and then fed her. Once she was sated and calm, he could have spun a terrifying story about what she had become. He could have told her that her unlife was only a fleeting thing, and that she had a special mission to perform before she returned to her “final rest.” Or he could have explained that unless she performed this service, she was doomed to unlife and worse. Maybe Angelus convinced his first victim by playing on her youth and inexperience, and managed to overcome the natural inclinations of the demon inside. We know that Angelus can be very convincing when he wants to be. It’s even more horrific if the first few attempts didn’t “take” though. He might have gone through several young girls to get one impressionable enough to do the task he asked.

Then again, it could also have just been some serious Drusilla hypnotism. But that’s way too simple . . .





SOCIETY

Harmony: Somebody remembered to pick me up the sweetest little unicorn!

Brad (embarrassed): What?

Harmony: Brad, guess someone was feeling guilty for standing me up in the tenth grade.

Brad (to other vamps): I, I had to get her something. She sired me.

Peaches: Sire-whipped.

—5.2 *The Real Me*

Regardless of the whys and wherefores (just what is a wherefore, anyway?), vampires do have their own society. They have their own holidays, their own beliefs. They do often gather in groups (which makes them very susceptible to pyramid schemes). We have seen glimpses of a whole occult underground, where vampires and other demons spread news and help each other out. They drink together, party together, even play cards together. Maybe this is the human side of the vamp manifesting though that doesn't explain the demon part of the society. In any event, over time, the newbie vamps are taught the unwritten rules of undead society (we assume they are unwritten; no one has mentioned a Vamp Civics 101 offering).

HOLIDAYS

One of the most universal observances among vamp-kind is the lack of activity on Halloween night (so maybe it is more of an anti-observance). This seems to be practiced by most of demonkind, not just vampires. Giles once said that the reason for this is that the demons just found the whole thing kind of tasteless. Imagine Saint Patrick's Day with everyone in Leprechaun costumes and no beer to be found anywhere. Think about Cinco de Mayo being celebrated by everyone wearing ugly sombreros and talking like Speedy Gonzalez. We imagine that no self-respecting Irish or Mexican person would want to go anywhere on nights like that. Well, that's sort of what it is like for monsters on Halloween.

Or maybe Giles is being too flip. There could be a deeper reason for staying inside on Halloween. That celebration is derived from the old Celtic holiday of Samhain, the start of their new year. Samhain was believed to be the night when the barriers between the otherworlds were thinnest and spirits could walk among the living, so ritual fires were lit to keep the spirits away. In other words, Samhain was the one night that humans were actively looking for demons and prepared to do something about it. It is easy to see how a superstitious

belief could develop among the demons that attempting anything on Halloween would be bad luck (and in point of fact, no demonic plan that was carried out on Halloween thus far has ever been successful).

Now let's be clear. The demons' general distaste for Halloween doesn't mean it's always a quiet night. Some demons or vamps may decide to join the festivities and add a bit of edge to the holiday frights. Others, like human sorcerers or newly summoned fear demons, get right into the spirit of things and see it as the perfect time for mayhem. Perhaps they figure the field is basically clear of competitors that night and it's a good time to make a play.

In contrast to Halloween, many vampires celebrate the Feast of Saint Vigeous. The Night of Saint Vigeous is a lunar holiday so there is no set date for it (it's kind of like Easter, only evil), but it occurs sometime in late September. Tales tell of Saint Vigeous who led a crusade of vampires through Russia and Persia—one of the largest organized vampiric attacks in history. The Feast is celebrated by a form of self-flagellation; vampires spend the three nights scourging themselves into a berserker fury. This all culminates on the Feast of Saint Vigeous when a vampire's power is at its peak. Only the most traditional of vampires actually observes the holiday in this manner, but it is still a good excuse for a party. The actual effects of Saint Vigeous are up to you. Vampires might be granted five extra Drama Points or a +1 to all Tasks on this unholy night. Then again, it might all just be superstitious nonsense. Anyone who spends three nights working herself into a frenzy is going to feel like her powers are at their peak, whether they are or not.

Another special night among vampkind is the Harvest. This "holiday" occurs once every hundred years and vampires consider it the most hallowed of all nights. A ritual can be performed on this night transforming a vampire into a Vessel for her sire. The Vessel drinks blood from her sire's wrist and the sire uses that blood to draw a three pointed star on the Vessel's forehead. For the entire night of the Harvest, everyone killed by the Vessel will feed the sire. The wording of the ritual actually states that their souls will be fed to the sire, which makes it sound more powerful than just regular feeding (normally the bloodsucker just sucks blood as far as we know). You may wish to grant certain benefits to a sire for every victim killed by her Vessel. Perhaps every victim killed grants a +1 to the vampire's Life Points, every fifth victim also grants an extra Drama Point, and every tenth victim also grants a +1 to any Attribute. These bonuses might only last until sunrise and the end of Harvest Night.



ORGANIZATIONS

Given the various vampire groups we have seen on the *BtVS* TV show, both large and small, we reiterate that vamps appear to have a pack instinct. The actual groupings of that grouping arise from the alpha vamp, or whoever else is in charge.

Order of Aurelius: This was the first vamp gang encountered by Buffy, and seems to have been one of the most respected. It was symbolically represented by a stylized sun surrounded by three stars (the sun weakened and the night triumphant is one possible interpretation). Aurelius was a vampiric prophet from the twelfth century whose writings were the basis of a religious movement. For six hundred or so years, this movement was led by Heinrich Joseph Nest, a vampire better known by the epitaph of the Master. Aurelius spoke of the Old Ones who could be brought back to Earth by opening the Hellmouth. He also spoke of a special vampire, the Anointed One, who would aid in this great unholy work. The Master believed that vampires were superior to humans and as such they should not seek to emulate the mortals. Human society was a plague, and vampires should keep themselves separate from that contamination. Humans were meant for food and making more vampires, nothing more.

The Order of Aurelius finally had the chance to attempt this great work when the town of Sunnydale was discovered to be a Hellmouth. The Order moved their operations to the coastal California town in the thirties, feeding on the townsfolk until the time was right to attempt opening the Hellmouth so that the Old Ones could reconquer the world. An earthquake put an end to the Order's plans and trapped the Master for sixty years until the approach of the Harvest allowed him to awaken. The Harvest was the Master's chance to escape, but it was ruined by the recently arrived Slayer. In less than

six months, she managed to wipe out the Order of Aurelius. After nine hundred years as one of the most feared and powerful vampire cults, they were gone.

Well, maybe not entirely gone. Several who survived attempted to later raise the Master and restore their order. That too was unsuccessful, but who knows if every last one was dusted. Further, what if an enterprising young vamp turk decided to adopt the legacy of the Order of Aurelius (no doubt there are histories that could be learned and incorporated)? Worse yet, perhaps the vamp learned of a ritual that would restore the Master without an intact skeleton.

El Eliminati: The fifteenth century brought not only an organized cult of vampires, but one that centered around dueling. This highly advanced cult was known as El Eliminati. They were powerful enough in their day, but eventually grew weak (partly from being hunted by humans and partly from pointlessly dueling all the time). The cult was ultimately taken over by a demon named Balthazar, who brought them to the New World. Balthazar and his vampiric minions were a force to be reckoned with for a time, until the demon was defeated and crippled by Richard Wilkins. Many thought that Balthazar was dead, but he was merely bloated and grody. Most of his power had been invested into an amulet and that amulet now belonged to the Mayor. Balthazar and his vampire acolytes hid for the better part of the century. They attempted one last attack on the Mayor to prevent his Ascension. The attack failed and the amulet was never recovered. Balthazar and what remained of El Eliminati were completely wiped out by two Slayers.

Still, like the Order of Aurelius, El Eliminati may survive. Removed from the corrupting influence of their former demon overlord, perhaps the cult returned to their origins and became unbeatable swordsmen (. . . swordsvamps?). Lord knows, immortality brings lots of practice time. Some may seek to reestablish the cult's former status and influence. Some may desire a new leader or patron. Some may simply desire revenge against the Slayer or any of her progeny.

Lesser Lights: Smaller and younger gangs of vampires are probably the most common. We have seen a few such groups in the *BtVS* TV show.

A relatively small group of vamps gathered around the Anointed One/Spike/Drusilla in Season Two, the Mayor in Season Three, and Adam in Season Four. This goes to show that vamps are not hugely particular about their leaders. They are perfectly willing to go along with those strong enough to keep them in line and powerful enough to make sure they get fed regularly.





Sunday was a strong-willed vampire who led a group that consisted of only a few vampires at any given time. They took over the Psi Theta house in the 1980s after that fraternity had lost its charter and the building had been condemned. Sunday's gang preyed on freshmen at the University of California Sunnydale. The vampires would kill the freshman, take all her stuff, and then leave a note that made it look like she could no longer take the pressures of college life and so had to get away from it all. This system worked until the Slayer started attending UC Sunnydale. Like the Order of Aurelius, Sunday's gang was completely wiped out by the Slayer.

In contrast to the ultra-cool and effective (for a time) Sunday Gang, Harmony and her minions were the ultimate in lightweight from the beginning. Were it not for the blunders of the Scooby gang (particularly Dawn's inexperience), their efforts would have been laughable at best. Certainly the fistcuffs between Xander and Harmony can't be confused with anything approaching a "dance of death." As nemesis-es go, Harmony and gang worked the laugh track overtime.

Another group of vamps decided to hole up in a crypt in one of the many Sunnydale cemeteries. We didn't get to see this seemingly leaderless crew in action enough to know what their plans (if any) or capabilities were (though one did manage to tag Buffy with her own stake). They seemed a bunch of rough and ready gang-types with more hunger and muscle than brains. Riley wiped out the bunch with a well placed, if far-too-reckless grenade attack.

Any of these groups could be reformed and sent to plague Cast Members. Bringing Sunday back would be great as she seemed to be a very promising character. Getting her past the whole dusting thing would be tricky, but it's been done before. Also, Harmony's not dead (well, not dead again) and she could rebuild the group to give a newbie group of Slayerettes a night or two of concern. They should definitely be played as bunglers, at least at first. It would be a real kick in the pants if they later turned out to "have a clue." Could be a good lesson in underestimating foes. Alternatively, these minor gangs could simply serve as templates for a new group, created out of whole cloth. Vamps often attack in a group. That doesn't mean they have to be a functioning gang with plans and a hierarchy, but that would sure make them tougher to handle.

VAMPIRE HUNTERS

Riley: She'll get herself killed. It's crazy.

Xander: Yeah, crazy. Going off alone, half-cocked, instead of waiting for much needed back up . . . charging in with a big ole' hand grenade—oh, wait.

Riley: This is different.

—5.8 Shadow

No chapter on vampires would be complete without a word or two about those who hunt them. It takes a certain sort of crazy to accept the reality of vampires; it moves to a whole 'nother level when you actively seek them out and fight them. Oh sure, into every generation a Slayer is born, but there's just the one. Watchers are much more plentiful, but most of them . . . well . . . just watch. The vampires and demons are everywhere, so what are you going to do when that darkness comes to your door? You can do what most people do: scream, run and try to ignore the whole thing, or you can pick up a sharp wooden object and get even.

No town sees as much vamp activity as Sunnydale, but the toothy buggers still get around. Mostly their victims end up on the missing person list and are eventually forgotten about. Every so often though, the vamps pick on the wrong person and someone comes looking for revenge. On rare occasions, the victim survives the attack and decides to hand out some payback. More often, the hunter is the victim's lover, friend or relative who can't accept her loss and realizes very quickly that the police aren't going to get the job done.

Such an individual is exceedingly rare. The hunter is dedicated and vengeful in the extreme, far more than any Scooby Gang member. She allows her life to go to hell so she can spend all her time getting even. This dedication is one of the things that keeps the hunter alive. On the other hand, this sort of person does not play well with others. No one understands the pain she is going through and no one can help her do what has to be done. Few take up such a suicidal burden. If life still had any meaning for her, she would try and deal with the pain another way.

So, driven by a need for justice and revenge the hunter goes out hunting. She finds a vamp, hopefully the one who killed her friend and stakes him. If she has any sense, she will locate his lair, watch him to find out his habits, and plan the best moment to attack. That's beyond most though, and roughly ninety percent end up the next meal of the first vamp confronted. The ten percent who survive necessarily show an aptitude for tactics and personal combat. That hunter proves very resourceful and, most of all, knows the value of patience.

Buffy

the vampire slayer™

No normal untrained human is going to survive a fight with a vampire. A hunter who makes a career of this terminal hobby learns to pick her moment. Take on the vamp from behind or lock him outside his crypt just before dawn. The only advantage a hunter has derives from surprise. No vampire expects a human to be so stupid as to try and take him on. The experienced hunter knows that she can allow no compromise or mercy. In a fair fight, she won't just loose, she will be lunch. Every fight is very likely to be her last. This means the hunter can't allow morals or fair play any place in her mind. To some, putting other people in danger is an unbreakable line. To them, everyone is someone's mother, brother, or best friend. These types risk their lives for total strangers, because every time a vamp is denied a meal they gain a small victory. To others, all is fair game. The dusting is the ultimate goal . . . and the only one.

Playing a group of hunters with no Slayer back-up can make for a dangerous and dark campaign. The characters are outgunned and have very little idea about the enemy. Everything must be learned from trial and error and mistakes usually cost a teammate. It also makes for some pretty intense roleplaying. Being in desperate life or death situations on a constant basis will do that.

To even the score a little, you might allow one of the characters to play a rogue Watcher. She can provide enough basic vampire knowledge to give the group a fighting chance. Also think very carefully about the sort of group the characters are to become. They could be a gang like Gunn's (from the *Angel* TV show), all bound in a common cause but only willing to defend their own turf. Another option is the way we see Giles, Oz and their small group in the alternate Slayerless Sunnydale in 3.9 The Wish. Such a gang works on desperation and hope more than anything else. No matter who they are, they will have to be extremely resourceful to survive. Vampire hunting has a very steep learning curve and it rewards improvisation and cleverness.

This is a game centered on hopelessly outmatched White Hats. In fact, given the chances of survival, such a game might make a good break from an existing campaign. "Okay folks, here are some new characters you are going to play until they are all dead. Should run about four sessions."

But it isn't a game about waiting to die. It is a struggle against terrible odds to fight a cause that's right. Lord knows, the Slayer ain't around and someone's got to do it.



DIE YOUNG,
LIVE FOREVER





3

from Hell

Anya: E-excuse me. What kind?

Beth: What?

Anya: What kind of demon is she? There's a lot of different kinds. Some are very, very evil. And some have been considered to be useful members of society. (Smiles proudly. Xander turns to smile back at her.)

—5.6 Family

So really, what is demonic?

First of all, talking about demons is a little bit like talking about dinosaurs. Yes, they are all labeled alike but they can range from tiny proto-birds to massive behemoths (in truth, that applies to both dinosaurs and demons).

This chapter runs down the general specs on demons and is mostly composed of demons that are part of a group or race, or that don't exhibit much in the way of smarts or personality. Special demons—those that can string two or more sentences together and might even develop a plan for world conquest—are detailed in **Chapter Five: Bads, Big and Small**. Cast Member demons (if you dare that route) or do-it-yourself demon construction for Adversaries or Supporting Cast require a perusal of **Chapter Six: Monster Spawning**.

canon alert

In this chapter, we are pretty much giving you the straight scoop, or at least as straight a scoop as we can given what's been shown on the *BtVS* TV show. We get wild and wooly on the creative front elsewhere. So don't worry, you're on safe ground here.





A WALKING STUDY IN DEMONOLOGY

*Wesley: And you say this demon wanted cash?
That's very unusual.*

*Giles: Demons after money. Whatever happened
to the still beating heart of a virgin? No one
has any standards anymore.*

—3.17 *Enemies*

According to Buffy lore, demons existed on Earth billions of years ago. That means that even before life developed on this planet, there were demons. It was the development of life that became a curse for demonkind. As life became more complex, the demons were pushed off of our world into other realities, the hell dimensions, and demon realms. By the time scrawny hairy rodents had evolved into the earliest forms of man, the demons were no longer the dominant form of life on Earth. The Old Ones had left this world completely only to find themselves unable to return. Of the demons that remained, some went into hiding while others interbred with humanity to create new hybrid beings.

The first demons were the Old Ones, ancient powerful creatures best described in rambling capitalized adjectives. They are the Ancient Chthonic Horrors Incomprehensible To Man. When they first enter our world, they merely appear as gigantic monsters, masses of tentacles and claws and teeth. Sometimes this form will vanish, and a true, more horrifying form will take its place.

The Old Ones are the True Demons—demons in their most basic form. A human can figure out a vampire's motivations and concerns, but there is no way to actually think like an Old One. There may still be some True Demons, or at least entities akin to True Demons, on Earth. Lurconis may have been one of these and the Mayor (in his snake form) was briefly on our world. But True Demons are a huge, huge drain on property values and should be almost as rare as soulful vampires in your or any other Buffyverse.

The demons commonly encountered in this world are hybrids. Many are some form of human-demon hybrid (though they would never admit that), but others are more primitive than that. Most demons are bipedal and have a basic humanoid form (two legs, two arms, one head), but some of those are nothing more than animals. They have failed to achieve sentience. Creatures like the Hellhounds and the Queller are beasts who simply reproduce and feed, just like any other animal. These survival traits often require killing off humans, which drops them squarely into the "evil" category, but they aren't the type

to summon dark forces and open the Hellmouth. Now, that doesn't mean they won't completely destroy a town from time to time, but that is more from hunger than maliciousness. Some bestial demons are huge creatures like the Bezoar and the Ghora who in no way resemble a humanoid form.

The other type of demon hybrid is one that actually thinks more like a human. They may be evil, but they have language and culture (y'know, culture as in killing people with a weapon instead of just claws and fangs). Worse still for the dedicated vanquisher of evil, a few of these sentient demons are not actually 100% evil. The thing about demons is that they tend towards evil the way humans tend towards good. Most people are decent enough, but then you get someone like Hitler or Stalin. Most demons are evil (or at least very, very violent), but then you come across someone like Clem or Whistler. Some demons join apocalyptic cults (like the Sisterhood of Jhe), some work for the highest bidder (like M'Fashnik), and others just relish wanton destruction (like the Fyarl).

Many demons belong to a warrior culture and are often used as foot soldiers in extra-dimensional armies. On Earth, they mostly cause trouble and play poker for kittens.

So far all the demons discussed have had a physical form, but some entities are insubstantial. These are mainly the possessing demons, entities like Eyghon who take over a host so that they can feel physical sensations—or just cause some random destruction. Having no physical form, it often takes magic to defeat such a creature. Either that or tricking it into an ambulatory corpse.

Along with sentience and form, there appears to be no uniformity in social patterns. Demons can be found as individuals or in tribes. The Fyarl, the Sisterhood of Jhe, and the Queller are all races of beings. There isn't just one of each running around. Other demons, like D'Hoffryn or Sweet, seem to be the only one of their kind. These types of demons often assume mythical roles—for instance D'Hoffryn is the Lord of Vengeance Demons while Sweet is an Underworld Lord of the Dance. These individuals are smarter, more powerful, and often have a group of minions to test the heroes, bring in victims, fetch coffee, and inflate their egos.





THOSE THINGS THAT DEMONS DO

Willow: Aw, you know, Buffy, I don't even think Giles is right about you becoming like a demon. I mean, he's TOTALLY burnt! You know? Dealing with Faith and this ascension thing . . . Between you and me, he's not doing his best work.

Buffy: What if he is right? I'm suddenly going to grow this demon part, and we don't even know what it is . . . it could be claws, or scales, or . . . (off Willow's look) What?

Willow (apprehensively): Was it a BOY demon?

—3.18 *Earshot*

As we mentioned, demons come in all shapes and sizes. It makes sense that they also have all sorts of different powers. In fact, it's probably safe to say that there're no "standard" demon abilities. In this way, they are quite unlike vampires. All demon powers are special . . . just like all demons are special (awhhh).

Demons are tough. Demons are strong. Demons are ugly (though usually not to each other). Demons can have claws, fangs, horns, spikes that shoot out of their arms, pretty much any natural and unnatural attack that

can be imagined. Some demons also have natural armor. All these are discussed in the *BtVS Corebook* (see p. 175). A number of other powers are discussed in **Chapter Six: Monster Spawning** (see p. 129). These are mentioned in the individual demon write-ups, and may be used for do-it-yourself demons.

Cast Member demons gain the benefits of whatever demon "race" they choose as a Quality (see p. 135). Thus, their standard powers and vulnerabilities are circumscribed. Only the special ones show variations.

DEMONS AND MORALITY

Demon Teen: My family is worse.

Dawn: No way. Mine is so messed up you have no idea.

Demon Teen: No, just wait until you see my mom dance at the reception, okay, and then tell me who's messed up.

Dawn: I guess they're all messed up then.

Demon Teen: Yeah. Everybody's pretty lame.

—6.16 *Hell's Bells*

While there is some question about vampires, their demon spirits, and their human remainder (see p. 28), it's pretty clear that demonhood is not the same as evil in the Buffyverse. From Whistler to Clem to the circus folk to Anya, we've seen lots of "non-evil" and even some "good" demons.

This capacity for good could be upbringing, control by a more powerful master, or . . . gasp . . . the result of the demon version of the soul. Some demon races may have it, some may not. But you can't judge a book (or a demon) by its cover (or seriously wrinkled skin).

As we mentioned in the vamp discussion, that makes the metaphysics of Slayerhood very messy. If demons (or at least some of them) have souls, why is it okay to kill them and not humans? Is a demon soul necessarily worth less than a human one?

Perhaps it's best not to focus on the whole soul vs. no soul aspect. In some ways, we can see that Buffy has taken this tack. If a demon is being bad, a soul (as in capacity to be good) shouldn't matter that much to a Slayer. The problem with that line of reasoning is it frees up the Slayer to take out bad humans without messing about with the whole soul question.

'Course all this is only for those roleplayers who want to get into it. For the rest, drop the ethical dilemmas and just kick serious evil butt!



DEMONS AND THE PEOPLE WHO WORSHIP THEM

Mayor: Look at that. Every time, cuts to the left. And it's not the carpet. It's me. I swear, I would sell my soul for a decent short game. (chuckles) Of course, it's a little late for that . . . Don't suppose I could offer YOUR soul? Really help me on the green . . .

—3.8 *Lovers Walk*

As if demons by themselves weren't bad enough, sometimes the Cast will run into humans who worship demons. Usually this is part of a mutually beneficial arrangement—the demon grants boons or powers in exchange for offerings. For example, the demon Machida granted prosperity and good fortune to the members of the Delta Zeta Kappa fraternity in exchange for an annual human sacrifice. The Mayor had many demons that he served; he made sure that Lurconis got a bunch of babies to eat every thirty years and Lurconis granted the Mayor . . . well, something good (evil?) obviously. A person wouldn't go around offering babies for nothing—that would be insane (oh, a little late for that as well).

In any case, the human demon worshippers seen in the Buffyverse are usually in it for the power. They are granted Boons, which are just conditional Qualities. This can be anything from increased Resources to something supernatural like Sorcery or an increased life span. The Boon(s) is balanced by an Obligation(s), something like the Obligation Drawback (see *BIVS Corebook*, pp. 43-44). Having to sacrifice animals for the Boon would be relatively minimal and equivalent to an Important Obligation. Sacrificing a human would be equivalent to a Major Obligation.

So what kind of person would kill another human being for their own gain? A bad one, obviously. Some are those with the Zealot Drawback—insane cultists serving the forces of evil out of some misguided fanatical delusion. This is relatively uncommon from what we have seen of the Buffyverse so far. Zealot demon worshippers are usually just lesser demons,



FROM HELL



dreaming of the Old Ones and the pre-human “golden age” when demons ruled the Earth. Human worshippers are usually in it because they have the Serious Covetous Drawback or worse. They aren’t fanatical, just ambitious or greedy. They are not sacrificing humans out of a deep-seated religious belief, they are killing because they want a nice car and a big house (or eternal youth or whatever). It’s hard to say which one is more evil.

DEMONS, DEMONS, DEMONS

Xander: All these demons are starting to look alike. You got reptiles . . . reptiles with horns . . . reptiles with gills. And I’m still finding nothing of the “steal a diamond, freeze a guy” variety.

—6.10 *‘Wrecked*

We present now an assortment of different demons spanning the first six seasons of the *BtVS* TV show. They can be used as written for one-shot canon fodder or recurring henchmen and villains. The demons could also be tweaked here and there to keep Buffyverse-knowing players guessing. Finally, the write-ups could simply serve as inspirational templates for original demon designs.

BROTHERHOOD OF SEVEN

Willow: What could a demon possibly want from me?

Xander: What’s the square root of 841?

Willow: 29. Oh, yeah.

—1.9 *The Puppet Show*

The Brotherhood of Seven were a group of demons active during the thirties, back when the Slayer was a “hot Korean chick” and an apocalyptic cult was getting buried by a surprise earthquake. A mini war was fought between the demons and a gruff demon hunter named Sid. He was the Philip Marlowe of the occult underworld and the Brotherhood had the misfortune of crossing paths with him. Before long, the Brotherhood of Seven had been reduced to the Brotherhood of One.

The last member of the Brotherhood managed to get Sid cursed, so that the demon hunter was transformed into a wooden ventriloquist’s dummy. He could still talk and move, but he was a short little doll with room in the back of his head for someone’s hand. The demon thought that Sid was beaten, but that proved a deadly miscalculation.

The Brotherhood roamed the Earth in human form, but in order to maintain that form they had to consume a human heart and a human brain once every seven years (in their demon form, they have an Attractiveness -3). The heart and brain had to be prime examples of said organs as well, so athletic people would be targeted for heart removal and smart people for their gray matter.

These demons are very tough and have Increased Life Points. Worse, they enjoy a nearly complete version of Invulnerability. The heart and the brain is also the only way to truly kill one of the Brotherhood. Once the demon is down, its brain and heart must be removed from the body (decapitation is a good way to get half of that done). Otherwise, they rise up again.

When the last of the Brotherhood was killed, Sid was freed from his curse. His spirit was allowed to dissipate (which may seem rough to some, but it beats another sixty years as a smart-mouthed piece of timber).

Name: Brotherhood of Seven
Motivation: Stay human for seven more years, kill Sid
Critter Type: Demon
Attributes: Str 6, Dex 5, Con 5, Int 3, Per 3, Will 4
Ability Scores: Muscle 18, Combat 16, Brains 12
Life Points: 70
Drama Points: 5
Special Abilities: Demon (Brotherhood of Seven)

Name	Score	Maneuvers	
		Damage	Notes
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	18	Bash
Punch	16	16	Bash



Name: Chaos Demon
Motivation: Sow chaos
Critter Type: Demon
Attributes: Str 5, Dex 4, Con 5, Int 3, Per 3, Will 3
Ability Scores: Muscle 16, Combat 14, Brains 12
Life Points: 50
Drama Points: 7
Special Abilities: Demon (Chaos)

Name	Score	Damage	Maneuvers	Notes
Antlers	14	18		Slash/stab
Dodge	17	—		Defense action
Grapple	16	—		Resisted by Dodge
Kick	13	15		Bash
Punch	14	13		Bash



CHAOS DEMONS

Spike: So, we got to Brazil, and she was . . . she was just different. I gave her everything: beautiful jewels, beautiful dresses with beautiful girls in them, but nothing made her happy. And she would flüirt! (sniffs) I caught her on a park bench, making out with a CHAOS Demon! Have you ever seen a Chaos Demon? They're all slime and antlers. They're disgusting.

—3.8 *Lovers Walk*

Can't say we know a bunch about these folks. Still, from what we do know, it seems reasonable to assume that Chaos Demons fall under the neutral category of demon. They probably aren't so much concerned with working evil and destroying the world as they are with being agents of chaos (much like Vengeance Demons are concerned with their particular niche of vengeance). They most likely say that it's the natural way of things—order tends towards chaos. We imagine that Chaos Demons go on about Entropy and the Second Law of Thermodynamics and the fact that the “centre” cannot hold.

Well, they would if they weren't so mellow about everything.

We are guessing that the presence of Chaos Demons causes things to fall apart, or at least things in their particular niche. Spike and Drusilla's relationship ended when Dru encountered a Chaos Demon in South America. Perhaps he was the Demon of Ending Romance. There might be Chaos Demons who specialize in getting folks fired, evicted, or making people lose their friends. If you decide to go this route, the exact nature of the chaos brought forth by these demons is up to you, but they are walking bad luck charms. This Chaos Power (see p. 129) is why they are so unpopular. That, and the whole slime

(grants a +3 bonus to Dodge rolls) and antlers things. It is really disgusting (Attractiveness -5, at least).

DRAGON

Dawn: I know. Buffy, I know about the ritual! I have to stop it.

Buffy: No!

Dawn: I have to! Look at what's happening!

—5.22 *The Gift*

The dragon was an otherworldly creature that came through one of the dimensional rifts created when the Key was activated by a follower of Glorificus. In less meta-physical words—when Doc was slashing Dawn with a very sharp knife and making her bleed. Each drop of Dawn's blood created a new rift, hell fortresses sprouted on Main Street, and undead demons crawled up from chasms in the street. It was bad.

Dawn was for all intents and purposes a mystical clone of Buffy. So far as magic was concerned, their blood was the same. The only way the rifts could be closed was for the Key to die, but Buffy gave her own life instead and this was good enough. The barriers between worlds were once more in place and Sunnydale no longer had otherworldly fortresses downtown. Any nasty-type visitors still near the locus of the inter-dimensional rifts were sent back to their home worlds, but some creatures had time to wander outside of this effect.

The dragon flew through a dimensional rip in the sky and promptly headed for the mountains. By the time Buffy's sacrifice restored the status quo, the dragon was no doubt busy looking for a new den in the Santa Ynez Mountains. For all we know, it's still loose in Los Padres National Forest where it lives on a diet of wild animals



Name: Dragon
Motivation: Fly, eat, avoid getting slain
Critter Type: Mythical Beast
Attributes: Str 15, Dex 6, Con 6, Int 1, Per 3, Will 5
Ability Scores: Muscle 36, Combat 18, Brains 10
Life Points: 150
Drama Points: 2
Special Abilities: Armor Value 10, Attractiveness -8,
 Breathe Fire, Claws, Flight (24 yards per
 second/50 mph), Increased Life Points

Name	Score	Maneuvers	
		Damage	Notes
Bite	16	50	Slash/stab
Claw	18	35	Slash/Stab
Dodge	18	—	Defense action
Flame	18	35	Fire damage; 10-yard area of effect



and lost hikers. Most likely, the dragon isn't evil per se—it's just big and hungry.

The dragon looks like . . . well . . . a dragon. Y'know, giant reptile with wings and horns. It can fly reasonably fast (which should be impossible for a critter that size, but we are talking about a magical creature here) and is able to breathe fire at objects up to ten yards away (this can be increased by five yards for every Drama Point it spends). We'd like to think that the preferred method of killing dragons back in their home dimension involves horses, lances, and big ass swords. The way we have it set up, dragons are tough and difficult to kill, but at least they are large targets. Any targeting penalties are reduced by three. So if a Slayer attempted to lop off the dragon's head, she would have a -2 modifier instead of the usual -5 (assuming she had a big enough sword, that is).

FYARL

Xander: That's the thing that attacked me.

'Willow: A Fyarl demon. Sort of a foot soldier type, works for other demons lots of the times. Very strong . . . ugh! And hey, mucus.

Buffy: Mucus?

—4.12 A New Man

Big, tough, and dumb as a bag of rocks, Fyarl demons are useful as minions for Big Bad types. They speak their own language and have their own culture (mostly centered around hitting things). They are also nigh-invulnerable. Normal attacks certainly cause them a great amount of pain, but only silver can actually harm them. Even then, they are too stupid to know when they are hurt and thus have Increased Life Points.

Name: Fyarl
Motivation: Crush, Kill, Destroy
Critter Type: Demon
Attributes: Str 7, Dex 3, Con 6, Int 1, Per 2, Will 2
Ability Scores: Muscle 20, Combat 15, Brains 8
Life Points: 80
Drama Points: 2
Special Abilities: Demon (Fyarl)

Name	Score	Maneuvers	
		Damage	Notes
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Head Butt	13	24	Damage from horns
Mucus	15	—	Paralysis
Punch	15	18	Bash



As if this wasn't tough enough, did we mention the paralyzing mucus? Fyarl can shoot a stream of mucus out of their nose that hardens fast and restrains their enemies (use pistol ranges). To escape, a victim must roll her Strength (doubled) and gain six Success Levels. If she fails, her Dexterity is reduced by four. The mucus attack may be repeated until the victim's Dexterity reaches zero, at which point she is completely paralyzed. Probably want to avoid standing in front of a Fyarl when it sneezes.

Finally, Fyarl demons are ugly city! Attractiveness -4 is not overstating things.

GAVROK SPIDERS

Mayor: Mmm. My god, what a feeling. The power of these creatures. It suffuses my being. I can feel the changes begin. My organs are shifting, changing, making ready for the Ascension. Plus these babies are high in fiber. And what's the fun in becoming an immortal demon if you're not regular, am I right?

—3.21 Graduation Day - Part One

Gavrok Spiders are black insectile creatures roughly the size of a large lobster or rat. Individually, they are not much of a threat. Don't get us wrong—they are larger than an insect has any right to be so there is a definite wiggins factor involved, but a simple knife thrust is usually enough to kill them. Unfortunately, they are rarely encountered individually.

These demons have an Armor Value 1 and the Wall Crawl ability at level two (see p. 134). Given their small size, they also have a reduced number of Life Points. Finally, they are skeezy in a big way (Attractiveness -6).

Since the only box of Gavrok Spiders that we are aware

of contains five billion of the ickies, we are guessing that they live in their own pocket dimension, and the box is simply a cover for an inter-dimensional portal. There may be other ways to access the Gavrok Spiders' home dimension, but really, why would you want to? Every Turn that the lid of the box is left open, one to five Gavrok Spiders escape (D10/2 if you don't want to just pick a number). A careless individual might allow an entire city to be decimated by such creatures if she left the box open for too long.

Gavrok Spiders could be used by a Big Bad as an uncontrollable swarm of demon bugs bent on widespread devastation, as a recurring nasty to keep the Good Guys on their toes, or simply as hard-to-find ritual ingredients. One of the steps to Ascension is the Ritual of Gavrok. This occurs after the potential Ascendee has already achieved invulnerability. Several Gavrok Spiders are ritually eaten, which prepares the body for its eventual transformation into a True Demon. Safety tip: eating a Gavrok Spider should definitely not be attempted by those without the prerequisite invulnerability.

GHORA

Dawn: Can you buy it, this . . . egg, or—

Doc: If it was as easy as making an omelet, everyone would try it. No, you have to steal the egg from the nest of the demon. And the Ghora won't be happy about it.

—5.17 Forever

Ghora demons look like large, three-headed dinosaurs. Like other animalistic demons, it seems they prefer to spawn near a Hellmouth. Ghora spend time underground in a nesting chamber, protecting their eggs until the newborns hatch. As we have never seen one above

Name: Gavrok Spider
Motivation: Eat or be eaten
Critter Type: Demonic Bug
Attributes: Str 1, Dex 4, Con 3, Int 0, Per 2, Will 1
Ability Scores: Muscle 8, Combat 14, Brains 8
Life Points: 20
Drama Points: 0
Special Abilities: Demon (Gavrok Spider)

Name	Score	Maneuvers	
		Damage	Notes
Bite	14	5	Slash/stab
Dodge	14	—	Defense action



Name: Ghora
Motivation: Spawn near Hellmouth, protect the eggs
Critter Type: Demon
Attributes: Str 10, Dex 4, Con 6, Int 1, Per 5, Will 3
Ability Scores: Muscle 26, Combat 14, Brains 10
Life Points: 100
Drama Points: 1
Special Abilities: Demon (Ghora)

Name	Score	Maneuvers	
		Damage	Notes
Bite	14	33	Slash/stab
Dodge	14	—	Defense action
Claw	14	23	Slash/stab



ground (and it seems likely that a dino out on a promenade would cause some stir), it may be that they very rarely come to the surface world. That should make them pretty easy to avoid. On the other hand, Ghora eggs are powerful magical triggers, so the surface world sometimes comes to them.

There are a few resurrection spells out there, but nearly all of them result in something that's a pretty far cry from your former loved one. Whether it is a mindless drone or a reasonably intelligent being, the raised being is still an ambulatory corpse (hopefully without the stench to match). Using a Ghora egg during the resurrection ritual significantly improves the chance that the risen one will be more like she was before the whole death thing. Now, there is still a good chance that the resurrected person comes back wrong, but it appears that the severity of that wrongness is lessened by using the Ghora egg. Hey, true resurrection may involve an Urn of Osiris and a powerful Witch who at least has half

a clue about what she is doing, but Ghora eggs are the way to go for the amateur raiser of the dead.

Ghora have thick skins with an Armor Value 3 and a toughness measured in Increased Life Points. Their monstrous look results in an Attractiveness -8.

GLARK GUHL KASHMA'NIK

Spike: Oh, balls. You didn't say the thing was a Glark Guhl Kashma'nik.

Xander: That's 'cause I can't say Glarma—

—6.17 Normal Again

The Glark Guhl Kashma'nik demon appears as a waxy-skinned humanoid with big eyes and a black cape (Attractiveness -4). They are tough and benefit from Increased Life Points. The main weapons of the Glark Guhl Kashma'nik are two thin stingers that emerge from its wrists. People wounded by these babies experience severe

Name: Glark Guhl Kashma'nik
Motivation: Be evil
Critter Type: Demon
Attributes: Str 7, Dex 6, Con 5, Int 2, Per 3, Will 3
Ability Scores: Muscle 20, Combat 17, Brains 12
Life Points: 80
Drama Points: 3
Special Abilities: Demon (Glark Guhl Kashma'nik)

Name	Score	Maneuvers	
		Damage	Notes
Dodge	17	—	Defense action
Grapple	19	—	Resisted by Dodge
Punch	17	19	Bash
Wrist Stinger	17	12	Slash/stab, plus poison



Name: Hellhound
Motivation: Attack as trained
Critter Type: Demon
Attributes: Str 4, Dex 6, Con 4, Int 2, Per 7, Will 3
Ability Scores: Muscle 14, Combat 16, Brains 12
Life Points: 50
Drama Points: 1
Special Abilities: Demon (Hellhound),
Wild Card (Tracking) 5

Name	Score	Damage	Maneuvers
			Notes
Bite	16	12	Slash/stab
Claw	16	12	Slash/stab
Dodge	16	—	Defense action
Pounce	14	11	Slash/stab; use Slam-Tackle effect



hallucinations. The only way to cure these hallucinations is by finding the Glark Guhl Kashma'nik and creating an antidote from a sample of its own poison. If the stinger is brewed with some alkanet root and nettle leaves, the resulting concoction causes the hallucinations to cease.

The poison is a Strength 9 venom, so the victim must beat a score of 18 with her Constitution (doubled) roll to avoid its effects. Apart from the damage caused by being stabbed, the poison decreases the victim's Perception one level per Turn. Once Perception is reduced to zero, the victim begins to experience hallucinations. These become increasingly frequent until an antidote can be administered. The nature of these hallucinations varies, but they all attack the victim's sense of self. Buffy thought that her life as a Slayer was a delusion and that she had actually spent the last six years in an insane asylum in Los Angeles. Cast Members might have the same hallucination, or they could experience waking up from a coma where they experienced a vivid dream about hunting monsters. They might come to believe that their slaying life was part of an experimental virtual reality experiment. Maybe they will even believe that they are merely characters in some roleplaying game. The possibilities for messing with your players' minds are endless.

HELLHOUNDS

Tucker: Gotta have a redundancy system. Any "incompetent" knows that. My three fiercest babies are on their way to the dance right now. You think formal wear makes them crazy? Wait till they see the mirror ball.

—3.20 *The Prom*

Hellhounds are vicious bestial demons trained solely to kill. They were bred as demon foot soldiers during a series of extra-dimensional conflicts known as the Machash Wars. They feed off the brains of their foes—this is in fact their only source of food. Just as vampires do not necessarily need human blood to survive, a Hellhound can live off the brain of any animal (cow brains are a popular option for human magicians raising their very own own pack). Hellhounds are easy enough to train, at least in terms of what kind of target they attack. Once a Hellhound has learned to recognize a particular type of target, it seeks that target out and fiercely assaults it.

Hellhounds appear as demons who crawl on all fours. They are spotted, have long tails, and sparse manes (Attractiveness -6). They are not particularly canine in appearance, but they do act like dogs (which is why they are called Hellhounds). In some demon dimensions (Pylea for instance), they have actually assumed the niche occupied by dogs in our world. They are used to hunt, to herd, and sometimes even as pets. They could probably even be trained to attack only vampires, though it doesn't seem that anyone has actually tried that.



Name: Hellions
Motivation: Raise hell baby!
Critter Type: Demon
Attributes: Str 5, Dex 6, Con 5, Int 3, Per 4, Will 4
Ability Scores: Muscle 16, Combat 15, Brains 13
Life Points: 56
Drama Points: 3
Special Abilities: Demon (Hellion), Driving 5+

Maneuvers			
Name	Score	Damage	Notes
Big Knife	15	19	Slash/Stab
Choke	16	8	Bash; must Grapple first
Chain	15	14	Bash; may also be used to Disarm
Claws	15	14	Slash/stab; bladed glove, not natural claws
Disarm	13	—	Resisted by Parry
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Kick	14	15	Bash
Parry	15	—	Defense action
Punch	15	14	Bash



HELLIONS

Dawn: 'Who are they?

Spike: Hellions . . . Road pirates. They raid towns. Use 'em up, burn 'em down. Usually backwaters. Any place . . . any place they think is vulnerable.

—6.2 *Bargaining - Part Two*

The Hellions are a group of demon bikers who prey on defenseless towns. They have long ears, fangs, demonic features, and many piercings. The group is led by a demon named Razor (Combat 17), who is something of a cross between Marlon Brando in the "The Wild Bunch" and Darth Maul (only meaner). The rank and file include demons with names like Mag and Klyed. They all wear leather, ride motorcycles, and enthusiastically ravage and pillage with a passion not seen since the days of Attila the Hun.

The Hellions enjoy using weapons and can wield anything you feel is appropriate. Still, they prefer hand weapons instead of guns. They also grow big and thus have Hard to Kill 2 as part of their Demon Quality. Finally, they aren't going to win any beauty pageants anytime soon (Attractiveness -4).

The bikers attacked Sunnydale when they learned that the Slayer was dead, but left as soon as she got better. There are still Hellions at large, riding their motorcycles and causing mayhem. They are just waiting for you to use them as Subplot villains.

LEI-ACH

Glory: You have the cutest little suppurating sores! Has anyone ever told you that?

—5.6 *Family*

The Lei-Ach demons were once a proud warrior race, but like many proud warrior races (especially demonic ones) they have fallen on hard times. These monsters feed by sucking the bone marrow from living beings. In the past, this was the bone marrow of a mighty warrior who had been defeated. Now it is more likely bone marrow from a homeless person or a hospital patient.

The Lei-Ach appear as humanoids with pale white faces, long tangled hair, and red pussy sores (Attractiveness -8). With their pasty complexions and frequent red sores on the end of their noses, they look a little bit like clowns from hell. As if clowns weren't scary enough for impressionable young Xanders! They communicate in growls and track through scent (this is why they stick out their tongues like snakes when hunting). They are nasty pieces of work with Increased Life Points and make great minions (for an evil Big Bad into that kind of thing).

LEPRECHAUNS

There's no such thing as leprechauns. Everybody knows that. Well, we haven't seen one yet on Buffy anyway. You're on your own here.

Name: Lei-Ach
Motivation: Suck bone marrow
Critter Type: Demon
Attributes: Str 6, Dex 7, Con 6, Int 3, Per 4, Will 4
Ability Scores: Muscle 18, Combat 17, Brains 14
Life Points: 70
Drama Points: 3
Special Abilities: Demon (Lei-Ach),
 Wild Card (Tracking) 5

Name	Score	Maneuvers Damage	Notes
Choke	18	10	Bash; must Grapple first
Dodge	17	—	Defense action
Grapple	19	—	Resisted by Dodge
Kick	16	18	Bash
Punch	17	17	Bash



MANGY SIMIAN-LIKE MONSTER

Buffy: Demons. Three big apey things.

*Xander: Here? No. Not here. Not at my job.
 That's your job.*

*Buffy: I can't help where the forces of darkness
 attack me, Xander.*

—6.5 *Life Serial*

These are three-fingered, clawed, ape-like things (Attractiveness -6) summoned by Andrew when the Nerd Herd decided to test the Slayer. Green-skinned, they have tentacles for hair and a vertical fanged slit for a mouth.

They dress in rags and really . . . when you think about it don't look all that much like apes. Then again, they don't look much like anything else either. They are simple creatures that can be summoned with a ritual panpipe to attack whoever their master wants attacked.

These critters turn into a gelatinous mass when killed. This almost instantly becomes a puddle and then a damp spot. Much easier to deal with than demons who leave corpses, unless a Cast Member actually needs proof that she was attacked by a group of demons.

Name: Mangy Simian-Like Monster
Motivation: Kill before melting
Critter Type: Demon
Attributes: Str 5, Dex 5, Con 5, Int 2, Per 2, Will 2
Ability Scores: Muscle 16, Combat 16, Brains 9
Life Points: 50
Drama Points: 1
Special Abilities: Demon (Mangy Apey)

Name	Score	Maneuvers Damage	Notes
Bite	16	19	Slash/stab; must Grapple first
Claws	16	14	Slash/stab
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge



Name: Miquot Clan Member
Motivation: Uphold the Miquot name by cutting people up
Critter Type: Demon
Attributes: Str 5, Dex 5, Con 5, Int 2, Per 2, Will 2
Ability Scores: Muscle 16, Combat 16, Brains 10
Life Points: 50
Drama Points: 2
Special Abilities: Demon (Miquot Clan)



Name	Score	Maneuvers Damage	Notes
Bone Knife	16	19	Slash/stab
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	16	Bash
Punch	16	14	Bash
Thrown Knife	15	18	Slash/stab; range 12 yards

Miquot Clan

Mr. Trick: We all feel the desire to win, whether we're human . . . vampire . . . or . . . whatever the hell you are, my brother. You got them spiny-looking head things. I ain't never seen that before.

Kulak: I am Kulak, of the Miquot clan.

Mr. Trick: Isn't that nice.

—3.5 Homecoming

Kulak of the Miquot clan was a yellow demon with stegosaurus-looking plates running over the top of his head (Attractiveness -4). He had the ability to exude big bony knives (3 x Strength base damage) from his wrists. He could only create two at a time (since he only has two wrists) and when he was done with them he reinserted them into his wrists. This made it much easier to smuggle them through the airport, but that's a rather moot point when you are a bright yellow, spiny-headed demon.

The Miquot are yet another proud race of demon warriors. Their ability to pull sharp weapons from their arms makes them dangerous, but they are not the brightest lights in the demonic firmament. Kulak met his demise trying to escape a thrown hand grenade by jumping into a boarded-up window. Still, we're going to say that where one of the Miquot clan dies, two more rise to take his place. That way there's never a shortage of bright yellow, spiny-headed guys throwing bony knives around.

An interesting twist on the Miquot is to allow them to make more than two knives, so that they can hurl bony knives with a deadly accuracy one after another.

Mok'Tagar

Buffy: Kathy's evil. I'm an evil fighter. It's simple . . . I'm gonna have to kill her.


—4.2 Living Conditions

The Mok'Tagar are a race of inter-dimensional travelers. In their natural form, they appear as skinless humanoids with ratlike teeth and blue eyes that glow with a supernatural light when they are angry or excited (Attractiveness -6). They are rarely encountered in all their glistening red glory because they can take any form, even that of a human. Any Mok'Tagar who plans to stay in a particular dimension for any length of time will be wearing a flesh suit. This is why Buffy's first college roomie, Kathy, appeared normal until Buffy ripped her face off. The varying exterior poses no problem for other Mok'Tagar—no matter what form a hidden one takes, she can always be identified by her lack of a soul.

Kathy tried to throw off the other Mok'Tagar by stealing Buffy's soul. If the plan had worked, Buffy would have been the soulless one dragged back to the Mok'Tagar realm while Kathy continued her college studies and Celine Dion obsession. The soul-sucking Ritual of Mok'Tagar (which may be known by all or only some of the race) involves scorpions and pouring animal blood down the victim's throat. This must be done over a series of nights—as the victim loses more of her soul she becomes meaner and more impulsive. Her actions seem irrational and almost sociopathic, unless of course her friends realize that someone is trying to steal her soul.

Name: Mok'Tagar
Motivation: See different worlds
Critter Type: Demon
Attributes: Str 7, Dex 6, Con 8, Int 4, Per 6, Will 4
Ability Scores: Muscle 20, Combat 17, Brains 14
Life Points: 70
Drama Points: 5
Special Abilities: Demon (Mok'Tagar)

Name	Score	Maneuvers		Notes
		Damage		
Choke	20	12		Bash; must Grapple first
Dodge	17	—		Defense action
Grapple	19	—		Resisted by Dodge
Kick	16	20		Bash
Punch	17	19		Bash



The Mok'Tagar are long-lived. In fact, they are not even considered full adults until they have reached their thousandth year. This long life span is in part due to their regenerative abilities (eight Life Points per hour). Mok'Tagar parts continue to grow even if they are cut away from the demon (which might give someone the wiggles if they pay really close attention to a Mok'Tagar's toe nail clippings). The more powerful can float across a room and teleport through a door, but all of them have the Dimensional Travel power (see p. 129).

NEZZLA


Warren: Careful! Only Nezzla demons can pass through the barrier. Everything else gets curly-fried.
Jonathan: This sucks.

—6.19 *Seeing Red*

Nezzla demons are the guardians of the Orbs of Nezzla'khan, and can be found in one of the many tunnels north of Sunnydale. The location is a secret that can only be discovered with a magic amulet, a map, and a beam of light (the kind of thing archeologists from the University of Chicago have to do every time they try to find some lost holy relic). Even if the location of the Nezzlas' chamber is discovered, there is still the barrier to consider. Only a Nezzla demon can pass safely through the barrier to the chamber that contains the Orbs of Nezzla'khan—anything or anyone else is vaporized. The Nerd Herd got around this is by killing and skinning a Nezzla and dressing Jonathan in the demon's still-fresh hide. Can you say ick? This was enough to fool the barrier into thinking that Mr. Levinson was just another Nezzla, though this ruse probably cost a Drama Point to pull off successfully.

Name: Nezzla
Motivation: Guard the Orbs of Nezzla'khan
Critter Type: Demon
Attributes: Str 8, Dex 4, Con 6, Int 3, Per 3, Will 5
Ability Scores: Muscle 22, Combat 16, Brains 14
Life Points: 80
Drama Points: 3
Special Abilities: Demon (Nezzla)

Name	Score	Maneuvers		Notes
		Damage		
Dodge	16	—		Defense action
Grapple	18	—		Resisted by Dodge
Punch	16	20		Bash





The Nezzla have tough hides with Armor Value 5. Their tough interiors are measured with Increased Life Points. Finally, their looks are pretty tough on a viewer (Attractiveness -6)

serious cojones!

The Orbs of Nezzla'khan are mystical artifacts that grant whoever carries them superhuman strength and serious toughness. The orb holder gains Strength +15, Life Points +100, and Armor Value 20. This allows the holder to flip armored vans on their side, go mano a mano with the Slayer, and beat up everyone who was ever mean to her in High School. The effects only last as long as the orbs are on a person—at least in a jacket pocket or a clip pouch. The effects also end as soon as the orbs are destroyed (and powerful though they are, these mystical artifacts are pretty easy to smash).

ORDER OF TARAKA

Giles: They're a breed apart, Buffy. Unlike vampires they have no earthly desires, but to collect their bounty. They find a target, and, uh . . . they eliminate it. You can kill as many of them as you like, it won't make any difference. Where there's one, there will be another, and another. They won't stop coming until the job is done.

—2.9 *What's My Line?* - Part One

The Order of Taraka is not a race of demons, but an clan of assassins that dates back to the reign of King Solomon. Their ranks include both demons and humans. Some are fierce monsters who attack immediately; some are patient killers who look perfectly normal until they strike. It is impossible to reason with them, they can't be bought off, and they show no mercy. They could be the neighborhood grocer or the newspaper boy or the giant ogre that shows up unexpectedly at a picnic.

Two of the assassins from the Order of Taraka are presented nearby. Octarus is a big tough human (P) with one good eye (nobody is too sure what the other eye sees). Norman Pfister comes from a demon race that can look human or disembody into a writhing mass of worms. With nearly complete Invulnerability, this nasty can only be killed in his disembodied.

These two can be used as a basis for Taraka assassins, though you are encouraged to come up with your own. Almost anything is possible, though they should all have a Combat Score of 15 or more. These are professional killers after all.

Getting the Order to stop once contracted is a whole other issue. Once Buffy and her friends dispatched a few, they were called off. Perhaps Spike changed his mind or maybe their price kept rising with each subsequent death. It's interesting to speculate about the Order still gunning for the Scooby Gang. Some or even most of the seemingly random collections of rampaging monsters might not be so random after all. Hmmm.


Name: Octarus
Motivation: Get the job done at all costs
Critter Type: Human?
Attributes: Str 6, Dex 5, Con 6, Int 3, Per 4, Will 4
Ability Scores: Muscle 18, Combat 17, Brains 14
Life Points: 58
Drama Points: 3
Special Abilities: Attractiveness -2, otherwise just a big tough one-eyed badass

Name	Score	Maneuvers Damage	Notes
Choke	18	10	Bash; must Grapple first
Dodge	17	—	Defense action
Grapple	19	—	Resisted by Dodge
Kick	16	18	Bash
Punch	17	17	Bash



Name: Norman Pfister
Motivation: Get the job done at all costs
Critter Type: Demon
Attributes: Str 2, Dex 3, Con 3, Int 2, Per 2, Will 2
Ability Scores: Muscle 10, Combat 15, Brains 13
Life Points: 30
Drama Points: 3
Special Abilities: Demon (Buggy), Influence 5
 (the whole salesman act)

Name	Score	Maneuvers	
		Damage	Notes
Swarm	15	14	Slash/stab
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Punch	15	8	Bash



QUELLER

Xander: I still don't get why we came here to get info about a killer snot-monster.

Giles: 'Because it's a killer snot-monster from OUTER SPACE. (beat) I did not say that.

—5.9 *Listening to Fear*


Most demons dwell underground. When the Queller is summoned, it appears from above. The Queller enters our world inside a meteor that crashes near the place it was summoned. The hollow meteor cracks open to reveal the demon itself—an ugly little slug with tiny arms and a round lampreyish mouth full of fangs (Attractiveness -8). The Queller doesn't bite its victims though. Instead, it spews a vile smelly dark mucus. This hardens over the victim's face and results in suffocation (much like a Choke maneuver). The mucus shell soon dissipates, but a mouth full of dark smelly snot remains.

Queller demons attack anyone they come across, but their main targets are the insane and the brain-damaged. It's not clear why Queller seek out those patients. Perhaps they feed on the madness, or the impaired are easier targets, or altered brain waves act as a giant homing beacon (hey, it could happen). In any event, the demons innately sense them, and then kill all such people in a given area, as well as anyone who gets in its way. Because of this, Sorcerers and Shamans have been known to bring down a Queller from the heavens whenever there is an outbreak of madness. The Queller showed up in Sunnydale when Ben called it in an effort to cover up for Glory, whose brain sucking activities were causing something of an outbreak of madness.

These demons have a tough skin with an Armor Value 3 and have the Wall Crawl ability at level two (see p. 134).


Name: Queller
Motivation: Murder the mad
Critter Type: Demon
Attributes: Str 5, Dex 4, Con 5, Int 2, Per 4, Will 2
Ability Scores: Muscle 16, Combat 14, Brains 13
Life Points: 50
Drama Points: 2
Special Abilities: Demon (Queller)

Name	Score	Maneuvers	
		Damage	Notes
Dodge	14	—	Defense action
Grapple	16	—	Resisted by Dodge
Punch	14	8	Bash; base damage 1 x Strength
Snot	16	8	Must Grapple first; no defense action; treat as Choke



Name: Rwasundi
Motivation: Be evil and temporally nonlinear
Critter Type: Demon
Attributes: Str 4, Dex 4, Con 4, Int 3, Per 3, Will 3
Ability Scores: Muscle 14, Combat 14, Brains 14
Life Points: 42
Drama Points: 3
Special Abilities: Demon (Rwasundi)

Name	Score	Damage	Maneuvers	Notes
Dodge	14	—		Defense action
Grapple	16	—		Resisted by Dodge
Punch	14	11		Bash



RWASUNDI

Anya: The Rwasundi. Very rare. Their presence in our dimension creates a kind of localized temporal disturbance.

Buff: That's why time went all David Lynch?

—6.13 Dead Things

On the surface, the Rwasundi look like any other kind of demon—really ugly guys with fangs, claws, and robes (Attractiveness -5). Actually, they are quite rare. The Rwasundi exist outside of the normal time continuum and in fact perceive time in a completely non-linear way. When they do manifest in our dimension, they automatically create a small Temporal Disturbance (see p. 133). Everyone in the area experiences serious disorientation as the perception of time starts to become non-linear.

Rwasundi only come to this dimension when summoned by a Sorcerer. They will retreat to their home realm as soon as possible (which is kind of ironic since they perceive time in a completely different way, but there you go). Given that the Nerd Herd didn't just send them off on another attack, it may be that they can only be called once, or only once in a long while.

SOBEKITE SPAWN

Dreg: He is arisen.

Glory: 'Bout damn time.

—5.8 Shadow

Sobekites were reptile worshippers who formed the Temple of Sobek a few thousand years ago in Egypt. They were led by a high priest named Khul who had great mystical powers. He forged an amulet with a transmuting crystal, which allowed him to change

living things into . . . well . . . other kinds of living things. Once the Sobekites started to get the hang of it, they decided to transmutify a race of reptile creatures. Each different species had a different "blood stone." The one used by Glory to hunt for the Key was a cobra stone.

All it takes is a Khul's Amulet, a blood stone, a ceremonial urn, and some invocations in Arabic (ancient, we presume—English translation is purely for effect) to Sobek to turn an ordinary cobra into a huge snake mon-

create the hunting snake of sobek

QUICK CAST: No

POWER LEVEL: 6

REQUIREMENTS: Khul's Amulet, a Sobekian Bloodstone, a large container of ceramic or stone, and a snake of the kind specified by the bloodstone. Place the snake and the bloodstone in the container and chant an incantation while holding Khul's Amulet and chanting in Arabic over the mouth of the container.

EFFECT: This spell transmogrifies a specific type of snake into a large demonic servant. The snake demon is completely loyal to its creator (as long as the caster doesn't mess up the ritual—if she screws up, the snake likely tries to eat her) and possesses keen supernatural senses. These snakes can sense and locate supernatural manifestation unfindable by other means. The only limit on this spell is that a given bloodstone can be used only once, and these bloodstones are quite rare—Egyptian priests skilled in dark magics inscribed them all long ago.

Name: Sobekite Spawn
Motivation: See what is hidden, serve Sobek, carry out commands
Critter Type: Transmogrified Cobra
Attributes: Str 10, Dex 5, Con 6, Int 1, Per 6, Will 2
Ability Scores: Muscle 26, Combat 16, Brains 12
Life Points: 80
Drama Points: 1
Special Abilities: Increased Life Points, Invulnerability (Minor), Wild Card (Tracking) 6

Name	Score	Maneuvers Damage	Notes
Bite	16	34	Slash/stab
Dodge	16	—	Defense action
Claw	16	24	Slash/stab



ster with two clawed hands (Attractiveness -7) and the ability to see through the kind of reality alterations that make the Key look like the Slayer's little sister (a transmogrified canine could have done the same thing, but it requires a completely different set of items and incantations). The Spawn of Sobek are also immune to illusionary magic.

The Quick Sheet nearby runs down the specs on a cobra Sobekite Spawn. The attacks and capabilities should vary depending on which species is transformed. For example, one created from a constrictor would have Grapple and Choke instead of Bite. Other species might be able to swim, or have potent venom, etc.

SUVOLTE

Sam: It came here to the Hellmouth to, to spawn. But we think it already hatched its eggs somewhere.

Riley: And the plan was to track it. Let the demon take us to its nest.

Dawn: And . . . now they're gonna hatch a bunch of . . . baby demon things?

Sam: Unless we stop it.

Buffy: Which means we have to find the nest, and fast, before Sunnydale turns into the Trouble Meat Palace. (beat) I wish I'd said something else.

—6.15 As You Were

Name: Suvolte
Motivation: Breed and destroy
Critter Type: Demon
Attributes: Str 7, Dex 5, Con 6, Int 1, Per 2, Will 2
Ability Scores: Muscle 20, Combat 15, Brains 8
Life Points: 80
Drama Points: 1
Special Abilities: Demon (Suvolte)

Name	Score	Maneuvers Damage	Notes
Bite	15	25	Slash/stab
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Claw	15	18	Slash/stab





The Suvolte is a nearly extinct monster that came to Sunnydale from Central America to spawn (yet another demonic creature who seems to prefer to bear young near a Hellmouth). They are big, tough, strong, and stupid with sharp talons and massive bestial heads (Attractiveness -6). Suvolte lay about a dozen eggs in a single clutch. The baby Suvolte start killing as soon as they hatch. Suvolte hatchlings resemble large insects (except with only four legs), but they quickly grow into their adult form and reaching full maturity within a couple months.

A criminal in Sunnydale known as the "Doctor" (okay, really Spike) planned to sell the Suvolte eggs on the black market (or whatever market contains the supernatural creature egg product segment). Suvolte would make horrible soldiers, but they make great bombs. Just drop a Suvolte on the enemy and let the massacre begin. Unfortunately, the eggs must be frozen to keep them from hatching prematurely, and Spike didn't do that. Buffy and Riley got to the nest just as the Suvolte were hatching and managed to blow up the baby demons. This resulted in part of Spike's place being blown up as well (which is a shame because he had it fixed up all nice and comfy—for a hole in the ground).

Suvolte have an Armor Value 5, Increased Life Points and the Leap power (see p. 131).

VAHRALL

Buffy: I'm telling you I've seen this somewhere before, I just can't remember where! I mean, it's like . . .

Giles: It's the end of the world.

Buffy/Xander/Willow: Again?!

—4.11 Doomed

Vahrall demons belong to yet another one of those apocalyptic cults dedicated to opening the Hellmouth. That's just so very popular with your more fanatic demon types—where do these bake-sale apocalyptic cults come from anyway? Vahrall are green-skinned critters with fangs (Attractiveness -5), a language that consists mostly of growls, a powerful pheromone signature (which makes them easy to track with Initiative toys), and a wardrobe out of the Middle Ages (some even wear chain mail). These gents are tough (Increased Life Points) and their symbol is a variation of an eye in a pyramid.

The actual ritual used to open the Hellmouth involves the blood of a man, the bones of a child, and the Word of Valios (a 15th Century talisman that Giles purchased at a Sorcerer's estate sale, though he thought it was just a cheap knock off). Once these ingredients are gathered, the Vahrall must perform the Sacrifice of Three. This sounds like it would involve killing three innocent humans, and that may be one way to go about it. Another way is the self-sacrifice of three Vahrall. You just can't get branded fanatical for mere sincere belief these days—you gotta be willing to go that extra mile (or leap).

Name: Vahrall
Motivation: Open the Hellmouth
Critter Type: Demon
Attributes: Str 6, Dex 5, Con 6, Int 3, Per 3, Will 4
Ability Scores: Muscle 18, Combat 18, Brains 12
Life Points: 70
Drama Points: 2
Special Abilities: Demon (Vahrall)

Name	Score	Maneuvers	
		Damage	Notes
Bite	20	23	Must Grapple first; no defense action
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Claw	18	17	Slash/stab





VENGEANCE DEMONS

Anya: I'm tired . . . of crying. I'm just so tired, D'Hoffryn.

D'Hoffryn: Oh, Anyanka. I'm sorry. But you let him domesticate you. When you were a vengeance demon, you were powerful, at the top of your game. You crushed men like him.

(Anya doesn't react.)

D'Hoffryn: It's time you got back to what you do best, don't you think?

—6.16 *Hell's Bells*

There is a dark and timeless realm outside of our reality where the lower beings hold court. This is the world of Arashmaharr, where demons are spawned. D'Hoffryn holds council there with other cloaked demons, observing events on earth through a mystic portal. This is also the home of the Vengeance Demons, those who have become demons to serve those who have suffered pain and loss. Vengeance Demons can detect when someone has had her heart broken—if that pain is powerful enough. Indeed, the demon is drawn to the sufferer. In the guise of a human, the Vengeance Demon interacts with the person whose pain has summoned her until that person expresses a wish. The demon grants the wish and returns to Arashmaharr until another chance comes to serve the pestilent gods with an act of vengeance carried out through the power of the Wish.

Vengeance Demons aren't exactly evil, but they certainly aren't entirely good either. Good and evil are not really important to a Vengeance Demon. The only thing that is important is vengeance itself. They see their calling as a noble one, righting the wrongs propagated by humanity. Some even prefer to be called Justice Demons (it sure sounds more just and true). But try telling that

to a guy turned into a thousand-pound meat zeppelin because of one indiscretion.

BECOMING A VENGEANCE DEMON

D'Hoffryn: You have much anger and pain. Your magic is strong, but your pain . . . it's like a scream that pierces dimensional walls. We heard your call.

Willow: I'm sorry. I'll try for a quiet rage. Bye.

D'Hoffryn: Our intention is not to quash your potential. (beat) Quite the contrary.

—4.9 *Something Blue*

As far as we know, Vengeance Demons all start out as human girls who were transformed into demons by D'Hoffryn. D'Hoffryn and his coterie appear to be able to sense when a person is suffering great emotional pain. If that woman decides to seek retribution through an act of vengeance, especially one involving magic, D'Hoffryn takes that woman to Arashmaharr and offers to make her an instrument of vengeance. Anyanka was called when she turned her boyfriend Olaf into a Troll for cheating on her (see p. 118). Willow was offered the chance to become a demon when a spell she cast almost killed the friends that ignored her pain after Oz left town in 4.9 *Something Blue*.

Women who accept D'Hoffryn's offer are made into powerful demons. They immediately gain the Vengeance Demon Quality and must pick an Obsession to go with it (see p. 136). They are also given a pendant which acts as a nexus for their powers. Woe be to the demon who allows her pendant to be destroyed.





4 Everything You Ever Dreaded Under Your Bed

Willow: Something evil crashed to earth in this and then broke out and . . . slithered away to do badness.

Giles: In all fairness, we don't really know about the slithered part.

Anya: Oh, no. I'm sure it frisked about like a fluffy lamb.

—5.9 *Listening to Fear*



There are demons, there are vampires, and then there's everything else.

Being the main character of a show called *Buffy the Vampire Slayer*, it should come as no surprise that Buffy spends much of her time fighting dead things. While the most common variety of post-mortem encounter is the vampire, the appeal of the world of the living to the dead is a strong one and that "whole sucking thing" is by no means the only way to come back from the grave. Buffy has also fought ghosts, spirits, mummies, and zombies.

But it's even stranger than that, Virginia. The Buffyverse, a world haunted by undead and demons, includes many things that aren't either. The spirits of wild animals, shape-shifters, strange fey creatures who steal hearts in the night and only die when the princess screams—all these and more are about.

While few non-vampire monsters are repeated on *Buffy*, we've taken the tack that the critters presented in this chapter can be viewed as examples of certain types of bads. No doubt each icky is different but, whenever possible, we've set up explanations with wider applicability. That way you Directors can take our specifics and expand on them to create your own unique Adversaries.

Now let's give those who ain't vamps or demons their due.





GHOSTS AND SPIRITS

Perhaps the easiest way to remain with the living in the Buffyverse is to become a ghost. No need to become a demon or invoke dark magic—a ghost is merely someone who died and now remains in this world as a spirit. Of course, the reason a ghost remains behind is usually something horrible that it wishes to make right. This often has to do with the way that the ghost died. So, if a Cast Member can interact with the dead and word gets out to that effect, she's going to find herself spending a lot of time helping dead people resolve their issues.

And ghosts are not the only spirits to be found in the Buffyverse. There are all sorts of incorporeal beings, many of which seem to be manifestations created by a particular action. It could be something mundane and tragic or it might be the result of a powerful ritual. It could even be a ritual that was conducted because of something mundane and tragic. The spirits can be even more dangerous than ghosts, though both types of creatures are generally driven by a particularly obsessive desire. Whether this is for forgiveness from a murdered teacher and lover, or retribution for the extermination of an entire race, or something completely different depends on the spirit in question.

In this section, we cover animated or possessed objects, poltergeists, and two kinds of spirits. Quite a line-up, don't you think?

ANIMATED OBJECTS

Buffy: So, you kill the demon and the curse is lifted, right?

Sid: That's the drill.

Buffy: You don't actually turn into a prince, do you? I-I mean, your body . . .

Sid: Is dust and bones. When I say free . . .

Buffy: You mean dead.

—1.9 *The Puppet Show*

The most important animated object that Buffy has encountered was a ventriloquist dummy enlivened by the spirit of a guy named Sid. Sid was a St. Louis detective who became a demon hunter and then a puppet when he got involved with the Brotherhood of Seven (see p. 38). After sixty years of having people put their hands in a hole in his back, Sid finally got his revenge. Sid shuffled off the timber coil and went to whatever afterlife awaited him.

Hard-boiled detectives with a talent for hunting demons are certainly not the only people to ever have their souls put in an inanimate object. Amy's mother got trapped in a cheerleading trophy, for instance. The stats below are for Sid, but they could easily be applied to a murderer trapped in a child's doll (if you have a yen for throwing that kind of thing at your Cast).

Sid may have been small, but he did have one thing going for him—being made out of wood. He's not going to bleed to death and isn't going to do much in the way of bruising. He takes no extra damage from Slash/stab weapons and reacts to bullets as a vampire does (see *BtVS Corebook*, p. 167).

Name: Sid
Motivation: Kill the last Brotherhood demon and end his curse
Critter Type: Animated doll
Attributes: Str 1, Dex 4, Con 2, Int 3, Per 4, Will 3
Ability Scores: Muscle 8, Combat 14, Brains 15
Life Points: 34
Drama Points: 3
Special Abilities: Attractiveness -2, Hard to Kill 4, Invulnerability (Minor)

Name	Score	Maneuvers	
		Damage	Notes
Big Knife	14	6	Slash/stab
Dodge	14	—	Defense action
Grapple	16	—	Resisted by Dodge
Kick	13	7	Bash
Punch	14	5	Bash





animated objects and possessed items

The Sid animated object entry gives some ideas about “life” as a non-fleshy being. The real stickler for game purposes is damage. Sid, being a plank of wood, and others like him react to damage much like your average dining table (see *Breaking Stuff*, *BtVS Corebook*, p. 123). Assume that each part of an animated wooden object takes three Success Levels of a Strength (doubled) roll to disable. You could smash Sid’s arm to splinters, but the rest of him would keep on without any disadvantages (short of being minus one arm). Then again, Sid should be seriously worried about Fire damage (double damage)—after all, he’s just walking kindling.

The same can be applied to other possessed items. If Amy’s mother suddenly became mobile, she’d be even harder to damage—what with being bronze and all. And beware of those suits of armor so common in spooky mansions. Punching one of those in the chops is going to do a number on those silky soft hands. Same goes for other creepy things—after all we’ve seen haunted doll’s houses, lamp-stands, deer-heads, chairs, beds and trees in various movies. You can check the equivalent substance on the *Breaking Stuff* table, see how much damage it can take, and use that as a guideline.

For those who want to get a little more gritty, each object can be said to have a Damage Capacity (the object’s “Life Points”). If the item takes more damage than its capacity, it is destroyed. Most objects also have an Armor Value (see *BtVS Corebook*, p. 121).

damage capacity of common objects

object	armor value	damage capacity
Wine Glass	0	1
Glass Bottle	1	5
Window	1	3-5
Dresser	3	5-10
Desk	5	30
Personal Computer	4	10-20
Door	5	30
Door Lock	6-8	10-20
Reinforced Door	10-15	40-60
Reinforced Lock	20-25	30-50
Wood Wall	5 + 1 per inch	20 per inch
Brick Wall	9 + 1 per inch	30 per inch
Concrete Wall	18 + 2 per inch	50 per inch
Ferroconcrete Wall	20 + 5 per inch	75 per inch
Steel Wall	30 + 5 per inch	100 per inch

What happens to the possessing spirit when the item is destroyed is up to you and the plot of the Episode. Is it freed by the destruction of the object, transferred to another nearby item, or still trapped in the shards of the item?





POLTERGEISTS

Mrs. Holt: They NEEDED to be reborn. You choose to pass judgment on me?

Giles: Well, someone ought to! You traumatized and, and abused these children, children who, who have no doubt become extremely disturbed adults! You have ruined lives, Mrs. Holt. Furthermore, what you did has now manifested itself as a, a malevolent presence which threatens still more lives! You have a great deal to answer for.

—4.18 Where the Wild Things Are

Most ghosts are what they seem—the restless spirits of dead humans. They move invisibly through the world, usually without the ability to affect the material in the slightest way (though there are some angry and powerful ghosts out there who can move physical objects or possess the living). Other “ghosts” are in fact merely apparitions. They are not the spirit of a person, but rather a mystical imprint of an event. A poltergeist might appear at a murder scene, endlessly repeating the tragedy that created it. A home for troubled children that was the scene of torture and repression for years might create a whole slew of apparitions, just waiting for some event to set them loose.

Poltergeists do need some kind of trigger to set them in motion. Magic or the presence of someone gifted with abilities like Sorcery or Psychic Visions may set them off. The trigger does not need to be supernatural though. The haunting of Lowell House was initiated by the Slayer and her Initiative boyfriend getting with the marathon

sex. Since Lowell House was the scene of sexual repression as well as torture, this was enough to start the William Castle shenanigans. Emotions were manipulated, vines grew out of the woodwork, people were thrown out doors, and earthquakes rumbled. Buffy and Riley remained for the most part unaware of their surroundings. The apparitions fed off of the couple and would have drained their life energy completely if not for a timely interruption by Xander and Anya.

Poltergeists have all of the ghostly powers listed in the *BtVS Corebook* (pp. 182-183). At the very least, they can move objects as if they had Sorcery-based telekinesis. The strength of the telekinesis is based on the Success Levels of the poltergeist’s Brains Score - 2 (without a repetition penalty). So the poltergeist below (which represents the apparitions created by the suffering at Lowell House) could move objects as if it had a Strength 5—enough to toss Xander out the front door. This was a particularly powerful apparition, created by years of abuse and fueled by a Slayer’s desire. A more typical poltergeist would have a Brains Score in the 13-16 range (telekinesis Strength 3-4; but how often is anything typical in the lives of the Cast Members?).

Moving objects is not the only thing that a poltergeist can do. It can possess a person and make her feel the extreme distress. At Lowell House, Tara angrily rejected Willow’s “sinful” manner and a girl named Julie hacked off her hair (Lowell House’s caretaker, Mrs. Holt, would cut off the girl’s hair to keep them vanity-free. Then again, she performed bathtub baptisms where the length of time spent underwater went right past spiritual renewal to the land of torture by drowning).

Name: Poltergeist
Motivation: Mad as Hell and not going to take it anymore
Critter Type: Poltergeist
Attributes: Str —, Dex —, Con —, Int 2, Per 3, Will 5
Ability Scores: Muscle —, Combat —, Brains 19
Life Points: —
Drama Points: 5
Special Abilities: Poltergeist

Name	Score	Maneuvers Damage	Notes
Grapple	21	—	Vines or chairs; resisted by Dodge
Possession	19	—	Victim behaves like those that suffered
Telekinesis	17	10	Bash or Stab/slash
Vine slash	17	10	Stab/slash; 19 Life Points each



A poltergeist could manifest in some form, though it usually appears as incorporeal illusions of those who suffered (like the girl who ran through Anya). It could also create physical manifestations, such as vines growing out of the woodwork (apply a -3 modifier to Fear Tests for that kind of freakiness). The manifestations have an attack and damage rating equivalent to the poltergeist's telekinetic abilities and can withstand damage equal to the poltergeist's Brains Score (though the apparition itself suffers no damage).

Actually defeating a poltergeist involves somehow bringing it some peace. The particulars are going to vary depending on the storyline, but this is a nice way to pit your players against something that can't be defeated by stomping liberally. Gotta use some gray matter for this one (ugh).

SPIRITS OF VENGEANCE

Hus: First people, who dwell in Mishupashup, hear me and descend, walk with me upon Itiashup again. Hear me also, Nunashush, spirits from below, creatures of the night . . . Take human form and join the battle. Bring me my revenge!

—4.8 Pangs

Before there were evil mayors or all-ages clubs full of indie bands and vampires, in fact before there was a Sunnydale at all, the area surrounding the Hellmouth was part of the Chumash Nation. When the Spanish arrived in California, the Chumash found themselves living in a Spanish colony. When the colony revolted and became the nation of Mexico, things suddenly got worse for the Chumash (all of which is explained in detail in *Welcome to Sunnydale*, plug, plug). The Chumash revolted against the Spanish, but the revolt was not very successful. Thought almost completely wiped out, the conquered and beaten people had one last hope. They had the vengeance spirit Hus.

Hus was attached to the sunken Sunnydale Mission (earthquakes in Sunnydale have a habit of burying places of worship), dormant until the mission was rediscovered by one Alexander LaVelle Harris. The spirit's first action was to curse Xander with all the diseases his people suffered under European rule (which is how Xander got the "funny" syphilis). Hus then went to the University Cultural Center, where he manifested around a Chumash knife. Once he had physical form, he went on to kill a professor and a priest. When Hus decided to go against the warrior of the enemy (otherwise known as Buffy Summers), he summoned lower beings to manifest on other Chumash weapons that he took. Buffy was at first sympathetic to Hus, agreeing that the obliteration of a thriving culture is a bad thing. Still, she ended up killing him.

Name: Hus
Motivation: Avenge the Chumash
Critter Type: Spirit
Attributes: Str 6, Dex 7, Con 6, Int 3, Per 4, Will 6
Ability Scores: Muscle 18, Combat 21, Brains 15
Life Points: 70
Drama Points: 4
Special Abilities: Attractiveness +3, Curse, Increased Life Points, Invulnerability, Summon Nunashush, Shape-shift

Maneuvers			
Name	Score	Damage	Notes
Axe	21	36	Slash/stab
Bite	21	36	Slash/stab; only as bear
Bite	21	24	Slash/stab; only as coyote
Big Knife	21	24	Slash/stab
Bow	21	26	Slash/stab; use pistol ranges
Claw	21	26	Slash/stab; only as bear
Curse	15	special	Infects victim with disease
Dodge	21	—	Defense action
Grapple	23	—	Resisted by Dodge
Kick	20	19	Bash
Punch	21	18	Bash
Thrown Axe	20	29	Slash/stab; range 14 yards



Name: Nunashush
Motivation: Kill lots of white folk
Critter Type: Lower Being
Attributes: Str 5, Dex 6, Con 5, Int 2, Per 2, Will 2
Ability Scores: Muscle 16, Combat 18, Brains 10
Life Points: 50
Drama Points: 1
Special Abilities: None, but then again they are just manifested canon fodder

Maneuvers			
Name	Score	Damage	Notes
Axe	18	30	Slash/stab
Big Knife	18	20	Slash/stab
Bow	18	25	Slash/stab; use pistol ranges
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Kick	17	17	Bash
Punch	18	15	Bash
Thrown Axe	17	25	Slash/stab; range 12 yards



In his natural form, Hus was an incorporeal spirit whose only power was the ability to curse others with the diseases his people had suffered. As a physical being, Hus was able to shape-shift into animal form—he could become a flock of birds, a coyote, or a bear (at least as far as we know; there could have been more). As a flock of birds, Hus could do little but escape. As a coyote, he had a Perception 6. As a bear, his Strength was increased to ten and his Constitution became eight. In any form, Hus was invulnerable against all attacks except for those done with his own weapons. Damage from such attacks was doubled against Hus and once his Life Points were reduced to zero or less he was banished. Hus also had the ability to summon lower beings (vague demonic entities, something like the guys who hung around D'Hoffryn's throne to bring him his coffee and paper or whatever it is they actually did). The lower beings took the form of Chumash Warriors, though they had none of Hus's powers or invulnerabilities.

Remember that the Chumash were not the only people to ever face the threat of genocide from a conquering nation, especially in America. There might be all sorts of vengeance spirits in sunken tombs, just waiting to be released.

THAUMOGENESIS SPIRITS

Willow: I'm not possessed. I think I figured it out. This demon, it's not a demon we let out. It's, it's a demon that we made.

Xander: We made a demon? Bad us.

—6.3 Afterlife

One of the basic rules of magic is that everything has a price. As much as the supernatural power of witches and sorcerers might make it appear otherwise, you can't get something for nothing. After she defeated Glory, Buffy sacrificed herself to save the world. Her friends feared that she was trapped in some horrible hell dimension, suffering endless torment for her courageous deed. Willow felt that she couldn't leave Buffy in hell if she could do something about it, so she brought Buffy back. It took an exhausting ritual, the Urn of Osiris, and lots of raw power, but Willow did it. She brought Buffy back from the dead. Of course, Buffy was in a heaven instead of a hell and the whole thing brought Willow that much closer to becoming something all veiny and pretty damn scary, but that isn't the issue here.

The immediate consequence of Buffy's resurrection was a mystical side effect—a demonic spirit entity known as a thaumogenesis spirit. This entity is created by powerful magics (any spell with a Power 7 or more that cannot be Quick Cast), though only spells that cre-





Name: Thaumogenesis Spirit
Motivation: Punish the hubris of those who resurrected Buffy
Critter Type: Magical Side Effect
Attributes: Str —, Dex —, Con —, Int 5, Per 2, Will 5
Ability Scores: Muscle —, Combat —, Brains 17
Life Points: —
Drama Points: 3
Special Abilities: Incorporeal (until Willow made it solid), Possession, Telekinesis

Name	Score	Damage	Maneuvers	Notes
Dodge	17	—		Defense action
Grapple	19	—		Resisted by Dodge
Punch	17	15		Bash
Roar Fire	17	10		Fire; does damage per Turn until put out
Telekinesis	17	10		Slash/stab or Bash

ate unbalance should have this risk. Bringing Buffy back from the dead was such a spell and the newly born spirit was not shy about the fact that Buffy did not belong in the world of the living.

The thaumogenesis spirit appeared as an incorporeal misty ghostlike woman when it bothered to appear at all—most of the time its passage could only be marked by a strange bulge in reality (that cool moving bubble effect that seems so popular with evil beings these days). It could possess others, turning their eyes white and occasionally making them breathe fire. As a spirit, it was also able to attack with telekinesis, striking with milky white limbs while still incorporeal. A thaumogenesis spirit has the same mental Attributes as the person responsible for its creation. If a spell is used to solidify the spirit, its physical Attributes map directly to its mental Attributes (Strength equals Intelligence, Dexterity equals Perception, Constitution equals Willpower). The physically manifested spirit has Life Points equal to twice its Brains Score. Once the spirit became solid, Buffy was able to lop off its head.

ZOMBIES AND OTHER UNDEAD

Of course, it is no fun coming back from the dead if you are going to just be an incorporeal spirit. Having a body is kind of the whole point of the world of the living. The most common corporeal corpse is the vampire, but there are ways to have a physical post-mortem existence without the inconvenience of losing a soul and gaining a

demonic spirit. These full-body non-breathers are mummies and zombies. The absence of a demonic spirit means that they have a more difficult time staying not dead. This could mean that they never look more alive than they did at the time of their rising (in other words, most look like rotted corpses). If they can assume the appearance of life, it usually takes the life force of other people to prevent them from looking like the rotted corpses they are.

AMPATA

Ampata: I beg you do not kill me.

Peruvian: You are already dead. For 500 years.

Ampata: But it was not fair. I was innocent.

Peruvian: The people that you kill now so that you may live—they are innocent.

Ampata: Please. I am in love.

Peruvian: You are the Chosen One. You must die. You have no choice.

Ampata: Yes I do.

—2.4 Inca Mummy Girl

Five centuries ago, in the Sebancaya region of what is now eastern Peru, the Incan people faced a terrible evil. The only way to defeat it was to choose a princess from among their people to be used as a sacrifice. She was the Chosen One, the one girl in all the world who could protect her people (but not in the good way). She was buried alive with a mystic seal. Due to the circumstances of her death, the seal was the only thing that prevented the princess from rising as a living mummy. For five hundred years the mummified princess lay in her tomb,





caught between the world of the living and the dead, aware of the world around her on a subconscious level but unable to do anything about it.

In the 1990s, the mummy was discovered by archeologists and brought to America. It was displayed in museums in Atlanta, Boston, and New York. During this time, the mummy learned to speak English by listening to the speech of the tourists visiting the exhibition. She was still unable to do anything because the seal kept her trapped in her mummified body. Still, a guardian was appointed from among the descendants of the Quechua people who had originally sacrificed the princess to the god of the mountain. It was his job to make sure that the mummy remained nothing more than a well-preserved corpse. This job was an easy one until the mummy was taken to the Sunnydale Museum and the seal was stolen by one Rodney Munson. The mummy drained his life force. This gave her the ability to walk out of the museum and left poor Rodney as a mummified corpse. She pulled the same trick on an exchange student named Ampata Gutierrez. This was enough to give the Incan princess the semblance of life and also gave her a new identity to use.

She still had to face the threat of someone using the seal on her and of the guardian appointed to protect innocents from her. There was also an unexpected complication—the five hundred year old Incan mummy girl found that she was in love with one Xander Harris. She drained the guardian of his life force and tried to get Giles to destroy the seal. She looked young and beautiful, she was in love, and she had a second chance at life. All it would take was a steady supply of humans to feed from. She even managed to corner Giles and destroy the seal. In the end, she

wanted to feed off of Willow to be with Xander, but Xander would never allow any harm to come to his best friend. By this time the mummy was becoming weaker from hunger and Buffy was able to rip off her arms and pound her into dusty bits. Then again, the world is full of museums with mummies in them, any one of which might also be able to rise and feed off of the innocent.

Assuming Ampata is typical of mummies, they have supernatural strength and are very resistant to pain, but they do have a major weakness: the natural state of the mummy is to be dead or at least to appear dead. Mummies are aware of the world around them and thus able to speak the local language after a time, but they are immobile (like the dead are supposed to be). A talisman of some sort is placed with the mummy to keep it immobile—if this item is removed, the mummy is able to attack.

If these undead are reduced to half of their Life Points, they start to take on the freeze-dried appearance of their original state (usually this starts in the extremities, like the hands; Attractiveness -3). Once a mummy is reduced to a third of her Life Points, then her body takes on that museum display quality (Attractiveness -6). This becomes an issue because the effort to move around, let alone appear human, costs the mummy one Life Point per hour. Mummies do not heal normally. The only way that Life Points can be regained is by draining them from another living being. This is how mummies are able to look human. Extended physical contact of some kind (like a kiss) drains a victim of (4 x mummy's Constitution) Life Points per Turn. Life Points taken can never exceed the original amount possessed by the mummy. All extra Life Points drained are simply lost.

Name: Ampata Gutierrez (at least that is what she went by)
Motivation: Get a second chance at life
Critter Type: Mummy
Attributes: Str 7, Dex 6, Con 8, Int 3, Per 4, Will 4
Ability Scores: Muscle 20, Combat 15, Brains 14
Life Points: 100
Drama Points: 4
Special Abilities: Increased Life Points, Mummy

Name	Score	Maneuvers	
		Damage	Notes
Choke	20	11	Bash; must Grapple first
Dodge	15	—	Defense action
Drain	15	32	Drains Life Points; must Grapple first
Grapple	17	—	Resisted by Dodge
Punch	15	18	Bash





JACK O'TOOLE AND HIS ZOMBIE FRIENDS

Jack: I'm not afraid to die. I'm already dead.

Xander: Yeah, but this is different. Being blown up isn't walking-around-and-drinking-with-your-buddies dead. It's little-bits-swept-up-by-the-janitor dead, and I don't think you're ready for that.

—3.13 *The Zeppo*

There are dozens of different spells to raise a zombie, each one subtly different. Some evoke dark gods to raise a horde of monstrous servants. Some just simply throw the soul back into the body so that it can walk around. The latter was the type of spell used by Jack O'Toole's grandpappy to raise him (about ten minutes after he was shot to death in a drive by). Jack's grandpappy then gave him a blessed chicken foot dedicated to Uurthu (see *The Magic Box* for more details) so that he could raise his friends himself when the moon was right. On the night that Jack picked to start his zombie jamboree, he had an altercation with Xander. Jack was at first planning to slice Xander into tiny bits, but he was impressed by the Scooby's guts and decided to make him wheel man for the gang instead. The first order of business was to pick up Bob, who had been shot eight months ago by the Armenian owner of a liquor store who did not take well to being robbed. This was followed by Dickie (apparently burned to death) and Parker (the badly decomposed one) who was thrown off the bridge by a rival gang called the Jackals. Once all four dead guys and Xander were together, the group had to decide how to spend

their evening. Choices included cruising, picking up girls, and getting back at the Jackals even though they had been wiped out already (hmmm . . . a gang named the Jackals . . . maybe that's what happened to those formerly hyena possessed bullies). In the end, it was decided that baking a cake would be the most fun. "Baking a cake" was a home ec project from hell meaning "build a bomb and blow up the school."

As it happened, the night Jack and his buddies decided to howl was also the time the Sisterhood of Jhe decided to open the Hellmouth (it was also the night that Xander lost his virginity to Faith, which might not be important in the grand scheme of things but was certainly important to him). While Buffy and her companions were fighting the Sisterhood (see *BTVS Corebook*, p. 178) and the Hellmouth Spawn (see p. [?]), Xander was trying to keep zombies from blowing up the school. He learned about the plan by dragging Parker through the streets of Sunnydale, but a mailbox took off the zombie's head before Xander could find out how to defuse the bomb. Once he made it to Sunnydale High, he managed to beat off Bob long enough to tilt a vending machine on his head. Dickie was killed by the Sisterhood of Jhe. This left only Xander and Jack O'Toole. Xander managed to intimidate Jack into defusing the bomb, but not before making himself a new zombie enemy. Or at least he would have if Oz the werewolf hadn't eaten Jack (perhaps only ten minutes dead is pretty appetizing for a wolf).

The specifics of the Zombie Quality are given in **Chapter Six: Monster Spawning** (see p. [?]).

Name: Jack O'Toole
Motivation: Raise his friends and then raise hell!
Critter Type: Zombie
Attributes: Str 4, Dex 3, Con 6, Int 2, Per 2, Will 2
Ability Scores: Muscle 14, Combat 14, Brains 11
Life Points: 50
Drama Points: 3
Special Abilities: Zombie

Name	Score	Maneuvers Damage	Notes
Big Knife	14	15	Slash/stab; knife is named Katie
Dodge	14	—	Defense action
Grapple	16	—	Resisted by Dodge
Kick	13	13	Bash
Punch	14	11	Bash



Name: Big Bob
Motivation: Party, catch up on Walker Texas Ranger, maybe get back at the guy who shot him
Critter Type: Zombie
Attributes: Str 5, Dex 2, Con 5, Int 2, Per 2, Will 2
Ability Scores: Muscle 16, Combat 13, Brains 10
Life Points: 50
Drama Points: 1
Special Abilities: Attractiveness -2, Jock, Zombie

Name	Score	Maneuvers Damage	Notes
Axe	14	28	Slash/stab
Dodge	14	—	Defense action
Grapple	16	—	Resisted by Dodge
Kick	13	15	Bash
Punch	14	13	Bash



Name: Dickie and Parker
Motivation: Cruise, pick up chicks, bake a cake
Critter Type: Zombie
Attributes: Str 3, Dex 2, Con 5, Int 2, Per 2, Will 2
Ability Scores: Muscle 12, Combat 12, Brains 10
Life Points: 42
Drama Points: 1
Special Abilities: Attractiveness -4, Zombie

Name	Score	Maneuvers Damage	Notes
Dodge	12	—	Defense action
Grapple	14	—	Resisted by Dodge
Kick	11	10	Bash
Punch	12	8	Bash



WHERE THE WILD THINGS ARE

A sect of animal worshippers known as the Primals believe that human consciousness is a perversion and that the true spiritual state is an animal one. They developed rituals to draw animal spirits into themselves, such as the Masai ritual for hyena possession. It is unknown if the werewolf curse is derived from a similar human source or if they are merely some kind of antivirus that Mother Nature has come up with to fight back at mankind. In any case, Primals (and here we are not talking about a specific cult, but rather human-animal hybrids in general) are different from other monsters. Demons belong to an order of life that was pushed off the planet a long time ago; Primals actually belong here. That might give them a greater right to continued existence . . . or not.

Some Primals can shape-shift into an animalistic form; others merely experience an internal change. Also,

Primals are always predators (no sheep, hippos, or canaries). And for some reason, they usually prefer human prey.

HYENA PEOPLE

Zookeeper: We've gotta get those possessed students over to the hyena cage right away! I'll meet you there. We can begin the rituals.

Buffy: W-well, we can guarantee one of them, but there are four more, and we have no idea where they are.

Zookeeper: No, I wouldn't worry about that. After hyenas feed and rest they will track the missing member of their pack until they find him. They should come right to you.

Buffy (worried): Willow!

—1.6 The Pack



Name: Kyle, Rhonda, Tor, and Heidi
Motivation: Prey on the weak
Critter Type: Primal
Attributes: Str 3, Dex 3, Con 3, Int 2, Per 3, Will 2
Ability Scores: Muscle 12, Combat 11, Brains 10
Life Points: 34
Drama Points: 2
Special Abilities: Hyena-Possessed

Name	Score	Maneuvers	
		Damage	Notes
Bite	11	5	Slash/stab
Dodge	11	—	Defense action
Grapple	13	—	Resisted by Dodge
Kick	10	9	Bash
Punch	11	8	Bash



There are certain hyenas that, under the right circumstances, can possess people with their spirits. To accomplish this, someone needs to prepare an extensive Masai ritual with ceremonial garb and a big magic circle. If a predatory act is performed while in the circle, the perpetrator of said act becomes possessed by a hyena spirit. Except for an initial flash of green light in their eyes, those possessed by a hyena spirit appear completely normal. The change is on the inside. The hyena-possessed crave meat, especially raw meat. They prey on the weak, usually while uttering a disturbing hyena-like laugh. They even gather as a pack. Those of Willpower 2 or less are overcome by instinctual behavior. Those with above-average Willpowers become more cunning and dangerous. This is why Xander ended up being the alpha male of the hyena pack. The possessed also sport

that devil-may-care, cocky cool so admired by some high school students.

The hyena-possessed gain a +1 to their Strength, Dexterity, Constitution, and Perception, as well as the Acute Senses (Smell) and Acute Senses (Hearing) Qualities. They also get an additional level of Mental Problems (Cruelty). This turns a normally cruelty-free person like Xander into a bully who picks on the weak (anyone with the Misfit Drawback) and your average group of bullies into sociopaths. The desire to hunt and kill eventually turns toward human prey.

A person's possession can be transferred to someone else by having that person perform a predatory act in the ritual circle in the presence of the possessed. Such an act draws the hyena spirits out of the formerly possessed into the new person.

Name: Xander Harris
Motivation: Be cool
Critter Type: Primal
Attributes: Str 3, Dex 3, Con 5, Int 2, Per 3, Will 3
Ability Scores: Muscle 12, Combat 12, Brains 12
Life Points: 38
Drama Points: 20 (Yikes! Never let a White Hat become a Bad Guy)
Special Abilities: Good Luck 5, Hard to Kill 1, Hyena-Possessed

Name	Score	Maneuvers	
		Damage	Notes
Bite	12	5	Slash/stab
Dodge	12	—	Defense action
Grapple	14	—	Resisted by Dodge
Kick	11	10	Bash
Punch	12	8	Bash



Hyena spirits plagued Buffy back in her first year at Sunnydale. A zookeeper had arranged to have the right hyenas brought to the Sunnydale Zoo, where he would perform the Masai rituals to gain their animal power. He was beaten to it when Sunnydale High's resident gang of cruel kids (Kyle, Rhonda, Tor, and Heidi) dragged their favorite whipping boy (Lance) into the quarantined hyena display for some bullying fun. Xander went after them to stop it. The bullies picked on Lance, Xander stood up to the bullies, and all of this happened in the ritual circle. Suddenly Sunnydale had a pack of Hyena People and Xander was their alpha male. At first they were just very mean bullies, vicious at dodge ball and obnoxious to Willow. Then the craving for a fresh kill lead them to eat Sunnydale's mascot, Herbert the Pig. Things started to get out of hand when Xander went after Buffy and the rest were called into Principal Flutie's office. The Slayer managed to knock Xander out and drag him into the library cage (whether by accident or design, the library cage makes a decent holding pen for Primals) while the other hyena people ate Principal Flutie. Buffy and Giles went to see the zookeeper, who knew about the Masai possession rituals (but not the fact that a predatory act was needed to complete the ritual). They came up with a plan to get the hyena spirits out of the five students, but what Buffy and Giles did not realize was that the zookeeper wanted to become possessed himself. He knocked Giles out and readied Willow for sacrifice. Once the spirits passed from the students to the zookeeper, Xander saved Willow and Buffy tossed the zookeeper into the hyena pit, where he was eaten.

They never did open that hyena exhibit up.

WEREWOLVES

Veruca: Maybe. Or maybe you just don't want to admit what happened to you. Maybe you just want to pretend like you're a regular guy.

Oz: Well, I am. I'm only a wolf three nights a month.

Veruca: Or you're a wolf ALL THE TIME and this human face is just your disguise. You ever think about that, Oz?

—4.6 *Wild at Heart*

Werewolves are the most well-known type of Primal creature and probably the most common (the only Primal hunter we've seen focused on werewolves). Like vampirism, the curse of lycanthropy may be passed to another person by a simple bite. Once a person is infected, she becomes a human-wolf hybrid on the night of the full moon and the two nights surrounding it.

In wolf form, the character gains a +4 to Strength and a +2 to both Dexterity and Constitution. These Attribute increases are a flat bonus to preexisting stats. They go up when the human Attribute goes up and cannot be improved separately. As far as increasing Attributes goes, only those with complete control over their transformation can raise their Attributes more than one or two levels (see *BtVS Corebook*, p. 132). So characters with the 3-point Drawback or 6-point Quality are treated like normal humans for the purpose of Attribute increases; those with the 12-point Quality are treated like Slayers or Vampires (though their human Attributes still max out at six). The fact that they have merged their two natures a little better gives them this special treatment.

At first a werewolf is unaware of her actions under the moonlight. Human consciousness is replaced by lupine instinct. The human personality is still there, but it is

Name: Mr. Teen Wolf
Motivation: Go wild three nights a month (or the opposite)
Critter Type: Werewolf
Attributes: Str 6, Dex 4, Con 4, Int 2, Per 2, Will 2
Ability Scores: Muscle 18, Combat 13, Brains 10
Life Points: 50
Drama Points: 3
Special Abilities: Werewolf

Name	Score	Damage	Maneuvers	Notes
Bite	13	15		Slash/stab
Claw	13	15		Slash/stab
Dodge	13	—		Defense action
Grapple	15	—		Resisted by Dodge







buried deep underneath the wolf one. The longer a person spends as a werewolf, the more she remembers about her lycanthropic adventures. Oz blacked out as a wolf and couldn't remember what he had done. Veruca had been a werewolf for much longer (possibly since childhood—maybe it was a family thing) and could remember bits and pieces like waking up from a dream. Regardless of the level of character awareness during her transformed state, as long as you Directors control the werewolf form, it remains a 3-point Drawback.

The transformation from human to wolf can be controlled. Oz did it after a four-month pilgrimage that involved learning from Romanian warlocks and Tibetan monks. With the right combination of herbs, charms, and chanting, a werewolf can free herself from automatically changing during the lunar cycle. The downside is that repressing the beast for months at a time can cause it to come out at any time, day or night, if the character is suitably upset. This is what happened to Oz when he realized that Willow and Tara had become an item while he was away. You might require a Willpower (not doubled) roll to prevent spontaneous lupine transformation during suitable moments (the werewolf's true love leaves her for someone else would do it, someone eating the last slice of pizza would not). This particular version of lycanthropy (control over transformation but not over transformed Primal) qualifies as a 2-point Drawback. It's better than total lack of control but not much.

Changes in the character's control over her werewolf form may be represented by adjustments in the Werewolf Quality. A 3-point uncontrolled werewolf character could spend one experience point (as long as a good story reason was presented) to become a 2-point Drawback Primal (allowing her to control when she changed). Another eight experience points (and another in-tale rationale) would give rise to a 6-point Quality (control during transformation). Finally, an additional six points (yah, yah, rationale, blah, blah) gets you the full-feature Werewolf Quality.

While the werewolf mythos usually includes some regeneration capacity, there's no indication that such abilities are part of the Buffyverse. Adding it for Adversaries or Guest Stars is as simple as grabbing the ability from **Chapter Six: Monster Spawning** (see p. 132).

On the other hand, silver is a big problem for werewolves. Silver weapons inflict double normal damage (Slash/stab and Bullet damage is tripled). They are less effective than normal metal weapons, however—subtract three points from any damage rolled (before the multiplying effect), to a minimum of one point of damage.

Finally, regardless of who controls whom, werewolves in their "natural" form have an Attractiveness -8.

ONCE UPON A TIME

The Slayer has fought some monsters that may very well just be demons, but that's not entirely clear. Just in case (we don't want any monster coming at us for misclassification, y'know), we are going to describe them as bogeymen. Bogeymen are strange. They don't easily fit into any category—they do things for unknown reasons and according to bizarre rules. They're eerie and unsettling when they appear, striking with disturbing subtlety rather than outright force. They're Fear given form and flesh. Most bogeymen are difficult to harm—the Gentlemen were practically invulnerable and only children could see Der Kindestod. To defeat a bogeyman, you really need to understand its rules.

THE GENTLEMEN AND FOOTMEN

Little Girl: Can't even shout. Can't even cry.

The Gentlemen are coming by.

Looking in windows, knocking on doors . . .

They need to take seven and they might take yours . . .

Can't call to mom. Can't say a word.

You're gonna die screaming but you won't be heard.

—4.10 *Hush*

The Gentlemen have followed the same pattern for centuries, ever since the first fairy tales were written about them. They are well-dressed beings with monstrous smiles of sharp metal teeth, and are always accompanied by the Footmen, hideously tormented creatures wearing straight-jackets and bandages on their heads. The Gentlemen steal the voices of every person in a town by placing those voices in a magical box. They then glide out into the night, levitating just above the ground, legs motionless. They pick a victim and slice out her heart. Since her voice has been stolen along with everybody else's, nobody can hear her screams of agony while the Gentlemen's scalpels do their work. The Gentlemen stay in a town until they have collected at least seven hearts. Then they return to whatever dark fey realm they call home and the voices are returned to a frightened and confused population.

The Gentlemen take voices so that they can steal hearts without being disturbed, but there's a more practical reason. These immortal beings are basically invulnerable—all damage is divided by ten (round down to a minimum of one), regeneration of one Life Point per Willpower Level per Turn, and rendered motionless but not dead if their Life Points are reduced below zero. They do have



Name: The Gentlemen
Motivation: Steal voices and seven hearts
Critter Type: Bogeymen
Attributes: Str 4, Dex 5, Con 4, Int 4, Per 3, Will 4
Ability Scores: Muscle 14, Combat 14, Brains 16
Life Points: 50
Drama Points: 2
Special Abilities: Attractiveness -5, Increased Life Points, Invulnerability, Levitation, Steal Voices, Vulnerable to Human Scream

Name	Score	Maneuvers Damage	Notes
Pigsticker	14	19	Slash/stab
Steal Voices	16	special	Renders an entire community mute



one vulnerability though. In the obscure fairy tales that are the only source of information about them, they all died when the princess screamed. Thus, the sound of a human scream causes damage directly to the dapper dans' heads (for those Directors who want to be more "literal" and hard-ass about things, this may only work for a character filling the metaphorical role of the "princess"). The screamer makes a Constitution plus Willpower roll. The noise does Constitution plus Willpower times five Life Points of damage per Turn and lasts one Turn per Success Level. The usual result is exploding Gentlemen heads. (Discovering that a loved one is an Initiative agent or a Slayer is merely a coincidence and is in no way related to the Gentlemen or their nefarious schemes.)

DER KINDESTOD

Cordelia: Hey! I found your guy, okay? Just listen.

Buffy: Right.

Cordelia: The name means "child death." This book says that he feeds off of children by sucking the life out of them. Eew! But anyway, afterwards, it looks like they died because they were sick.

Buffy: So it did kill Tina.


Cordelia: Yeah, that's my take. 'Cause it would be looking at the children's ward as basically an all-you-can-eat kind of thing, y'know.

—2.18 Killed by Death

Der Kindestod is probably the closest thing to the traditional "bogeyman" that Buffy has ever faced. It appears as a hideous goblin-faced man (Attractiveness -8), but most people never realize that because most people can't

Name: The Footmen
Motivation: Serve the Gentlemen
Critter Type: Minions
Attributes: Str 5, Dex 4, Con 5, Int 2, Per 2, Will 2
Ability Scores: Muscle 16, Combat 15, Brains 10
Life Points: 60
Drama Points: 1
Special Abilities: Attractiveness -3, Increased Life Points

Name	Score	Maneuvers Damage	Notes
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Kick	14	15	Bash
Punch	15	14	Bash







see it. Der Kindestod is invisible to everyone except those who have had their perceptions altered. Buffy could see it when she was running a dangerously high fever, and we assume that crazies and second sight blokes could probably see it as well. It kills children, straddling them across the chest so they can't move and then feeding off of their life energy with the two fangy worm things that it uses for eyes. When it is done, the child's death is blamed on mysterious yet natural causes.

Buffy encountered the child-death bogeyman long before she became the Slayer. When Buffy was a little girl, she was very close to her cousin Celia. Celia caught the attention of Der Kindestod and it killed her while Buffy was in the room. All Buffy saw was her beloved cousin screaming in terror at something that Buffy couldn't see. Years later she encountered the creature again when she was admitted to Sunnydale General while suffering from a severe fever. Der Kindestod was feeding regularly from the children's ward. The children told Buffy about the monster that attacked them and Buffy herself caught a glimpse of it. At first the gang suspected that the children's physician, Dr. Backer, was the "monster" they had seen at night. This theory was disproved when the creature killed the doctor as well (Dr. Backer was working on a treatment that would have emptied the children's ward of potential

meals for the bogeyman). With Willow's help, Buffy reinfected herself with the fever so she could see the bogeyman again. While Xander was helping the children get away, Buffy fought the monster while suffering from another 107-degree fever. She snapped the creature's neck, *seemingly* killing the bogeyman once and for all.

WEIRD SCIENCE

The Buffyverse includes vampires, demons, ghosts, and werewolves. It also includes things like robots and chemically mutated humans. Through magic, all sorts of miraculous enchanted items may be created. Science (or at least the Weird Science from pulp stories and comic books) can also be used to create some fantastic items, but in truth this is merely a different form of magic. The same forces that are used to create Dagon Spheres can be used to create androids and transformative chemicals. Magic and Weird Science are just two sides to the same paranormal coin (which we will not be calling the para-dime, because that would just be wrong). The rules for using Weird Science and creating fantastic devices are covered in *The Magic Box BtVS RPG* supplement, but the more animated results of these experiments are listed below.

Name: Der Kindestod
Motivation: Feed on children
Critter Type: Bogeyman
Attributes: Str 7, Dex 6, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 20, Combat 16, Brains 12
Life Points: 70
Drama Points: 3
Special Abilities: Increased life Points, Invisibility, Life Drain

Name	Score	Damage	Maneuvers	Notes
Choke	20	11		Bash; must Grapple first
Claw	16	18		Slash/stab
Dodge	16	—		Defense action
Grapple	18	—		Resisted by Dodge
Life Drain	18	26		Bash; must Grapple first
Punch	16	18		Bash
Toss	16	11		Bash; knocks victim down



Name: April
Motivation: Love her man
Critter Type: Robot
Attributes: Str 6, Dex 3, Con 4, Int 2, Per 2, Will 2
Ability Scores: Muscle 18, Combat 13, Brains 12
Life Points: 50
Drama Points: 3
Special Abilities: Attractiveness +4, Robot

Name	Score	Damage	Maneuvers
Choke	18	10	Bash; must Grapple first
Dodge	13	—	Defense action
Grapple	15	—	Resisted by Dodge
Kick	12	16	Bash
Punch	13	15	Bash
Toss	14	9	Bash; Knocks target down
Wood Plank	13	27	Bash



THE APRILBOT

Warren: Oh, no, she's not a toy. I mean, I know what you're thinking, but she's more than that.

Buffy: I'm sure she has many exciting labor-saving attachments.

Warren: No, I made her to love me. I mean, she cares about what I care about and she wants to be with me. She listens to me and supports me. I didn't make a toy . . . I made a girlfriend.

—5.15 *I Was Made to Love You*

April was the first android built by Warren Mears, a Sunnydale resident who attended a tech college in nearby Dutton. Warren was a master of superscience. When the loneliness of being away from home and not really connecting with any of the opposite sex got to be too much for him, he did what any mad genius with no social skills or morals would do . . . he built himself a girlfriend. April was programmed to love Warren, to be fascinated by everything Warren had to say, and to feel pain if she didn't respond to his voice. Warren was the center of her world—you'd think that Mr. Mears would be mightily pleased with his mechanical companion.

In time, Warren became bored with his doting "girlfriend." Then he met Katrina, a funny and cool sentient being who didn't automatically agree with everything he had to say. He found that he preferred the real thing over the artificial girlfriend. He tried to explain to April that they were through, but she wasn't programmed to

give up that easily. So Warren did the cowardly thing and ran away, hoping that her internal battery would soon run out.

April didn't have a wide range of programs, but she was resourceful and obsessively in love with her creator. She found a way to recharge herself and tracked Warren down to Sunnydale. By meticulously going from door to door, April eventually ran into Katrina. Katrina thought that April was just some girl trying to move in on her boyfriend and didn't realize that she was a robot. When Buffy and Warren found them, April was holding Katrina by the neck with one hand. Warren tried to break up with April while Buffy tended to the unconscious Katrina. The android girl did not take rejection well, so Warren told April that Buffy was the other woman and left while the Slayer and the robot duked it out. Katrina was horrified to discover that Warren had built himself a jealous sexbot, Buffy fought with April until her power started to give out, and April shut off while slumped in a park swing still trying to come up with a way to get her man back. Warren, of course, would go on to do far, far worse evil.

THE BUFFYBOT

Glory: Wow . . . the Slayer's a robot! Did everybody else know the Slayer was a robot?

Buffy: Glory . . . you're not the BRIGHTEST god in the heavens, are you?

—5.22 *The Gift*





Name: Buffy Summers v2.0
Motivation: Love her sexy boyfriend, pretend to be Buffy
Critter Type: Robot
Attributes: Str 7, Dex 6, Con 7, Int 2, Per 2, Will 2
Ability Scores: Muscle 20, Combat 18, Brains 12
Life Points: 81
Drama Points: 5
Special Abilities: Buffyesque, Hard to Kill 5, Robot

Name	Score	Maneuvers	
		Damage	Notes
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Kick	17	21	Bash
Punch	18	19	Bash
Stake	18	19	Slash/stab
(Through Heart)	15	18	x5 vs vampires



After the fiasco with April, Warren just wanted to leave Sunnydale and try to get Katrina back. Before he could get out of town, Spike showed up with a special order and instructions to make her real good. If Spike couldn't have the Slayer, he would take the next best thing. Warren used the remains of April and created an android duplicate of Buffy Summers, as close a copy as he could manufacture. She had enough fighting skills to handle the slaying of demons, had information on the Scoobies as provided by Spike, and had Warren's "special programs." She was Buffy, but she was a Buffy deeply in love with Spike.

While Buffy was being told by a vision of the First Slayer that death was her gift, Spike was enjoying his honeymoon with Robo-Slayer. Then, the Buffybot followed her programming and went out to patrol. She ran into Xander and Anya before Spike could catch her. The four of them had a run in with some vamps, which wasn't very suspicious. Then Xander and Anya saw Spike and Buffy getting physical over by the more secluded tombstones, which was very suspicious. Xander thought that Buffy had lost it. Unfortunately, Glory's minions caught the fight with the vamps and thought that Buffy was protecting Spike because he was the Key. They kidnapped Spike and Glory tortured him to find out who the Key was. It was around this time that Buffy returned from her quest, a little disappointed that her friends couldn't tell the difference between her and a robot duplicate. Buffy and the Buffybot, along with the Scoobies, went to find Glory's place before Spike could tell the Hellgod about Dawn. Spike held out (stealed by his love for Buffy), the gang rescued him, and the Buffybot was damaged during the attack.

That would have been the end of the robot with a crush on Spike, but Willow reactivated her to act as a decoy during the climactic battle with Glory. First, Willow used magic to rip Tara's mind out of Glory and restore her girlfriend to full mental health. This left Glory with a bit of a hole in her brain. The disoriented Glory then had to face a Buffybot with a Dagon Sphere. This lasted until Glory knocked the robot's head off. Then the real Buffy proceeded to beat the snot out of Glory with a magical Troll Hammer, just before she sacrificed herself to save the world.

This left Sunnydale without a Slayer, so the gang brought out the Buffybot to stand in. She patrolled regularly and was programmed to seek out Willow if she was damaged. She made it through the summer without any major mishaps, though Spike hated being around her since it reminded him that he failed to save the woman he loved. Much worse, the faux Slayer's snappy slaying quips all consisted of "That'll put marzipan in your pie plate, Bingo!" Still, the underworld was none-the-wiser until a vampire (and a bit of a loser vampire at that) discovered the secret. He told the Hellions that Sunnydale was Slayer-free; they rode into town on the same night that Willow picked to raise Buffy from the dead. That turned out both good and bad for Buffy, and really, really bad for the Buffybot—she was torn apart by the Hellions. With the real Buffy back among the living, the Buffybot was never put back into service. At least, not so far . . .





GILL MONSTERS

*Nurse Greenleigh: They're gonna be monsters.
Carl, please. Don't make it any worse. You've
already lost three.*

*Coach Marin: Lost? Why, they're not lost.
(Shoves her down a hole into a pool of water.)*

Nurse Greenleigh: Carl! What are you doing?!

*Coach Marin: I'm just lookin' after my boys.
They may be out of the game right now, but
they're still a team. And a team's gotta eat.*

—2.20 *Go Fish*

Other than mortalities, Sunnydale High had never really excelled at anything. Coach Marin was determined to change that and willing to try anything to insure victory. What he ended up doing was turning to Weird Science to turn teenage jocks into human/fish hybrids. This worked well enough at first; the hybrids were great swimmers, but eventually they had a nasty habit of bursting through their human skin as full-blown Gill Men. And so Sunnydale got its very own version of the Creatures from the Black Lagoon (as opposed to the creature from the Blue Lagoon, who would be Brooke Shields).

Coach Marin pumped some arcane chemical into the steam room to "improve" his swimmers. Xander discovered this only after soaking in the steam room a few times already (he was undercover, which is not easy in a Speedo). The swim team did well as long as Dodd, Gage, and Cameron could pass for human. Once the shed skin and sewer-swimming Gill Monsters started showing up though, the swim meet trophies came few and far between. The school nurse was in on it, but had second thoughts about mutating school athletes. Coach fed her to his boys. Then, like all mad scientist types who mess with nature too much,

the coach was killed by his own creation. The three Gill Monsters were last seen swimming away from Sunnydale and are probably prowling the thick kelp forests of the Santa Barbara Channel to this very day.

Gill Monsters are similar to Primals, except that they are created by weird science. They are amphibious, able to breath water and swim at great speeds. If it becomes an issue, Gill Monster swimming speed is determined like normal movement (Dexterity plus Constitution equals yards swam per Turn), whereas a land animal (including Slayers and Vampires) has a swimming speed equal to her Sports Skill (or Strength halved) in yards per Turn. Gill Monsters have a thick scaly hide, sharp teeth and claws, low Intelligence, and that inconvenient taste for human flesh that seems to plague so many monsters.

PETE THE RAGE MONSTER

*Debbie: It's me. I make him crazy. He-he just
does what he does because he loves me too much.*

*Willow: But weren't Mr. Platt and Jeff murdered
by an animal?*

Buffy: Pete's not like other guys is he, Debbie?

—3.4 *Beauty and the Beasts*

When Buffy returned to Sunnydale from her teenage runaway adventure in Los Angeles, it took her a while to readjust. She was still trying to get over the fact that she had killed her boyfriend. The school shrink, Mr. Platt, tried to help Buffy open up. In time, she started dating a completely normal guy named Scott Hope. Scott's normal friend was Pete who had normal girlfriend Debbie.

Of course, "normal" is a relative concept, particularly in Sunnydale. Pete had doubts about his relationship, fearing that he wasn't "man enough" for Debbie. So he

Name: Dodd McAlvy, Gage Petronzi, Cameron Walker
Motivation: Swim, eat people
Critter Type: Mutated Human
Attributes: Str 5, Dex 6, Con 5, Int 1, Per 3, Will 2
Ability Scores: Muscle 16, Combat 15, Brains 10
Life Points: 50
Drama Points: 3
Special Abilities: Amphibious, Attractiveness -7,
Swimming

Name	Score	Maneuvers Damage	Notes
Bite	15	14	Slash/stab
Claw	15	14	Slash/stab
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge



Name: Pete
Motivation: Keep Debbie by killing everybody
Critter Type: Mutated Human
Attributes: Str 2/5, Dex 2, Con 2/4, Int 3, Per 3, Will 2
Ability Scores: Muscle 10/16, Combat 12, Brains 13
Life Points: 26/46
Drama Points: 3
Special Abilities: Attractiveness -4 (as monster),
 Rage Change

Name	Score	Maneuvers	
		Damage	Notes
Claw	12	12	Slash/Stab; only as monster
Dodge	12	—	Defense action
Grapple	14	—	Resisted by Dodge
Punch	12	6/12	Bash



turned to arcane science to become the man he thought Debbie would want. The same thing made Jerry Lewis turn into Buddy Love, but Pete's batch wasn't nearly so funny—he turned into a powerful creature of pure rage. At first, it only happened when he took the formula he had created, but as the chemicals became part of his system he found he could turn at any time. Jealousy over Debbie was the primary cause of his transformations. When Jeff Walken's mauled body showed up, Buffy first worried that it might be Oz. Then a wild Angel somehow returned from hell. Given these "usual suspects," nobody thought twice about Pete.

Then Debbie conceded to Buffy that Mr. Platt might be pretty cool and Pete killed him. Oz was next on the list, since being nice to Debbie and showing concern about her black eye was deemed punishable by death. What Pete didn't know was that Oz had his own monstrous side. The two fought until everyone else showed up at the library. Faith chased Oz down one hall and Debbie followed Pete down another. Pete, still in full Rage Monster mode, killed his girlfriend. Then Angel showed up and killed Pete. Buffy kept Angel's return a secret and the school thought that what happened to Pete and Debbie was some tragic murder/suicide thing.

Debbie poured out the last of Pete's formula, though by then he didn't need it anymore. That doesn't prevent someone with the talent for arcane science from finding Pete's notes and replicating the formula. The Rage Formula gives whoever drinks it a +3 to Strength and a +2 to Constitution. It also gives the imbibor the Drawbacks of Mental Problems (Severe Cruelty), Paranoid, and Reckless (which can all stack with existing

Drawbacks to create exaggerated versions of these Drawbacks). Once the formula becomes part of a person's system—after a failed Constitution (doubled) roll, all it takes is a failed Willpower (not doubled) roll to turn into Mr. Rage.

THE EVIL THAT MEN DO

We've covered pages and pages with all sorts of monsters from the Buffyverse. With all of that supernatural peril running (crawling, swimming) around it can be easy to forget that the evil perpetrated by human beings can be just as bad. Buffy has run into her share of humans who make Norman Bates look like a rock of sanity.

Still, there are some major differences between evil humans and evil monsters. The main one is that Buffy can't justify offing them in her role as the Slayer. That's a line she works very hard not to cross (with good reason, considering what it did to Faith). Another difference is that even with all their powers and abilities, no supernatural creature has ever hurt Buffy as deeply as a human has. From staking Ford to dealing with Faith and Angel (or Faith in Buffy's body on Riley's body), these folks gave twisting the knife new meaning for Buffy. This was even truer with Willow and what she went through because of Warren Mears.

Faith is covered nicely in *The Slayer's Handbook* supplement, various magically inclined people show up in *The Magic Box* supplement, and the Nerd Herd are found in the *Welcome to Sunnydale* supplement. This still leaves a number of human monsters to appear here. Some might even be used as Big Bads for a Season.



GIB CAIN, WEREWOLF HUNTER

Giles: You hunt werewolves for sport?

Cain: No, no, I'm in it purely for the money.

Buffy: And it doesn't bother you that a werewolf is a person twenty-eight days out of the month?

Cain: That's why I only hunt 'em the other three.

—2.15 Phases

It came as a bit of a shock when Oz discovered he was a werewolf. This would have been stressful enough, but his first lunar lupine transformation coincided with Gib Cain's arrival in Sunnydale. Cain had been a big game hunter, but that line of work had lost its appeal (probably the fact that people just don't go for endangering endangered species the way they used to). Once he found out about werewolves, he took on a new vocation. Hunting werewolves provided him with a challenge he had never known before. It was also profitable—werewolf pelts fetched big bucks on the black market (this appears to answer the question of what happens to werewolves when they are killed in wolf form; they end up as dead werewolves instead of turning into Larry Talbot in the arms of their loved ones).

Cain traveled in a van loaded with traps, surveillance equipment, and loads of weapons. During the three nights of the wolf moon, he would track down a likely lycanthrope and kill it. The fact that the creature wasn't so much a monster as a human who had something hap-

pen to them never seemed to bother Cain that much. Oz would have ended up a werewolf rug on the floor of somebody's mansion if not for the intervention of Buffy and Giles. That hasn't stopped Cain from trying again with somebody else the following month. He is still out there, maybe even carrying a silver bullet with a werewolf Cast Member's name on it.

BILLY FORDHAM

Buffy: Ford, these people don't deserve to die!

Ford: Well, neither do I! But apparently no one took that into consideration, 'cause I'm still dying. I look good, don't I? Well, let me tell you something. I've got maybe six months left, and by then what they bury won't even LOOK like me. It'll be bald and shriveled and it'll smell bad. No, I'm not going out that way.

—2.7 Lie to Me

Billy Fordham was Buffy's big fifth grade crush (though being a manly six grader, he wouldn't give her the time of day). He showed up in Sunnydale to finish his senior year, which was a pleasant surprise for the Buffster. It was also a big fat lie. Ford wasn't even attending school anymore. Back during Buffy's secret origin in Los Angeles, Ford figured out that she was the Slayer. He also found out about vampires. This knowledge gave him a way out when he found out that the cluster of tumors in his brain wasn't planning to vacate any time soon.

Name: Gib Cain
Motivation: Hunt werewolves for fun and profit
Critter Type: Human
Attributes: Str 3, Dex 4, Con 3, Int 3, Per 4, Will 3
Ability Scores: Muscle 12, Combat 16, Brains 14
Life Points: 46
Drama Points: 4
Special Abilities: Hard to Kill 4, Wild Card
 (Werewolf Knowledge) 8

Name	Score	Damage	Maneuvers
Big Knife	16	13	Slash/stab
Bow	14	15	Slash/stab; use pistol ranges
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Hunting Rifle	16	24	Bullet; use rifle ranges
Kick	15	12	Bash
Punch	16	10	Bash



Name: Billy Fordham
Motivation: Become a vampire to avoid a horrible and painful death
Critter Type: Human
Attributes: Str 2, Dex 2, Con 1, Int 3, Per 3, Will 2
Ability Scores: Muscle 10, Combat 10, Brains 14
Life Points: 22
Drama Points: 3
Special Abilities: Wild Card (Vampire Knowledge) 6

Name	Score	Maneuvers Damage	Notes
Dodge	10	—	Defense action
Grapple	12	—	Resisted by Dodge
Kick	9	7	Bash
Punch	10	5	Bash



He gathered a bunch of vampire groupies around himself and got involved in the Sunset Club. Money raised from the bloodsucker wannabes allowed him to set himself up in SunnyD. Once he had a base of operations in a conveniently hard-to-escape old bomb shelter, he tracked down a vamp minion while out with Buffy. The vamp gave up Spike and Dru's address in exchange for not being staked. Ford then approached Spike with a plan to give him the Slayer and a buffet of hot fresh innocents in exchange for the "dark gift."

Like all good plans involving Spike, the Slayer bollixed it up. She threatened Dru, so Spike let her go with the rest of the Sunset Club. Still, Ford had come through with his end, so Spike turned him. Ford barely had a chance to dig himself out of his grave before Buffy staked him. She had to re-kill someone who had been very dear to her, someone who had planned something very bad because he felt that he didn't have any other choice. There wasn't anything she could have done to

help him, except for the quick death that she gave him. This type of scenario and character can be used in any Series to give it a disturbing sense of moral ambiguity.

Either that, or you could just decide that the good guys are stalwart and true. The bad guys are easily distinguished by their pointy horns or black hats and the Cast Members always defeat them and save the day. Nobody ever dies and everybody lives happily ever after. It's a lie of course, but it's your game.

INVISIBLE PERSON

Buffy: Don't strain yourself looking, Xander. I'm invisible girl. Uh, Xander...

Xander: Sorry. Her clothes are... invisible... too. Buffy, how did this hap—wait a sec. Have you been feeling ignored lately?

—6.11 Gone

Name: Marcie Ross
Motivation: Get back at everyone who ignored her
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 2, Per 2, Will 2
Ability Scores: Muscle 10, Combat 10, Brains 10
Life Points: 26
Drama Points: 3
Special Abilities: Art 5 (she's a pretty good flute player for a nobody), Invisible

Name	Score	Maneuvers Damage	Notes
Bat	10	9	Bash
Dodge	10	—	Defense action
Grapple	12	—	Resisted by Dodge
Kick	9	7	Bash
Knife	10	5	Slash/stab
Punch	10	5	Bash



Consensus reality is part lie, even in towns that aren't built on top of hellmouths. We could talk about rising above the Maya illusion of the universe and achieving enlightenment through *satori*, but this is a book about monsters. Anyway, the bottom line is that if enough people refuse to acknowledge your existence, you may become invisible. This is mostly a problem among adolescents. Face it, kids are cruel.

This is what happened to Marcie Ross. Cordelia refused to hear anything she ever said, but . . . no surprise there. The problem was that everyone else treated Marcie the same. Everyone signed her yearbook "Have a nice summer"—even Willow and Xander (not the most "in" kids themselves). Marcie was invisible to everyone around her . . . eventually she became invisible.

Marcie plotted revenge against the people whose inattention had turned her into a freak. Cordy's boyfriend du jour was beaten up by an invisible bat-wielding assailant. Harmony was pushed down stairs. Finally, Marcie kidnapped Cordelia and planned to mutilate Miss Popular's face. Buffy saved the day (again) and knocked Marcie out. Marcie was then taken away by two men who claimed to be FBI agents. She was brought to a training facility full of other invisible people to learn some not-so-nice things. These kinds of government "programs" are detailed in *Military Monster Squad: The Initiative Sourcebook*.

Invisible characters can't be hit without a prior Perception and Notice - 2 roll (this is how Buffy beat

Marcie). Otherwise, smoke, steam, or sprinklers reveal enough to allow an invisible person to be hit. When possible, attacks against a no-see suffer a -4 to hit.

There are ways to become invisible besides the cruel neglect of a harsh and uncaring world, but these involve stolen diamonds, weird-tech ray guns, and eventual death by turning into tapioca-like gunk. No doubt, you will "envision" your own means for turning folks invisible.

FREDERICK AND HANS GRUENSHTAHLER

Old Man: You're about to see why Daniel Boone and that idiot demon are creatures of the past, and why I am the future. I'm picking up a signal.

—3.5 Homecoming

Frederick and Hans Gruenshtahler had the distinction of being the first runners-up during SlayerFest 1998. Just two Teutonic steroid casualties with a pile of high tech equipment and an old man with a hands-free radio to coordinate everything. When they were hunting the "Slayers," they were using tracking devices hidden in the girls' homecoming corsages (the whole homecoming queen rivalry added a certain twist to the SlayerFest).

In the end, Buffy managed to trick them into shooting each other. That might not have killed the Gruenshtahler brothers though and perhaps one day they'll "be back" (best said in a Schwarzenegger accent). They could also be used as models for any burly bad guy with a big gun.

Name: Frederick and Hans Gruenshtahler
Motivation: Kill people for money
Critter Type: Human
Attributes: Str 6, Dex 5, Con 6, Int 2, Per 3, Will 3
Ability Scores: Muscle 18, Combat 17, Brains 14
Life Points: 67
Drama Points: 3
Special Abilities: Hard to Kill 3

Name	Score	Maneuvers	
		Damage	Notes
Assault Rifle	17	21	Bullet; use rifle range
Big Knife	17	23	Slash/stab
Big Pistol	17	20	Bullet; use pistol range
Break Neck	18	29	Bash; must Grapple first
Dodge	17	—	Defense action
Grapple	19	—	Resisted by Dodge
Grenade Launcher	17	35/25/13*	Bash; use pistol range
Kick	16	18	Bash
Punch	17	17	Bash

* damage at ground zero/within three yards/within five yards





Gwendolyn Post

Mrs. Post: There's nothing you can do to me now. I have the Glove. With the Glove comes the power!

Buffy: I'm getting that.

—3.7 Revelations

When Faith arrived in Sunnydale, she was one Watcher short thanks to the ancient vampire Kakistos (see p. 105). Gwendolyn Post showed up to correct that situation. She claimed to be Faith's watcher sent by the Council and quickly endeared herself by pointing out Giles' sloppy and too American manner and his lack of books (Giles too American? Not enough books? It was shocking for everyone). The first order of business, according to Mrs. Post, was to stop a demon named Lagos from recovering the Glove of Myhnegon. The glove was a powerful artifact (described in detail in *The Magic Box*) that would allow the wearer to shoot lightning bolts just by saying *tar frim* (Gaelic for "come through me"). Not the type of power that anyone wants a demon to wield.

Turned out Gwen was less than honest with the Watcher and Slayers. She had been part of the Council, but had been kicked out due to her unhealthy interest in dark magics. She really wanted the Glove for herself. She managed to turn Faith against the gang long enough to slip on the Glove of Myhnegon. Then it was time for raining down thunderous fury. Gwen was pretty lethal until Buffy managed to lop off the Glove (and the forearm within it) with a piece of broken glass. The next lightning bolt blasted the ex-Watcher like nobody's business. All this led to Wesley coming to Sunnydale, Faith growing more distant from Buffy and her friends, and everyone trusting the Watchers Council that much less.

Ethan Rayne

Buffy: So, Ethan, what are we playing? We're pretty much in a talk-or-bleed situation. Your call.

Giles: Hit him.

Ethan: I'd just like to point out that this wasn't my idea.

Giles: He's lying. Hit him!

—3.6 Band Candy

Rupert Giles was born into a long line of Watchers. He knew from an early age that he would be burdened with a heavy responsibility because of his destiny. At Oxford, he studied history by day and Watcher lore by night. By the age of twenty-one, Giles had had it. He left Oxford and started a new life in London as Ripper. Giles was rebelling, but with his background, it amounted to much more than sex and drugs. He knew about magic and the occult, so he experimented in the paranormal thrill area. Ripper became mates with a young magician named Ethan Rayne. Ripper and Ethan managed to resurrect the long-dead Cult of Eyghon the Sleepwalker. With a few other occult-minded Londoners, they would invoke the demon for the high it gave them and then banish it. But as is usual with experimental hijinks, one of them lost control of the demon and had to be killed to prevent Eyghon (see p. 95) from being set loose in the world. Ripper went back to Oxford and Ethan turned his attentions on the worship of chaos.

Giles never thought that he would see his partner in crime again, but on one fine Sunnydale Halloween, the chaos magician decided to play a little trick on the California town. By summoning the deity Janus, Ethan was able to transform everyone who had bought a costume at his shop into whatever they were dressed as. Buffy became a helpless noble lady, Xander became a soldier, and Willow became a ghost. When ghost Willow

Name: Gwendolyn Post
Motivation: Possess the Glove
Critter Type: Human
Attributes: Str 2, Dex 3, Con 3, Int 6, Per 3, Will 4
Ability Scores: Muscle 10, Combat 14, Brains 19
Life Points: 30
Drama Points: 4
Special Abilities: Occultism 6, Watcher

Name	Score	Maneuvers Damage	Notes
Dodge	14	—	Defense action
Glove	14	80	Lightning blast
Grapple	16	—	Resisted by Dodge
Kick	13	9	Bash
Punch	14	7	Bash



told Giles that they all had gotten their costume at Ethan's Costume Shop, the Watcher decided to pay it a visit. Giles found his old friend Ethan, told Willow to leave, and then demonstrated that there was still a whole lot of Ripper left in him by beating the crap out of Ethan until his old pal told him how to stop the spell.

Ethan was ordered out of town, but stayed long enough to deal with the consequences of the whole Cult of Eyghon thing. It turned out that the demon hadn't quite been banished. Buffy and her friends managed to beat Eyghon once and for all, but not before Ethan beat a hasty retreat and left town.

He returned the following year when Mr. Trick hired him to create a diversion. Ethan began selling band candy that changed the eater's personality by regressing her to her teenage years. Respected grown-ups began doing donuts in the football field and looking for toga parties. Giles reprised his Ripper role. Once the Scoobies figured out that the candy was causing the behavior regression, the Slayer (with "just-Snyder" in tow) made her way to Ethan's factory. Teen Ripper wanted Buffy to thrash Ethan, but once they discovered the diversion, a session of sewer spelunking was called for. Ethan once again left behind a less orderly SunnyD.

The last time we saw Ethan, it was to play a bit of a prank on his old buddy Ripper. After being caught snooping around a crypt, Ethan took Giles out to a local dive for a pint or two (or three or four). Ethan told Giles about the demons' fear of something called 314 (see p. 79), causing him to feel unappreciated. Worse still, he managed to turn Giles into a Fyarl demon (see p. 40). Giles had to enlist

Spike's aid (the vampire could speak Fyarl, the only language Giles was capable of uttering at the time). Demon Giles found out where Ethan was staying and was in the process of beating him up when Buffy and Riley showed up. Ethan tried to get Buffy to kill Demon Giles, but at the last minute Buffy realized who the demon was. Ethan thought that he would get away once more, but Riley was now part of the team. He got the military monster hunters to take Ethan to a remote holding facility in the Nevada desert, where the chaos magician may still reside.

Ethan is a Sorcerer in the black-eyes-dark-magic sense, but he is a talented magician. He specializes in spells of transformation. People turned into their costumes, adults turned into teenagers, and Giles turned into a demon. Ethan also worships chaos, so any time that he uses a spell it should further the cause of chaos. Basically, Ethan is a trickster. The town will be damaged and people will be hurt, and Ethan is not at all above letting someone get killed to save his own behind, but his schemes have really just been pranks. Evil mean-spirited mass-destruction pranks, but still. For the most part, Ethan uses Power Level 4 or 5 spells that involve some sort of transformation. He is not to be trusted, even if he does have a smile and promises to take care of the bar tab for old time's sake.

Name: Ethan Rayne
Motivation: Serve the forces of chaos
Critter Type: Human
Attributes: Str 3, Dex 3, Con 3, Int 4, Per 3, Will 5
Ability Scores: Muscle 12, Combat 12, Brains 18
Life Points: 40
Drama Points: 5
Special Abilities: Attractiveness +2, Hard to Kill 2, Occultism 8 (specializes in spells of transformation)

Maneuvers			
Name	Score	Damage	Notes
Crowbar	12	14	Bash
Dodge	12	—	Defense action
Grapple	14	—	Resisted by Dodge
Kick	11	10	Bash
Magic	18	Varies	Turn people into their costumes, adults into teenagers, and Watchers into demons
Punch	12	8	Bash





5 Bads, Big and Small

Spike: 'Watch your mouth, little girl. You should know better than to tempt the fates that way. 'Cause the big bad is back—and this time, it's . . . Urrgh! Aaaahhh!

—4.6 *Wild at Heart*

Bring on the bads!

This chapter presents, in all their glory (with a small “g”), a whole bunch of different individual villains from the *BtVS* TV show. We’ve run down their history, powers, and some of their minions—everything you Directors need in order to use them against the Cast Members. Just call us the monster master of ceremonies!

Those listed below with complete character stats (rather than a Quick Sheet—use dice not Scores) are particularly well suited for use as a Season’s Big Bad (since most of them actually were). Others can be used as misdirection—foes that the Cast Members will assume to be their main enemy, but prove to be around for only a few episodes, or maybe even just one. You’ve seen this lots of times already. At the start of Season Two, Colin the Anointed One seemed like the main villain. He was dust a couple episodes later. In Season Three, it looked like Mr. Trick would be the Big Bad for a while, but he ended up serving the real villain, Mayor Wilkins. Season Four started with the introduction of Sunday, who had the makings of a great villain. She lasted exactly one episode. Maggie Walsh appeared to be the Big Bad next. She was in turn killed by the real Big Bad of that Season, the cyber-demonoid Adam. Dracula was another apparent Big Bad who was gone after the first episode.

Mutant Enemy loves this formula, and there’s no reason for you not to use it as well. Start the Season out with a red herring. The players might believe they are facing the main villain, but that monster will be gone after a few Episodes at the most. Switch to another Big Bad for several Episodes. As the Season starts its second half, introduce the true Big Bad of that Season. You have to respect the bait and switch. Heck, you could even twist things a bit and bring back the first seeming Big Bad as the real one. That should mess the players up a bit.

Also, don’t be surprised if some of these evils end up becoming Supporting or even Cast Members. That sort of thing has been known to happen as well.





ADAM

Riley: Buffy, we've got important work here. A lot of filing, and giving things names.

Buffy (to Adam): What was yours?

Adam: Before Adam? Not a man among us can remember.

—4.22 *Restless*

The “government,” or at least certain elements within the government, has been aware for some time of the supernatural threat that humanity unknowingly faces every day. At least one “official” organization has been created to deal with supernatural entities (and it will be discussed in detail in *Military Monster Squad: The Initiative Sourcebook*, plug, plug). Until recently, this government-sponsored agency was called the Initiative. On its surface, the Initiative was a secret branch of the military dedicated to the study and elimination of what they liked to call “Hostile Sub-Terrestrials.” Now, that’s newsworthy enough, but it gets downright scandal-ific once you factor in the organization’s secret agenda—project 314 headed by Dr. Maggie Walsh. 314 was initiated to co-opt the unique talents of supernatural creatures to help create new weaponry for the United States. Demons, humans, and machines would be combined to form the ultimate soldier. The prototype cyber-demonoid was called Adam—just like a college professor to bring in the literary/religious overtones.

Adam was programmed to obey Maggie, but you know how often that goes right. It may be that self-preservation was also hard-wired into him and he felt threatened by her position or authority. Whatever the reason, the first thing he did was kill his “mother”—Maggie Walsh. So much for filial duty.

While not long on loyalty, Adam did possess great intelligence and curiosity. After escaping from Room 314, he decided to learn more about the world. He dissected children and demons to see how they worked. He taught vampires how to be more efficient and lethal. After some initial explorations into the world around him, Adam finally came up with a plan.

He decided to build more creatures like himself. As a “kinetically redundant, bio-mechanical demonoid,” Adam was one of the most powerful individuals on the planet. He viewed himself as a new race, superior to both demons and humans. His plan was to set the demons held in the Initiative against their human captors. He decided that Buffy should lead the humans to assure a high casualty rate on both sides. When the smoke cleared, there would be a giant heaping pile of parts

from which to create an army of cyber-demonoids like himself. After taking over Sunnydale as its own personal enclave, Adam’s army could then spread across the entire world slowly but inexorably. Each death would add to the power of Adam’s forces. In the end, humanity and demonkind alike would be replaced by the new hybrid race. Kudos for achieving harmony among the masses, but wow, the transition to the brave new world was going to be a bear.

Adam was strong—stronger than most demons. He was powered by a radioactive isotope that would allow him to effectively live forever. He was aware of himself on a molecular level (which is why he wasn’t fooled by Jonathan’s reality altering Superstar spell). He had a bone spike in one arm that used to belong to a Polgara demon and a cyber enhancement in the other that could transform into a Really Big Gun (though he only got one chance to use that).

It is unknown who Adam was originally. Judging from what we know of Maggie Walsh’s code of ethics, there is every likelihood that the human who became Adam was not exactly a volunteer. Nobody knows for sure, least of all Adam (perhaps that part of his brain had to be cut out to make room for the computer enhancements).

Given that Adam was a Big Bad, and not listed in the show credits, things didn’t quite work out as he planned. He was a triumph of science and technology but he knew little about magic. Buffy and her friends combined their abilities to create a super-champion. With Buffy’s physical abilities, Giles’ knowledge, Willow’s magical power, and Xander’s courage and devotion to his friends, the amalgam hero proved more than a match for the overconfident Adam. Of course, the First Slayer ended up being greatly offended by the whole affair and attacked the gang in their sleep, going after the Giles’ brain, Willow’s breath (equated with the spirit in most cultures), and Xander’s heart. Still, it all worked out okay.

Adam never did create his hybrid army, but he did manage to turn the deceased Forrest Gates into a cyber-demonoid. He also created two workers out of Maggie Walsh and Dr. Angleman, both little more than techno-zombies who would lurch around and perform basic functions in the lab. Riley was next on the assembly line, but the arrival of the Good Guys saved him from that fate. On the other hand, just because Forrest was the only Adam-created hybrid seen on the show doesn’t mean he was the only one Adam ever made. There might have been all sorts of prototypes before he got it right. You might wish to throw these prototypes at the Cast, basing them on the write-up for Forrest (see p. 81).



Name: Forrest Gates
Motivation: Get Riley back, beat down the Slayer, and enjoy the whole superhuman power thing
Critter Type: Cyber-demonoid
Attributes: Str 8, Dex 6, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 22, Combat 18, Brains 13
Life Points: 80
Drama Points: 2
Special Abilities: Armor Value 5, Attractiveness -2, Increased Life Points, Claws

Name	Score	Maneuvers Damage	Notes
Claws	18	21	Slash/stab
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge



Name: Maggie Walsh or Dr. Angleman
Motivation: Serve and obey
Critter Type: Worker Drone Techno-Zombies
Attributes: Str 2, Dex 1, Con 2, Int 1, Per 1, Will 1
Ability Scores: Muscle 10, Combat 11, Brains 8
Life Points: 26
Drama Points: 0
Special Abilities: Brains 12 for certain specific functions, mainly medical

Name	Score	Maneuvers Damage	Notes
Dodge	11	—	Defense action
Grapple	13	—	Resisted by Dodge
Punch	11	6	Bash
Med Tools	11	6	Slash/stab



ANGELUS

Xander: Question: the hundred years or so before he came to our shores, what was he like then?

Giles: Like all of them, a vicious, violent animal.

—1.7 *Angel*

Angelus started out life as a carefree rogue named Liam, or at least he thought of himself that way. His father thought of him as a drunken lecherous lay-about with no future. In 1753, Liam was 26 and had spent most of his young adult life crawling through every tavern and alleyway that Galway, Ireland had to offer. His father wanted Liam to take over the family lands, but Liam wanted to see the world.

This wish would be granted in the form of Darla, a former Virginia Colony prostitute who had been a vampire for 144 years when she first saw Liam in a tavern brawl. She was charmed by the handsome young man and turned him in a dark alley. His first act upon rising from

his grave was to kill his entire family, starting with his beloved little sister Kathy. Kathy thought that Liam was an "angel" returning from beyond, so she invited him into their home. Liam was amused by that mistake and took the name "Angelus" as his own.

Once Angelus was through terrorizing his hometown, Darla took him to see the world outside of Ireland. In 1760, she took Angelus to the sewers of London to be formally presented to the Master, the leader of the Order of Aurelius and Darla's sire. The Master saw the potential in Angelus, and wanted Darla and him to stay underneath the city of London. Angelus convinced Darla that Naples would be more fun than a rat-infested sinkhole under London, so they went off on what would turn out to be a bloody tour across Europe (the Master was convinced that it was all just a phase and that the two would join him in about a century, after they got the whole desire for human luxuries thing out of their system).





Darla and Angelus were a plague on mankind, always together but never actually in love. They could be intensely passionate together, but they would also betray one another at the drop of the hat. One day Darla might steal a horse and leave Angelus to face an angry mob by himself, the next she might rush in to rescue him from a fanatic vampire hunter. It went like this for almost a hundred years, until Angelus found a young woman named Drusilla in London. Drusilla was innocent and religious and gifted with psychic visions (though she would have said that she was cursed). Angelus decided that the faithful seer would be his new project. He massacred her family in front of her in an effort to drive her mad. When she ran away to a convent, Angelus continued his murder spree there. Once Drusilla was driven truly insane, Angelus turned her. He now had an insane vampire companion with confusing visions. Twenty years later, in 1880, Drusilla turned a depressed young man named William into a vampire who would become known as Spike.

The four became Angelus' gang—a happy vampire family that killed across Europe for almost two decades. In 1898, they reached Borsa, Romania. Darla brought Angelus a gypsy girl as a gift and he killed her. This girl was considered to be very special by her clan, the Kalderash, and they worked their gypsy magic to curse Angelus with a soul. In that way, he would feel the pain that he has caused for the past 145 years. When Darla saw what happened, she tried to get the Kalderash to reverse the spell, but Spike and Drusilla ended up killing the ones who might have been able to do so. Darla cast Angelus out and took what was left of the gang to China. Angelus followed, finally meeting up with his "family" in 1900 during the Boxer Rebellion. He tried to fit in, but could only bring himself to feed on evil men. Darla noticed this and told him he would have to kill a baby to stay. Angelus couldn't do it and left his old family for good.

So began his life as "Angel." He moved to America in 1917 and floundered for almost eighty years. One day, he was approached by an agent of the Powers That Be by the name of Whistler. Whistler showed Angel the new Slayer, one Buffy Anne Summers. She was to face great perils and would need a champion to help her—Angel had a chance to be that champion. Angel and Buffy fought for a year, even defeating the Master himself, and fell in love (the first time for each). They continued to work together, until the night of Buffy's seventeenth birthday. After narrowly escaping Spike, Dru, and a powerful demon known as the Judge, Buffy and Angel hid out in his apartment. With emotions running high, they consummated their love and the full scope of the Kalderash curse was revealed: Angelus was meant to live in torment—if he ever knew one moment of true happi-

ness then his soul would be taken away. His one moment came with Buffy and after a century-long absence, Angelus had returned.

He quickly took over Spike and Drusilla's operation in Sunnydale. The whole thing with the Judge didn't work (he got blown up with a rocket launcher), but Angelus had other plans. He threatened Buffy. He threatened Buffy's mom. He killed Willow's fish. He killed Jenny Calender. But that was not enough. He didn't just feed on Jenny and leave her body. He broke her neck so that there would be no telltale puncture marks on her neck. When Giles came home to his apartment, he found a bottle of wine, a note that said simply "upstairs," a path of rose petals and candles leading up to his bedroom, and the dead body of the woman he loved laid out in his bed. Angelus needed blood to survive, but he thrived on torment. This didn't just apply to human victims either. When Angelus returned to the path of evil, Spike was in a wheelchair still recovering from a spinal injury. Angelus took every opportunity to belittle Spike and flirt with Drusilla.

Of course all of this torment of others is not the way to keep friends. By the time Angelus and Drusilla decided to reawaken the recently unearthed Acatlha and destroy the world, Spike was through with Angelus. He struck a deal with the Slayer, agreeing to help her against Angelus in exchange for safe passage out of Sunnydale with Drusilla. During all of this, Willow was trying to rework the curse that gave Angelus a soul in the first place. It all ended with Angelus awakening Acatlha, Buffy and Angelus battling each other, Willow re-cursing Angelus with his soul, Xander rescuing Giles (Angelus had spent hours torturing him to figure out how to reawaken Acatlha), Spike knocking Dru unconscious and driving off to destinations south, and finally, Buffy killing the resouled Angel to save the world. Angelus was the one trying to suck the world into hell, but it was Angel who had to pay for that crime—stabbed through the chest by the woman he loved and then pushed into the hell where he would spend the next century.

New and more dangerous

The game stats given for Angelus in this entry differ from those in the *BtVS Corebook*. These stats reflect a more deadly Angelus as he might have appeared in the years following his departure from Sunnydale. They are provided for those who plan to use Angelus as a Big Bad after Season Two. Such a plotline might be hard to square with the events in the *Angel* TV series, but that doesn't mean it can't happen. As we've said before, it's your game and your call.



LIFE POINTS 110
 DRAMA POINTS 10
 EXPERIENCE POINTS



BIG BAD NAME Angelus
 CRITTER TYPE Vampire
 MOTIVATION Torture, maim and destroy;
particularly Buffy and those close to her

ATTRIBUTES

STRENGTH	<u>9</u>	INTELLIGENCE	<u>4</u>
DEXTERITY	<u>7</u>	PERCEPTION	<u>4</u>
CONSTITUTION	<u>7</u>	WILLPOWER	<u>6</u>

QUALITIES

Age 3	Increased Life Points
Armor Value 5	Natural Toughness
Attractiveness +3	Nerves of Steel
Fast Reaction Time	Situational Awareness
Hard to Kill 8	Vampire

SKILLS

ACROBATICS	<u>5</u>	KNOWLEDGE	<u>5</u>
ART	<u>3</u>	KUNG FU	<u>9</u>
COMPUTERS	<u>0</u>	LANGUAGES	<u>3</u>
CRIME	<u>4</u>	MR. FIX-IT	<u>2</u>
DOCTOR	<u>2</u>	NOTICE	<u>5</u>
DRIVING	<u>2</u>	OCCULTISM	<u>4</u>
GETTING MEDIEVAL	<u>8</u>	SCIENCE	<u>1</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>6</u>	WILD CARD	<u>0</u>

DRAWBACKS

Adversary (Lots) 7	Obsession (Buffy)
Mental Problems (Cruelty) 3	

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____
 PERCEPTION (DIO + PER + NOTICE) _____

NOTES

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

COMBAT MANEUVERS

MANEUVER	BASE BONUS DAMAGE		NOTES
Bite	20	27	Must Grapple first; no defense action
Dodge	16	—	Defense action
Grapple	20	—	Resisted by Dodge
Kick	15	20	Bash
Punch	16	18	Bash
Sword	15	32	Slash/stab

Angel returned from hell broken but Buffy nursed him back to health in secret. Together they fought the Mayor, but they knew their love could never be fulfilled. So, he left for Los Angeles and now heads up Angel Investigations. Angel knows the full scope of the curse now, and has a good idea what will cause his soul to be lost again. Still, the true evil of Angelus is always just one small moment of happiness away.

ACATHLA

Angelus' shining (?) moment came when he tried to fulfill an ancient prophecy. He would make Acatlha open its mouth and devour the world, bringing into hell and destroying mankind. That takes bad breath to a whole new level. Despite its status as a demon, Acatlha actually functions more like a magical item. At least that is how it worked out on the show. If it ever did awake enough to need actual Attributes and details, there would be far too many other things to worry about.

The ritual for awakening Acatlha is covered in the *Magic Box* supplement (we're just rotten that way aren't we?).

BALTHAZAR

Balthazar: Vincent made a noble effort. Man to man, as befits a true warrior. He had courage . . . He had honor . . . AND I HAVE JACK TO SHOW FOR IT! It's been a hundred years since my enemy crippled me. Now ultimate power is within his grasp. And I shall NOT let it be! Forget about honor! Forget about everything but getting my amulet! Bring the Watchers to me! Find the Slayers and kill them! Kill everything that gets in your way! GOOOOO! GOOOOO!

—3.14 *Bad Girls*

Before there was an actual town of Sunnydale built over the Hellmouth, there was still a local Big Bad. He was the demon Balthazar, a powerful monster who had taken over the leadership of a 16th Century vampire dueling cult known as El Eliminati (possibly a corruption of *Gli Eliminatori*, Italian for "those who eliminate") and brought them to the New World. The Boca Del Infierno back then was basically just a ghost town overrun by vampires. Balthazar soon took over the whole area. He had a cult of fanatical minions. He had an amulet that made him powerful. He might have even had movie star good looks (but you couldn't tell that from the last time we saw him). Nothing could stand against him.

As the 19th Century came to a close, a man named Richard Wilkins found his life's goal (see p. 114). In order to make this happen, he made a deal with a few powerful demons to keep them fed. Whether he or they decided that Boca Del Infierno was the place to set up shop is not clear, but that's where Wilkins decided to build a town. There was one small problem: the local Big Bad. Balthazar and El Eliminati would make things difficult for the future mayor, and Wilkins preferred things to run "peachy." War broke out between the two . . . Balthazar lost—big time.

Balthazar managed to live through his defeat, but was left a shadow of his former self. Actually, shadow is a bad term—try big, bloated, bathed-in-broth butterball. Not a state any self-respecting demon wants to find himself in. His amulet was gone, given to a local landowner named Gleaves, who had it buried with him. Most of those who knew about the supernatural underbelly of the world thought that Balthazar was dead, but instead the great demon was forced to hide like a coward. Whether it was a result of the battle or of decades sitting immobile in a pool while vampire minions ladled water over his injured body, Balthazar became grotesquely fat. As the Mayor grew more powerful, Balthazar and El Eliminati went deeper underground.

Name: Balthazar
Motivation: Get his amulet back, bring the Mayor down
Critter Type: Demon
Attributes: Str 8, Dex 3, Con 7, Int 4, Per 3, Will 5
Ability Scores: Muscle 22, Combat 14, Brains 17
Life Points: 70
Drama Points: 5
Special Abilities: Attractiveness -4, Crippled, Telekinesis

Name	Score	Maneuvers	
		Damage	Notes
Break Neck	22	38	Bash; must Grapple first
Grapple	16	—	Resisted by Dodge
Telekinesis	17	10	Mainly used to bring victims close enough for Grapple



Name: El Eliminati
Motivation: Predator, serve Balthazar by fighting with honor
Critter Type: Vampire
Attributes: Str 6, Dex 6, Con 6, Int 2, Per 3, Will 3
Ability Scores: Muscle 18, Combat 20, Brains 11
Life Points: 73
Drama Points: 2
Special Abilities: Hard to Kill 5, Vampire

Name	Score	Damage	Maneuvers
Bite	22	24	Must Grapple first; no defense action
Dodge	20	—	Defense action
Grapple	22	—	Resisted by Dodge
Kick	19	19	Bash
Punch	20	17	Bash
Short Sword	20	23	Slash/stab
Sword	20	29	Slash/stab



All of this changed as Sunnydale approached its centennial. Balthazar knew all about the Mayor's plans for Ascension, and the demon was not about to let the man who caused him so much misery achieve his goal. Balthazar sent his minions out to get his amulet, but he wasn't just facing the Mayor this time. Sunnydale had two Slayers, a vampire with a soul, a terminated Watcher with an unsavory past, and a new "official" Watcher (not that he was much good at that point). Buffy got the amulet first, so Balthazar had his minions bring the Watchers to him. The plan was to exchange the Watchers for the artifact. Instead, Buffy, Angel, and Giles wiped the floor with El Eliminati. In the end, the judicious application of electricity to the pool where Balthazar kept himself killed the demon. He did manage to spend his last Drama Point and give a cryptic warning about what awaited them—something that would become much clearer a few episodes later.

BEZOAR

Buffy: A pre-prehistoric parasite . . . the mother hibernates underground, laying eggs. Offspring attach themselves to a host, taking control of their motor functions through neural clamping.

Xander: Neural clamping? That sounds skippable.

Buffy: So our people are taking orders from the mama Bezoar. Which begs the question—

Xander: What does mama want?

—2.12 *Bad Eggs*

Ma Bezoar was an ancient cephalopodish demon—the type of creature skittish anglophile writers from Rhode Island would go on about after a horrible dream or two. The huge ageless creature would hibernate for long periods of time. Unfortunately for her, during her last hibernation phase somebody decided to build a town on top of her. Worse still, the pesky humans wound up encasing her in the cement foundation of Sunnydale High School. Demons think it's all safe and practical to breed near a Hellmouth and then people go putting public buildings on top of them.

Bezoars (big ones anyway) lay many eggs (which look conveniently like chicken eggs), each of which holds a slimy little gray creature. The hatchling looks for a host body, attaches itself to the spine, and takes over. The host retains her memories and personality, but all is overridden by the commands of Ma Bezoar. Since the Bezoar found herself buried under concrete, the overriding command was to dig her up. Collecting more eggs was good too, so that more people could be made into hosts and help with the digging up.

The hatchlings managed to get Cordelia, Giles, and Willow under their control. Giles stuck a hatchling on Joyce, while the girls went after Buffy and Xander. The Slayer managed to smash the two eggs meant for her and Xander, and then went after Ma Bezoar. In a classic example of bad timing, the vampire brothers Lyle and Tector Gorch decided to take on the Slayer about then. Tector got eaten by the half-buried Ma Bezoar. So Lyle threw the Slayer at the prehistoric demon to avenge his brother's death. Buffy managed to grab an



Name: Ma Bezoar
Motivation: Lay eggs, take over populations
Critter Type: Demon
Attributes: Str 10, Dex 4, Con 8, Int 3, Per 3, Will 6
Ability Scores: Muscle 26, Combat 15, Brains 16
Life Points: 82
Drama Points: 2
Special Abilities: Attractiveness -4, Mental domination

Maneuvers			
Name	Score	Damage	Notes
Bite	15	34	Must Grapple first; no defense action
Dodge	15	—	Defense action (when not buried in concrete and all)
Dominate	—	—	Done through hatchlings
Grapple	17	—	Done with tentacles



axe and hack the great beast. Once the Bezoar died, the hatchlings all died and the Sunnydale residents who had been egg-controlled drones were free of that particular social-life killer. Lyle, not wanting to take on a Slayer who had just julienned a giant prehistoric monster, beat feet but quick.

The hatchling's mental domination works like Level 3 Hypnosis—its Brains Score is compared to the victim's Willpower (doubled) roll. The difference is that this roll only needs to be made once. If the victim loses, she becomes another hatchling-controlled worker for Ma. If the victim wins, she has a chance to try dislodging the hatchling and stomp it into a squishy blue puddle of goo. Highly recommended even if it is murder on the new Pradas.

Low Attributes

We haven't talked about it yet but it is possible to have an Attribute of zero or even negative numbers. Obviously, these values are subhuman except for children below the age of five. Such Attributes are treated as "ones" when using them in calculations, and they are subtracted from the result. Thus, if a seriously wimpy demon has a Strength -1 and a Constitution 1, its Life Points would start with $(1 + 1) \times 4$ plus 10, or 18. Then its negative Strength would come into play and that total would be reduced to 17. Similarly, its Muscle Score would start with $(1 \times 2) + 6$, or eight, and then be decreased by one to seven.

Name: Bezoar Hatchlings
Motivation: Take over a host body
Critter Type: Demon Egg Spawn
Attributes: Str 0, Dex 6, Con 1, Int 1, Per 3, Will 6
Ability Scores: Muscle 6, Combat 15, Brains 16
Life Points: 6
Drama Points: 2
Special Abilities: Decreased Life Points, Domination

Maneuvers			
Name	Score	Damage	Notes
Attach	15	4	Must Grapple first; no defense action
Dodge	15	—	Defense action
Dominate	16	—	Must Attach first
Grapple	17	—	Done with tentacles





D'HOFFRYN

D'Hoffryn: It is not my concern. You are my interest in this matter.

Willow: Really . . . no offense intended . . . I mean, you've been super nice and everything, but . . . I don't want to be a demon. I just wanna go back and help my friends.

D'Hoffryn: That is your answer?

Willow: It-it is.

D'Hoffryn (menacingly): I'm sorry to hear that. (Lighter tone) Oh well. Here is my talisman. You change your mind, give us a chant.

—4.9 *Something Blue*

In Arashmaharr, the space between worlds where demons are born, there is a court of Lower Beings. Robed demons wander through the darkness carrying out tasks for the lord of this realm—D'Hoffryn. The Lord of Arashmaharr turns rain to blood and . . . well, we'll keep our PG rating and leave the rest to your imagination.

D'Hoffryn is an ancient and powerful demon who appears in ceremonial robes when summoned. His horned visage is either darkly malevolent or serenely wise, depending on whom he addresses. He is perhaps the most powerful demon that Buffy and her friends have ever met, yet he bears them no ill will. Indeed, he probably doesn't think about them much one way or another.

The Lord of Arashmaharr doesn't care about destroying the world, bringing back the Old Ones, or killing the Slayer (though he isn't exactly firmly opposed to any of these things). D'Hoffryn's only concern is carrying out

acts of vengeance through his agents on Earth. These are the Vengeance Demons (see p. 53), women who have been wronged as mortals. If they perform a great act of vengeance against those who wronged them, especially an act that utilizes magic, D'Hoffryn may take notice. If he deems the woman worthy, he offers her the chance to trade her mortal life for that of a demon. If she accepts, he transforms her into one of his Vengeance Demons.

Now, we don't mean to get all discriminate-y, but Vengeance Demonhood appears limited to women. It may be something inherent in the powers, a proclivity due to existing social inequities, or just D'Hoffryn's preference for young girls. Whatever it is, male Vengeance Demons appear to be roughly as common as male Slayers. Hmmmm, could there be some deeper meaning to be learned about the cosmos from this? But we digress . . .

When Oz left Willow to "figure some things out" (there was this whole werewolf/murder/infidelity thing—it wasn't pretty), she cast a spell that would allow her to work her will on the world around her. She thought that she could make her grief disappear that way, but of course she had another think coming. The spell only worked when Willow was angry or upset. She didn't make her grief disappear, but she did cause Buffy and Spike to become engaged, Giles to go blind, and Xander to be a magnet for any demon that could make it to little old Sunnydale. She had no idea that she had put her friends in such danger until D'Hoffryn pointed it out to her. He thought the whole affair was inspired and offered her a position in Arashmaharr. She politely refused and reversed the spell that had almost killed

Name: D'Hoffryn
Motivation: Vengeance; mold hurt women into demons of vengeance
Critter Type: Demon
Attributes: Str 9, Dex 8, Con 8, Int 6, Per 6, Will 7
Ability Scores: Muscle 24, Combat 20, Brains 21
Life Points: 120
Drama Points: 7
Special Abilities: Attractiveness -2, Immortal, Increased Life Points, Regeneration, Teleport, Transform Mortals into Demons, The Wish (basically everything a Vengeance Demon can do, only more so)

Maneuvers			
Name	Score	Damage	Notes
The Wish	21	Special	The ability to make damn near anything happen





her friends. D'Hoffryn bore no grudge—he simply left her with a talisman and told her if she changed her mind, “give us a chant.” (It’s not clear that the talisman is needed to call D'Hoffryn, it may have just been a “priority message” notation for someone who does try and summon him.)

This is typical of D'Hoffryn. He is ageless and patient. Willow may not be ready to become a demon yet, but her actions—from hexing her friends to tearing the skin off of Warren Mears—give D'Hoffryn all the evidence he needs to think it is only a matter of time. When Anyanka had her power center destroyed, D'Hoffryn punished her by telling her that she had to live out the rest of her existence as a mortal. But when things seemed to be going badly at Anya and Xander’s wedding, D'Hoffryn was genuinely concerned. When Anya was left at the altar and consumed with grief, D'Hoffryn offered her a chance to return to Arashmaharr and become an agent of vengeance once more.

All this seems to make D'Hoffryn hard to place on the light/dark spectrum. He certainly isn’t good, but he doesn’t seem completely evil either (at least not evil in the way that the Master or Glory were). D'Hoffryn’s concern is vengeance and the well-being of his girls. He seems a stern yet loving father (granted, a stern yet loving father with horns who lives in a demon dimension, but still).

canon alert

We’ve never seen D'Hoffryn do much but lord over any given situation. He gets angry, but can also appear wise and benevolent. He’s got major mojo, a personal staff, a slew of Vengeance Demons at his beck and call, and runs his own dimension. His actual fighting abilities, skills, and powers are largely unknown. The stats on p. 87 make him fairly powerful, but there’s no reason to believe he is not far more. Heck, he could even be far less and just have a very good PR department, but we wouldn’t bet the farm on it. D'Hoffryn should be used as your plot demands, with whatever powers make it work. You can have the Cast Members trash him over the course of a Season, but he works far better as a looming evil presence—mysterious, powerful, and unpredictable.

Don’t believe it for a minute. It’s all a facade. D'Hoffryn shows mercy when it serves his purpose. A

direct kill is too easy for him. He believes in suffering—long, drawn-out, painful, excruciating suffering. If he spares a life, it’s most likely that taking it would have been the more merciful approach. He wants vengeance for those who deserve it, but probably believes that all deserve it. He is genuinely concerned with the welfare of those women he has transformed into demons, but he will not hesitate to destroy any one of them body and soul just to prove a point.

As an enemy, D'Hoffryn is no doubt a fearsome foe. Problem is, he’s most likely an equally dangerous ally.

Doc

Doc: Glory? Glory . . . ooh, you don't mean Glorificus? Gosh, what do you want to get mixed up with her for? That's a sure way to get yourselves killed. I hear she's awfully unpleasant.

—5.21 *Weight of the World*

It is unclear whether Doc was a demon with a very human appearance, or a human that had messed with dark forces so much that he became something demonic. On the surface, Doc was a kind doddering old man. He was a little forgetful as he puttered around his dusty old apartment in a bathrobe and slippers. He seemed genuinely concerned with Dawn’s grief at the loss of her mother, and equally concerned with the consequences of attempting a resurrection spell. Doc obviously knew a great deal about the dark forces loose in the world, and he was acknowledged by those in the know as Sunnydale’s leading authority on resurrection spells. But for the most part, this harmless old man appeared to want nothing more than to sit in his comfortable chair and sip hot cocoa.

Nope, nothing at all to indicate that Doc was a very dangerous and evil man. Natch, as it turned out, Doc WAS a very dangerous and evil man.

There were clues of course, things people would notice if they weren’t busy lighting a cigarette and having that distant badass attitude going. Sometimes a thin reptilian tail briefly peeked out from under Doc’s robe. Doc’s kindly old eyes might become the solid black indicators of darkest magic, if only for a moment. The longer a person spent with Doc, the less human he appeared. Things like wrestling a vampire to the ground, bleeding dark ichor, and pushing people away with the lash of a six-foot-long demon tongue were all clues that something was not quite right with the old man.

Name: Doc
Motivation: Just get by (at least until Glorificus destroys the barriers between worlds)
Critter Type: The jury is still out on that one
Attributes: Str 7, Dex 8, Con 7, Int 6, Per 7, Will 6
Ability Scores: Muscle 20, Combat 20, Brains 20
Life Points: 100
Drama Points: 6
Special Abilities: Impressive Occult Library, Increased Life Points, Regeneration (7 Life Points per Turn), Sorcery 5, Supernatural Senses, Tongue Lash

Name	Score	Maneuvers	
		Damage	Notes
Disarm	18	—	Resisted by Parry
Dodge	20	—	Defense action
Grapple	22	—	Resisted by Dodge
Kick	19	21	Bash
Knife	20	19	Slash/stab
Magic	20	Varies	By spell
Punch	20	19	Bash
Sweep Kick	19	12	Knocks target down
Sword	20	33	Slash/stab
Telekinesis	17	10	Bash or Slash/stab
Tongue Lash	20	19	Bash
Wrestling Hold	18	—	Must Grapple first



Doc was also not as senile as he liked to pretend. He may have muttered on about non-related things, but he had supernatural perception. He could detect the existence of a soul or tell if a person is a vampire simply by being in her presence. He could observe the genetic and molecular make-up of a person just by staring at a strand of hair. We assume he also had access to all sorts of spells and rituals, though that side of him was never really shown that much.

In his kindly old man guise, Doc operated like the demon world's version of Giles. It's not like your average vamp or demon could go to the Watcher for the answer to some supernatural inquiry. Doc's door was always open though. Maybe it was just the harmless old man routine, or maybe it is just that the scale of what constitutes truly bad is skewed in Sunnydale, but it seemed that there were worse things out there than Doc.

That was of course what Doc wanted all along. The old man was actually a devoted follower of Glorificus. He took a sword in the chest trying to keep Spike and Xander away from information that could interfere with Glory's plans (a sword to the chest just doesn't kill the way you think it should sometimes). When Glory failed in her attempt to use the Key to bring down the barrier between worlds, it was Doc who got the ritual started by spilling Dawn's blood. Spike tried to protect Dawn, but Doc overpowered him. The old man then prepared to

fight Buffy, but the Slayer simply tossed him off of the top of the junk tower where Dawn was tied (and this may have been exactly what it took to kill old Doc—but don't count on it). In the end, it was Doc who cut Dawn, it was Doc who brought a whole new batch of demons to Sunnydale (though most did not stay very long at all), and it was Doc who made it necessary for Buffy to sacrifice herself to save her sister and the world. The kindly forgetful old man proved to be none of those things.

If you bring Doc back in your game, the Scooby Gang (and most likely your Cast) won't be fooled by his doddering shtick. But maybe he shows up as a kindly old grandma-type. Whatever the case, he's going to be one crafty villain.

DRACULA

Dracula: There is so much I have to teach you. Your history, your power, what your body is capable of.

Buffy: I don't need to know.

Dracula: You long to. And you will have eternity to discover yourself. But first, a little taste.

Buffy: I won't let you.

Dracula: I didn't mean for me.

—5.1 Buffy vs. Dracula





Dracula is unique among vampires given the extensive historical record about his life before joining the ranks of the undead (okay, so there's also a great deal of historical documentation about Rasputin and certain Prussian nobility with seemingly odd blood diseases, but the jury is still out on whether or not they were actually vampires). Before being turned, Dracula was Vlad Tepes, the son of Vlad Dracul and the Prince of Wallachia. He spent his childhood as a hostage in the Turkish court with his brother Radu. At age fourteen he fled to Moldavia and by the time he was twenty-five, he was made Prince of Wallachia by Matthias I of Hungary. He was a cruel leader and a fierce warrior. He earned the nickname Vlad the Impaler after his favorite method of execution. The people also called him Draculea, the Son of the Dragon. The name has been corrupted to Dracula, the epitaph by which he is more commonly known. He fought a fierce campaign against the Turks, but he also managed to anger many of his allies at the same time. At some point during his many campaigns, Vlad Tepes managed to get turned into a vampire.

Dracula faked his own death in 1476 and terrorized Transylvania for hundreds of years. He managed to work out an alliance with the gypsies (considering what happened to Angelus, this was probably a good idea). He didn't feed on them, they taught him a few tricks, and they both stayed out of each other's way. It was during this time that Dracula picked up many of the habits that he still retains—his penchant for luxurious castles, his need to sleep in coffins lined with native soil, his wont to have three “brides” with him wherever he goes. Around the year 1600, Dracula spent some time with a Vengeance Demon known as Anyanka (he complemented her on her work, which is something Anya has never forgotten). By the 19th Century, Dracula moved on to the more modern lands of Britain.

It is unknown whether Vlad Tepes talked to Bram Stoker specifically or merely to a friend of the Irish writer, but somehow his story was turned into the novel *Dracula*. While a lot of the plot is fictional, the details about vampires are reasonably accurate. In his pride and hubris, Dracula managed to give the world what amounts to the Big Book Of How To Kill Vampires. Most people still dismiss it as a work of complete fantasy, but it certainly has made things harder for vampires ever since. It was during his time in Victorian England that Dracula became something of a rival of another vampire named Spike. For a brief time, the former Prince of Wallachia was the arch-nemesis of William the Bloody. They both went their separate ways, though Dracula still owes Spike twenty pounds.

Dracula came to Sunnydale to meet the Slayer (okay, technically Faith is the Slayer and Buffy is an aberration, we know that—but as far as everyone from the Watchers to the Demon Underground are concerned, Buffy is THE Slayer). He could have killed her or fed on her, but that isn't really his style. He wanted to turn her. In fact, he wanted Buffy to want to be bitten by him. He found a castle in Sunnydale to use as his California home (bless those crazy Sunnydale architects), set up his dirt-lined coffins, and promised his brides that they would soon feed as well. He turned Xander into his human servant, a bug-eater like Renfield from the novel. Xander brought Buffy to Dracula's castle, Dracula seduced her, but she got over it and managed to stake him. Of course Dracula has that trick of turning to mist, so Buffy ended up staking him a couple of times. It is unlikely that Dracula is actually dead, but he hasn't been heard of around Sunnydale since.

It is interesting to note that Dracula and the Master are pretty much the same age (both about 600 years old), yet are completely different types. The Master never shows his human face and Dracula never shows his demonic one. The Master prefers to live in stark simple surroundings and Dracula prefers luxurious accommodations. The Master is spiritual (a dark, evil, end-the-world kind of spiritual) and Dracula is more concerned with the sensual. They do share special powers to help them avoid death. Upon dusting, the Master left a skeleton. This allowed his minions to attempt a revivification spell. Dracula could turn to mist upon staking if he timed it right. This allows him to reform into his own body instead of a pile of dust (Dracula must be aware of the attack to pull off this trick). It seems that once a vampire passes the half a millennium mark, she is very reluctant to shuffle off the immortal coil.

canon alert

Other than his brief encounters with Spike and Anyanka, the *Buffy* TV show does not discuss Dracula's history before coming to Sunnydale. We've used historical and fictional materials to create the Dracula background detailed in this entry. As such, it can't be considered *Buffy* canon. Even so, if you adjust his historical details in your game and Drac takes umbrage at your rendition of his life and times, we'd sure hate to be in your shoes.

The new Dracula stats on the next page account for his gypsy shape-shifting magic and generally make him a bit badder (we're assuming he learned from his mistakes with Buffy).



LIFE POINTS 96
 DRAMA POINTS 6
 EXPERIENCE POINTS



BIG BAD NAME Count Dracula
 CRITTER TYPE Vampire
 MOTIVATION Predator, be exotic, captivating and mysterious

ATTRIBUTES

STRENGTH	<u>7</u>	INTELLIGENCE	<u>5</u>
DEXTERITY	<u>7</u>	PERCEPTION	<u>5</u>
CONSTITUTION	<u>7</u>	WILLPOWER	<u>7</u>

SKILLS

ACROBATICS	<u>7</u>	KNOWLEDGE	<u>10</u>
ART	<u>1</u>	KUNG FU	<u>3</u>
COMPUTERS	<u>0</u>	LANGUAGES	<u>9</u>
CRIME	<u>5</u>	MR. FIX-IT	<u>1</u>
DOCTOR	<u>2</u>	NOTICE	<u>10</u>
DRIVING	<u>0</u>	OCCULTISM	<u>10</u>
GETTING MEDIEVAL	<u>6</u>	SCIENCE	<u>6</u>
GUN FU	<u>3</u>	SPORTS	<u>0</u>
INFLUENCE	<u>5</u>	WILD CARD	<u>0</u>

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____
 PERCEPTION (DIO + PER + NOTICE) _____

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

QUALITIES

Age <u>7</u>	Hypnosis <u>3</u>
Attractiveness <u>+4</u>	Sorcery <u>3</u>
Hard to Kill <u>10</u>	Vampire
_____	_____
_____	_____

DRAWBACKS

Adversary	Covetous (Lecherous)
(Watchers, people	Honorable I
calling themselves	Nerves of Steel
"Van Helsing" and others)	Showoff

COMBAT MANEUVERS

MANEUVER	BONUS	BASE DAMAGE	NOTES
Bat	20	—	+8 to Crime when hiding
Bite (bat)	10	7	Slash/stab
Bite (vamp)	12	21	Must Grapple first; no defense action
Bite (wolf)	10	14	Slash/stab
Claws (wolf)	10	14	Slash/stab
Dodge	14	—	Defense action
Grapple	12	—	Resisted by Dodge
Hypnosis	16	—	Target hesitates
Hypnosis	15	—	Creates illusion
Hypnosis	14	—	Controls target
Magic	20	Varies	By spell
Mist	20	—	Shape change
Punch	10	14	Bash
Sword	13	28	Slash/stab
Telekinesis	10	*	Bash or Slash/stab
Wolf	20	—	Double movement; +3 to Crime at night
* 2 x Success Levels			

Name: The Dracubabes
Motivation: Serve Dracula
Critter Type: Vampire
Attributes: Str 6, Dex 5, Con 5, Int 3, Per 3, Will 3
Ability Scores: Muscle 18, Combat 16, Brains 12
Life Points: 63
Drama Points: 2
Special Abilities: Attractiveness +2, Hard to Kill 3,
 Seduction (roll Willpower doubled vs. Brains to resist),
 Vampire

Name	Score	Maneuvers	
		Damage	Notes
Bite	18	23	Must Grapple first; no defense action
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	18	Bash
Punch	16	16	Bash



This difference might also serve to make Dracula an unlikely ally for the Cast Members. Just as Spike was willing to make a deal with Buffy to prevent Angelus from destroying the world, Dracula might also feel the need to save the planet once in a while. A devastated Earth overrun by towering ageless monstrosities is unlikely to have fine clothing, satin sheets, and an assortment of beautiful women on which to feed.

DRUSILLA

Spike: Are we feeling better, then?

Drusilla: I'm naming all the stars.

Spike: You can't see the stars, love. That's the ceiling. Also, it's day.

Drusilla: I can see them. But I've named them all the same name, and there's terrible confusion.

—2.14 Innocence

Drusilla was one of three daughters living in England during the beginning of Queen Victoria's reign. She was an innocent young woman who only wanted to do right in the eyes of God. She was also a special young woman, gifted with prophetic visions. In different circumstances, she might have become a Seer for the Powers That Be, helping to defend the world against the powers of darkness. Angelus made sure this was not to be her fate. In 1880, the vampire Darla pointed out the three daughters to her lover, and "he of the angelic face" began to take an unhealthy interest in young Drusilla (young women with special powers apparently being something of a weakness for Angelus).

Angelus heard her confession when he was feeding on her priest, and at that point decided to drive her insane. Pretending to be a priest, Angelus told Drusilla that her visions were proof that she was a devil child meant for evil and unloved by God. That of course was only the beginning. Angelus tortured and killed Drusilla's entire family, making her watch every moment of the ordeal. After that, Drusilla fled to a convent where she was prepared to take Holy Orders. The convent did not provide Drusilla with the refuge that she longed for. Angelus killed the nuns before Drusilla's eyes, and when the tormented young women finally snapped for good, Angelus turned her. He now had a special vampire who could see visions of the future, but who was also completely and undeniably insane.

Angelus and Darla became Drusilla's new family. Once she learned the details of who was sired by whom, Drusilla took to calling Angelus "daddy" and Darla "grandmother" (which always annoyed Darla, but there was little she could do about it). The three made a great vampire team, but Drusilla was unsatisfied. She said that she was full and warm, yet all alone and the clouds hadn't cried since Sunday. Angelus told her that if she was so lonely, she should make a playmate for herself. Out of all the possible choices in London, Drusilla picked a simpering aspiring poet named William with a freshly broken heart. She saw his potential—his desire for something glowing and glistening and effulgent. She sired him in a London alleyway. William died and Spike was born. The family of vamps stayed together for a few years after that, but once Angelus got saddled with a soul and Spike had killed his first Slayer, everything just went to hell.



Drusilla was proud of her Spike. He killed a Slayer during the Boxer Rebellion, which put him ahead of most vampires. In 1977, Spike killed another Slayer (an African-American woman named Nikki) in New York. This gave him a reputation as a Slayer-killing Bad Ass. Spike and Dru were also never really sure what had happened to Angelus, why Darla was so mad at the gypsies in 1898, and why Angelus left them in China in 1900. They looked for him in Hungary in 1956, and Drusilla was nearly killed by a mob of villagers and Soviet soldiers. It would seem that Drusilla and Eastern European mobs don't go well together, because nearly dying at the hands of a mob in Prague is the reason Spike brought Drusilla to Sunnydale in the first place. He hoped that the Hellmouth would help Drusilla heal. While in town, he also found an interesting new Slayer to kill.

This proved to be easier said than done. Buffy had friends, Buffy had luck, and Buffy had an annoying habit of ruining every plan that Spike tried. To top it all off, Drusilla didn't seem to be getting any better. After three fruitless months in Sunnydale, Spike finally discovered a ritual in the writings of Josephus du Lac that would restore a vampire to full health. All that was needed was the blood of Drusilla's sire. Fortunately for Spike, the sire in question was living in Sunnydale and going by the name of Angel. Spike captured Angel and managed to get the ritual started, but Buffy and a new Slayer named Kendra burst in before Angel could be killed. Spike fled with Drusilla, hoping that she had taken enough of Angel's blood to be healed. He didn't get too far before a massive organ fell on him and the church where the ritual took place burnt to the ground. Spike wound up in a wheelchair with a spinal injury and Drusilla wound up the healthier of the two (though still relatively insane).

Spike and Dru stayed in Sunnydale for a while longer. As 1998 started, Spike had the disassembled Judge brought to Drusilla for her birthday. As an added present, Angel managed to lose his soul after experiencing a "moment of true happiness" with Buffy. Drusilla was pleased: her Daddy was back and the family was together again (except for Darla, who had been dusted a year before). Apart from being crazy and psychic, Drusilla was also something of a flirt—she was getting too close to Angelus for Spike's comfort. When Drusilla and Angelus discovered the dormant Acatlha and planned to use the demon to destroy the world, Spike had all that he could take. He liked the world as it was, he liked having people everywhere to feed on, but what he liked most of all was having Drusilla all to himself. He made a deal with the Slayer to betray his fellow vampires in exchange for safe passage out of Sunnydale with Dru.

Drusilla didn't accept that. She was upset that Spike had prevented the world from ending, but she was also Crazy-vision Girl. She saw that Spike was somehow connected to the Slayer still. She didn't know that Spike would end up falling in love with Buffy, but she knew that something was wrong. Drusilla had affairs with the most disgusting demons because she felt that Spike was gone from her. When they broke up, Drusilla's replacement family was gone for good.

As the year 2000 was drawing to a close, Drusilla saw one more chance to get her family together. Darla had been brought back and Angel was acting pretty evil for a guy who still had his soul (all of which will be explained in the *Angel RPG* of course), so now all she needed was her Spike back. By that time, Spike had a chip in his head and was deeply in love with Buffy. Drusilla wanted to turn him back into his old self, using the powers of her mind to negate the chip in Spike's head. Spike had a different idea and planned to either slay Dru to prove how much he loved Buffy, or let Dru kill Buffy if the Slayer refused to admit that she felt something for him (Drusilla preferred the second option). Of course that plan fell apart, but in the end Spike sided with Buffy against Drusilla. She felt that he was so lost that she couldn't even help him anymore.

Drusilla is still at large and one of the most dangerous vampires that the Cast is ever likely to meet. She is pretty much still insane, so it is hard to judge what she will do next. Drusilla managed to kill Kendra back when she was plotting with Angelus to destroy the world, but she never drank the Slayer's blood. She can be caught by surprise, but she also knew Spike would love Buffy long before he ever did. She is a capricious black goddess who has done something most of the other Big Bads listed here have not: she has faced the Slayer repeatedly and is still around to talk about it.

new and more dangerous

Drusilla as presented in the *BtVS Corebook* is circa the end of Season Two. The full Drusilla character sheet on the next page brings her up to date as of her latest appearances through Season Six. My how she's grown!





EYGHON

Jenny (demon-voiced): You're like a woman, Ripper, you cry at every funeral. You never had the strength for me, you don't deserve me. But guess what, you've got me—UNDER YOUR SKIN!

—2.8 *The Dark Age*

On the surface, Rupert Giles appears to be just a stuffy British librarian. In truth, he's a stuffy British Watcher, but those who get to know him a little better realize that his sense of humor is so dry it has sand dunes. None of this would lead anyone to suspect that Giles spent the seventies going by the name "Ripper" and engaging in a life of sex, drugs, and rock & roll. Many of the Watchers join the Council as part of a family lineage, and Giles was told about his destiny and responsibility since early childhood. He went to Oxford, where he studied history by day and the occult by night. Oxford would be hard enough by itself without having to learn everything about the Council of Watchers as well, and by the age of twenty-one Giles had more than he could stand. He dropped out of school and moved to London. He engaged in all sorts of rebellious activity, and with his unique education some of that rebellion had to do with magic. He started out downing pints with sorcerers who worshipped chaos and ended up invoking an Etruscan demon named Eyghon.

Eyghon, also known as the Sleepwalker, could only exist in this reality by possessing an unconscious host. Initiates would tattoo the Mark of Eyghon somewhere on their body to mark themselves as willing hosts. When the demon possessed them, they would be filled with an overwhelming euphoric sensation. Proper magical precautions had to be taken to insure that the possession would be temporary, or else Eyghon would begin to transform the host body into his own. Eyghon could also possess the dead, creating a sort of demonic zombie, but a corpse couldn't hold the demon for long. Eyghon's energy would cause the dead body to collapse and liquefy. If the demon wanted to continue "living," he needed to jump into the nearest dead or unconscious body.

The Cult of Eyghon was pretty much a dead one until Giles revived it in the seventies. Along with the chaos magician Ethan Rayne, Giles figured out how to summon the demon safely. The London cult had six members: Giles, Ethan, Thomas Sutcliffe, Philip Henry, Deirdre Page, and a creepy guy named Randall who looked like a cross between Charles Manson and Jim Morrison. They would each take turns getting possessed by the demon—it was all just another way for a bunch of young people to get high in the seventies—until Randall lost control. Eyghon took him over and the creepy cult guy's skin became rotted and pocked as ridges grew on his forehead. Eyghon had found a permanent home. In order to defeat the demon, Giles and his London friends would have had to kill Randall. This is exactly what they did.

Name: Eyghon

Motivation: Possess people, ruin lives

Critter Type: Demon

Attributes: Str 6*, Dex 5*, Con 6*, Int 4, Per 5, Will 6

Ability Scores: Muscle 18*, Combat 16*, Brains 18

Life Points: 58*

Drama Points: 3

Special Abilities: Attractiveness -4, Possession

Name	Score	Damage	Maneuvers
			Notes
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	18	Bash
Possession	18	—	Take over host body
Punch	16	16	Bash

* Only applies to possessed bodies, be they unconscious or dead. If the host has higher physical attributes, those are used instead. Possessing a corpse costs one Life Point per hour. Once the corpse reaches zero Life Points, through either damage or hourly Life Point loss, it liquifies.



Everyone thought that this was the end of Eyghon and went on with their lives. Twenty years later, the demon came back. Eyghon wanted to destroy every member of the former cult. By the time Giles was aware of what was happening, he and Ethan were the only ones left alive. Thomas and Deirdre were dead, and Eyghon was possessing Philip's corpse. When that body started to liquefy, Eyghon jumped into the nearest available host, which was an unconscious Jenny Calender. Giles took her to his apartment, unaware that the woman he loved was the demon's new host body. Buffy saved him from the demon, but Giles was unable to think clearly after that. The guilt from causing the deaths of his three London friends, seemingly destroying the woman he loved, and letting a demon loose into the world was too much for the Watcher.

It was actually Willow who came up with a way to beat Eyghon. She got Angel to attack the demon-possessed Jenny, and ended up strangling her. With his host body threatened, Eyghon jumped to the nearest dead or unconscious body. This turned out to be Angel. But he was already possessed by a demonic vampire spirit. After a fierce internal struggle, Angel's demon side beat Eyghon into submission and the demon was no more.

Then again, that's what everyone thought back in London, too.

THE FIRST

Giles: These letters contain references to a, a, an ancient power known as The First.

Buffy: First what?

Giles: Evil. Absolute evil, older than man, than demons. It could have had the power to bring Angel back.

—3.10 *Amends*

During the span of her career as a Slayer, Buffy has faced everything from simple demons to the inhuman Old Ones to an actual Hellgod. The First is something completely different. It is timeless Evil that predates even the demons that first walked on Earth. It is possibly as old as creation itself and transcends all reality and dimensions. It is in fact Evil itself, the personification of an abstract force. As such, the First is an evil greater than any demon. Those few demons who know what it is, fear it and flee when it's about.

Fighting the First would be as impossible as fighting Death or Hatred. Fortunately, attracting the First's attention is also as difficult as making personal enemies with Death or Hatred. In its natural form, the First would seem to be apathetically unaware of anything that happened on Earth. For it to notice events on our world, let alone manifest on it, may require the work of the Harbingers.

The Harbingers, or simply Bringers, are the High Priests that worship the First. They have no eyes—just runic symbols branded into the space where their eyes should be. The Harbingers are able to summon a spirit manifestation of the First to our reality, and it is this spirit manifestation that will be encountered if the First plays a part in your Series.

In the *BtVS* TV show, the First appeared in Sunnydale after Angel returned from Hell. Time passes at different rates in some of the hell dimensions, and Angel had spent a century in his. It took him a while to get back to things like talking or thinking coherently. Once he readjusted to a life that didn't consist of eternal torment, Angel was plagued with the question of why he was freed from Hell.

The First claimed responsibility for that. It told Angel that the only thing he had ever been any good at, with a soul or without, was killing. The First said that it had brought Angel back so that the vampire could fulfill his

Name: The First
Motivation: Incomprehensible evil
Critter Type: Spirit Manifestation of a Primordial Force
Attributes: Str —, Dex —, Con —, Int 7, Per 7, Will 9
Ability Scores: Muscle —, Combat —, Brains 20
Life Points: —
Drama Points: 6
Special Abilities: Illusion

Name	Score	Maneuvers	
		Damage	Notes
Despair	20	—	Encourage suicide
Illusion	20	—	Impose depression





Name: The Harbingers
Motivation: Summon and serve the First
Critter Type: Demonic Minions
Attributes: Str 3, Dex 4, Con 3, Int 3, Per 2, Will 2
Ability Scores: Muscle 12, Combat 15, Brains 14
Life Points: 34
Drama Points: 1
Special Abilities: Attractiveness -2, Summon the First, Death Aura

Name	Score	Maneuvers	
		Damage	Notes
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Kick	14	11	Bash
Punch	15	10	Bash



destiny as a killer, and that his first action would be to kill Buffy. Angel's vampire instincts told him to feed off Buffy. His human side wanted to make love to Buffy once more, even though it would cost him his soul. The First told Angel to just give in to those desires. While the First could not convince Angel to do these things, it did cause Angel to doubt himself so much that he chose to kill himself rather than risk hurting Buffy again.

Buffy found the Harbingers' lair, which was easy enough since they have an aura of death about them. All a person has to do is look for the low birth rates and the dead plants. She beat the Bringers easily enough and confronted the First itself. At first it took the form of Jenny Calender, then it turned into a dark misty Angel of Death looking thing (though that was probably not any closer to it's true form than Jenny was). Buffy tried to convince Angel not to kill himself, but the vampire would not budge from Kingman's Bluff until sunrise. Angel's attempted suicide was prevented by a miraculous Christmas fall of snow accompanied by overcast skies that blocked out any vampire-destroying rays of sunlight. Could this have been an intervention by the Powers That Be?

Whatever . . . the First's plans to corrupt Angel and kill the Slayer were thwarted, though it should be noted that nothing was ever really done about the Harbingers or the First. The High Priests were chased away, but they are still around somewhere. The First, or at least the spirit manifestation of the First, was never banished in any way whatsoever. As we know now, the First is still out there, working its evil.

It's not a physical threat—the only thing the First has been shown to do is create illusions based on people who have died. This can be quite a devastating attack though. Angel was plagued with the "ghosts" of people who he

had killed, including Jenny Calender. The First has nothing but time and can endlessly plague someone with people from her most painful memories. It could appear to Buffy as her mother and endlessly ask her why she couldn't save her own mother. The First could appear to Willow as the ghost of Tara, wondering how the woman she loved could do all those horrible things in her name. The First can't throw a punch, but if it can get its enemies to kill themselves, why should it?

The First's powers may be set against the victim's Willpower (doubled) once per day. It first uses illusions to create a super version of the Emotional Problems (Depression) Drawback in its victim (-3 to all actions). Once that's complete, it encourages the victim to commit suicide. Once its attack is overcome three times in a row, it retreats to await another day. Unless of course it has a huge master plan—definitely Seasonal Big Bad potential here. But we're sure someone somewhere has thought of that already . . .

GACHNAR

Gachnar: I am the Dark Lord of nightmares, the bringer of terror! Tremble before me! Fear me!

Willow: He's so cute.

—4.4 Fear, Itself

On the campus of the University of California Sunnydale, the Alpha Delta fraternity house is known as THE place for a great party. The Alpha Deltas always look for an excuse to party and they always deliver. In 1999, the Alpha Deltas decided to turn their frat house into a huge haunted house. Everyone would have to wander through spooky halls and up creepy stairs to get to the party on the top floor. It was something they had done



before and Oz claimed that it was actually a fun time (and why would Oz lie about a thing like that?). To make the haunted house a bit more authentic looking, an Alpha Delt named Chaz painted a design on the floor that he saw in the type of book one usually only found in the Sunnydale High School Library (before it got blown up). The design he picked was a summoning icon known as the Mark of Gachnar. Despite the authentic summoning circle, things would have been fine if Oz hadn't cut himself fixing a speaker wire and accidentally spilled a few drops of blood within the ritual seal. This was enough to activate the spell and summon Gachnar.

Gachnar was a Gaelic demon who fed on the fear of others. The more people he could terrorize, the more powerful he became. At first Gachnar could only manage some simple illusions and reality alterations, turning a plastic spider into a real one for example. As more people fed the demon with their fear, Gachnar was able to rearrange the layout of the frat house and cause doors and windows to disappear. The range of his powers was limited—when the Alpha Deltas summoned him he could only manifest his powers within the confines of the frat house. But within that house it was the Overlook Hotel all over again. It was only missing two creepy Diane Arbus-looking dead girls and an elevator full of blood.

By the time the Scoobies got to the Alpha Delt house, Gachnar was able to separate them and use their fears against them: Willow was attacked by a spell she couldn't control, Oz become a wolf even without the full moon, Xander was invisible and abandoned by his friends, and Buffy was taunted by dead people telling her that everyone she ever loved would abandon her. The house then led them all to the upstairs room, where the previous party attendees sat huddled in terror. Fortunately for everyone, Anya brought Giles to the frat house and Giles brought a chainsaw. The Watcher and

the ex-demon made their way into the closed-off house by chainsawing through the walls. Once everyone was together, Buffy tried to stop the Fear Demon by impulsively destroying the Mark of Gachnar. This caused the demon to physically manifest in all of his awesome and magnificent terror.

Which would have been much more awesome and terrifying if Gachnar had been taller than six inches or so.

Buffy stepped on him and that was the end of Gachnar. We think . . .

Gachnar's Shift Reality power allows him to adjust the length and shapes of hallways, make fake objects real, change the layout of a house—pretty much anything one would expect in a haunted house. It is resisted by a Willpower (doubled) roll. Damage is caused by the victim's reaction rather than the change in reality itself.

Once summoned, Gachnar's Brains Score is 14. Each time he causes an illusion, the victim must make a Fear Test. If she fails, the demon's Brains Score increases by one. While there is no evidence of this from the show, it would be an interesting twist if Gachnar manifested once his Brains Score reached, say, 20. Perhaps his Brains Score can increase without limit, and with each addition, he manifests a bit larger.

You could also decide that when no one is around (or if they are all dead), Gachnar's Brains Score drops by one each hour that he causes no fear. In this way, Gachnar could remain in a place that he had been partially summoned to, haunting it forever. If there were more than one Gachnar, or if he could manifest in more than one place, this could help explain where all those haunted houses come from. Viewed this way, only by bringing Gachnar to full manifestation, as Buffy did by destroying his symbol, could he be defeated. So maybe her impulsive decision was the best way to go . . .

Name: Gachnar
Motivation: Sow fear
Critter Type: Demon
Attributes: Str -1, Dex 4, Con 1, Int 3, Per 3, Will 5
Ability Scores: Muscle 7, Combat 14, Brains 14
Life Points: 5
Drama Points: 3
Special Abilities: Attractiveness -4, Decreased Life Points, Feed on Fear, Illusion, Manipulate Reality

Maneuvers			
Name	Score	Damage	Notes
Claw	14	4	Slash/stab
Dodge	14	—	Defense action
Illusion	14	—	Create frightening images
Shift Reality	14	special	Haunting-type stuff





GLORY

Glory: A slayer? Oh God, please don't tell me I was fighting a VAMPIRE slayer—how unbelievably common. If I had friends, and they heard about this . . . and you know she's going around telling everybody.

—5.6 Family

Once there was a hell dimension ruled by a triumvirate of Hellgods (a surprisingly popular form of government in some hell dimensions)—beings with powers greater than any mere demon. They would plot and act against each other, but as long as no single entity gained the upper hand things were balanced and ran smoothly (or as smoothly as one would expect in a realm of fear, horror, and pain). One of the triumvirate, a Hellgod known as Glorificus, managed to amass a bit more power than the other two. Faced with defeat at the hands of the Glorious One, the two remaining Hellgods came up with a novel solution to their problems. Around the time when America was celebrating two hundred years of independence, they managed to overcome Glorificus and imprison her in a body of flesh on Earth. Her soul (or spirit or whatever it is that makes up the true essence of a Hellgod) was trapped in the body of a boy named Ben. We assume the plan was that it would remain there until Ben grew old and died. Once Ben was no longer alive, Glorificus would also cease to exist. The delicious part (at least for the other Hellgods) was that their rival would be forced to passively experience the mundane life of a normal human before she was snuffed out forever.

As often happens in these kinds of situations, things did not exactly work out as planned.

As the boy grew older, it seems that Glory found herself able to manifest for brief periods of time. We assume that in the beginning she did not have access to all her Hellgodish powers, but even so was more powerful than any mere demon. Naturally, Glory wanted to free herself of the flesh prison named Ben and return to her own Hell Dimension. Whether beforehand or during one of her brief manifestations, she became aware of a construct of mystical energy that was able to take down the barriers between all of the dimensions. This beautiful ball of green energy was called the Key. Glory had no need for such a thing when she ruled her own hell dimension, but after her imprisonment she decided that it was just the thing to set her free. As all the dimensions merged into one, she would reclaim her old throne, dish out a little payback, and maybe take over some other realms for good measure. But it all required her to find the Key.

Glory was not the only one aware of the Key's existence. The Knights of Byzantium were a fighting order dedicated to the protection of our world. They knew of the Key's existence and sought it for centuries, much like the legendary knights of King Arthur sought out the Holy Grail. The motivation was a little different though—the Knights wanted to destroy the Key. The quest may have started as one to destroy an artifact that could unite dimensions (no doubt messily). When the Knights became aware of Glory's banishment and her hunt for the Key though, the holy mission took on an added urgency.

The Key was actually in the possession of a group of monks in the Czech Republic. Unlike the Knights of Byzantium, the monks thought that the power of the Key could be harnessed for good. They never got a chance to test this theory because Glory discovered them and their secret. Fortunately for all that is good and pure and spiffy, the monks were expert at transforming energy. They had possession of a Dragon Sphere, an artifact that would weaken Glory. Still, none of that would prevent her from tearing them into tiny bloody pieces as she stole the Key and destroyed the world. So the monks used their power to transform the Key into a person that would be loved and protected by a special girl—the Chosen One, the one girl in all the world who would stand against (. . . stop us if you've heard this). They transformed the Key into Buffy's little sister Dawn.

Memories, perceptions, and reality itself were altered to make room for this new member of the Summers clan. As soon as the Scoobies met Dawn, their lack of recognition was immediately replaced with false memories of knowing Dawn since the day she moved to Sunnydale with her mom and sister—Dawn herself had no idea what she really was. The Knights of Byzantium were unable to detect the Key in its new form. More importantly, Glory was unable to recognize Dawn as the Key. The Hellgod even spoke with the girl a couple of times, completely unaware that she was in the presence of the one thing she had been seeking. Only those with altered perceptions, namely second-sight types and the brain-damaged, were able to see Dawn for what she truly was. Certain magical constructs like the Sobekite Spawn (see p. 50) were able to track down the Key as well.

Despite her inability to key in on the Key precisely, Glory and her minions (minor demons instead of the usual vampiric lackeys one finds in the lair of a Sunnydale Big Bad) came to Sunnydale to search for it. She soon encountered Buffy and basically kicked her butt. The Slayer barely escaped with her life.



Glory was superhumanly strong and powerful, able to tear down buildings and defeat whole armies. She could move with inhuman speed. It would be an exaggeration to say that she was more powerful than a locomotive or faster than a speeding bullet, but she was pretty strong and quick. She was also insane. It was not easy manifesting in our world and briefly enjoying freedom from the Ben prison. She needed to feed on human minds to avoid great pain and feel even remotely normal. Until the very end of her life, Glory also had an involuntary defense. There was no way of detecting that Glory was Ben, and any human (including Slayers and Keys-Transformed-into-Humans) who witnessed her changing into Ben or vice versa would immediately develop a mental block about the whole thing. It was only as the appointed time to use the Key drew closer and the barrier between Ben and Glory weakened that people were able to remember that the two people were one being.

As he had no choice, Ben came to Sunnydale too and set himself up as a doctor at Sunnydale General Hospital. Naturally (at least naturally for the Buffyverse), Ben met and befriended Buffy and the Scooby Gang (as a result of Joyce's illness). Unlike Glory, Ben was able to see that Dawn was the Key, but he kept that fact from Glory for a time (different minds, different memories). Then he inadvertently let slip to one of the minions that the Key was in the form of an innocent, in other words, a person. Big slip!

From that point on, Glory just had to figure out who in Buffy's life was really the Key. That didn't work as Glory planned with Spike or Tara, but she did leave Spike beaten and bloody and Tara a brain-damaged wreck. Later Glory was around when the newly cognizant Tara

remarked on the beautiful green energy she was seeing as she looked at Dawn.

Buffy and her friends tried to escape Sunnydale, but by that point the full force of the Knights of Byzantium were after them so that the Key could be destroyed. Giles was wounded in the flight, and Buffy called her friend Ben (the doctor, remember). She did not know that Ben was Glory. The Hellgod grabbed Dawn, killed the Knights of Byzantium, and made her way back to Sunnydale to prepare for her return to power.

Since the Key was now in human form, it could only be used as part of a specific ritual. At a certain time and place (the place being fairly high up in the air, which is why a group of crazy people wound up building a giant tower out of junk), the Key would have to be cut with a knife. As long as the blood of the Key flowed, the barriers between the worlds would decay and different realities would blend into each other. When the Key died, the barriers between worlds would reform. And Glory knew how to make people bleed for a very long time before dying.

She never got a chance to use the Key though. Buffy and her friends attacked Glory with the Buffybot, Olaf's Troll Hammer, Willow's magic, Xander's wrecking ball, and some good old fashioned Slayer ass-whupping. It all proved too much for the Hellgod. To escape the pain, Glory turned back into Ben. Buffy couldn't kill a human, so she made Ben promise to never hurt her or her loved ones again. Giles knew that this promise would be broken. Unlike Buffy, he could kill a human. So he did. With Ben's death, Glory was no longer a threat. At least, so it seems.

Name: The Minions
Motivation: Serve Glorificus
Critter Type: Demon
Attributes: Str 4, Dex 5, Con 4, Int 2, Per 2, Will 2
Ability Scores: Muscle 14, Combat 14, Brains 10
Life Points: 42
Drama Points: 1
Special Abilities: Extreme sycophancy

Maneuvers			
Name	Score	Damage	Notes
Dodge	14	—	Defense action
Knife	14	11	Slash/stab
Punch	14	11	Bash





BEN

Ben became aware of his unique position early in life, apparently sharing a bond with the infernal entity dwelling within him. He thought of her as his sister. He knew about the Key and about Glory's plans to go home. All he wanted was a normal life, to work in a hospital and help people but that was never really possible. When Glory's feeding habits started to leave too many crazies in Sunnydale, it was Ben who summoned the Queller to clean up after her. As much as Ben might have wished it otherwise, he was a part of Glory's life.

He was also Glory's last line of defense. It may be that Glory was impossible to kill, but it seems when things get tough, she turns into Ben so we can't be sure. If Glory takes a significant amount of damage (like being hit by a truck) and she wants to avoid turning into Ben, she must make a Willpower (doubled) roll. If she fails, Ben appears. He will be confused, in a dress, and sore, but otherwise undamaged. If Glory is reduced to zero Life Points or less (from getting the snot beaten out of her by a Slayer with a magic troll hammer for example), she must also make a Willpower (doubled) roll to avoid turning into Ben (though she could also chose to do so voluntarily). When Ben appears in this circumstance, he has only five Life Points and shows the same damage that Glory had before switching over. This becomes advantageous when facing a Slayer who won't kill a human being. It is not such a good idea when faced with someone who used to go by the name of "Ripper" and will kill to save his loved ones.

LYLE GORCH

Lyle: 'Well, you're a rough one, ain't you! I like that! You must be that Slayer I've been hearin' so much about. Lyle Gorch. Pleased to meet you!

—2.12 'Bad Eggs

Lyle and Tector Gorch were two brothers from Abilene, Texas who made their reputation by massacring an entire Mexican village in 1886. They did this when they still had a pulse and could walk in sunlight, so becoming vampires didn't make them much less friendly. They were abandoned by their mother at an early age, so Lyle had to raise his little brother himself. Lyle took care of Tector and always did what was best for his younger sibling. When Lyle became a vampire, he made sure that Tector became one of the undead as well. Lyle was the brains of the outfit, which in all honesty wasn't much of a brains type of operation to begin with. Still, the Gorches did know Angelus by sight and Lyle was smart enough not to attack Angel and Buffy with no plan. When Lyle and Tector did finally attack the Slayer, it was during her ruckus with the Bezoar (see p. 85). Tector managed to get eaten by a giant prehistoric egg-laying demon, but Lyle got away reasonably unscathed.

The following year, Lyle Gorch returned to Sunnydale to take part in Mr. Trick's SlayerFest 1998. By that time, the Texas vampire had gotten himself married to a blond vampire named Candy (though it isn't clear whether she was a vampire before running into Lyle). The newlywed undead had a sack of bloody nonconsecutive hundreds to pay their way into the Slayer-hunting contest. Lyle also had a plan—use the Watcher as bait for the Slayer. They knocked out Giles (they've done studies on repeated head trauma, haven't they?) and waited for Buffy and Faith to come to them. Due to a

Name: Ben
Motivation: Stay alive
Critter Type: Human Prison for a Hellgod
Attributes: Str 3, Dex 2, Con 3, Int 3, Per 2, Will 5
Ability Scores: Muscle 12, Combat 12, Brains 13
Life Points: 34
Drama Points: 5
Special Abilities: Attractiveness +3, Doctor 5, Science 4, Wild Card (Things Glory Knows) 4

Maneuvers

Name	Score	Damage	Notes
Dodge	12	—	Defense action
Knife	12	8	Slash/stab
Punch	12	8	Bash
Kick	11	10	Bash



Name: Lyle Gorch
Motivation: Predator, raise hell in a cowboy kind of way
Critter Type: Vampire
Attributes: Str 8, Dex 6, Con 7, Int 2, Per 2, Will 2
Ability Scores: Muscle 22, Combat 19, Brains 10
Life Points: 94
Drama Points: 6
Special Abilities: Hard to Kill 8, Vampire

Name	Score	Damage	Maneuvers	Notes
Bite	21	30		Must Grapple first; no defense action
Big Knife*	19	29		Slash/Stab
Big Pistol*	19	20		Bullet
Dodge	19	—		Defense action
Grapple	21	—		Resisted by Dodge
Kick	18	23		Bash
Punch	19	21		Bash

* Sure, Lyle has never been shown using a knife or a gun, but what kind of Texan cowboy vampire would he be if he didn't still remember how to use a bowie knife and a six shooter?



big wacky misunderstanding, the contestants in SlayerFest were actually hunting Buffy and Cordelia, but nobody really seemed to have time to listen to Cordy's protests. Candy wanted to kill Buffy for what she did to Lyle's little brother (technically, Tector got himself killed by the Bezoar, but vampires aren't known for seeing things all rational-like), and she did manage to knock Buffy out of a fight. Cordelia then dusted Candy with a broken spatula and intimidated Lyle Gorch into leaving. Pretty damn impressive actually.

Lyle Gorch is not the smartest vampire and he certainly isn't the most dangerous. He's not one to try something like attempting to destroy the world. Like Spike, he is having too much of a good time (aside from his Sunnydale smackdowns) to see it destroyed. He does have the distinction of having crossed the Slayer twice and getting away unstaked both times. He might have lost a loved one in the process each time, but Lyle Gorch is a survivor. He is still at large and ready to plague the Cast Members when they least expect it. It's the vampire cowboy way.

HALFREK

Tara: I thought Vengeance Demons only punished men who wronged women.

Halfrek: Oh, that was Anya's little raison d'être. Most of us try to be a little more well-rounded. And actually, we prefer Justice Demon. Okay? FYI.

Anya: Well-rounded, huh? Is that how you explain your thing for bad parents?

Halfrek: It's not a thing—the children need me.

Anya: Mmmm-hmmm. (pretending to cough) Daddy issues.

—6.14 *Older and Far Away*

Halfrek is a Vengeance Demon and one of Anya's best friends (certainly her best friend outside the Scoobies). It is unclear whether she was originally a human named Cecily in Victorian London, a Vengeance Demon who had temporarily taken an identity as a human named Cecily in Victorian London, or just looks remarkably like a woman named Cecily who lived in Victorian London. In any case, she knew Spike in the past and neither one is all that anxious to talk about it.

Halfrek's particular obsession involves children. Dawn's deep-seated feelings of neglect brought Halfrek to Sunnydale (though she would have shown up anyway for Anya's wedding). Dawn wished that everyone would



Name: Halfrek
Motivation: Won't somebody please think of the children
Critter Type: Demon
Attributes: Str 5, Dex 4, Con 5, Int 3, Per 3, Will 5
Ability Scores: Muscle 16, Combat 14, Brains 13
Life Points: 65
Drama Points: 5
Special Abilities: Attractiveness +2/-2,
 Demon (Vengeance), Hard to Kill 5

Name	Score	Maneuvers	
		Damage	Notes
Dodge	14	—	Defense action
Grapple	16	—	Resisted by Dodge
Kick	13	15	Bash
Punch	14	13	Bash



stop leaving her. Halfrek waited until the Summers threw a party in their house and invited lots of friends. Hallie then set the Wish in motion and suddenly nobody was able to leave the house. This backfired when she appeared in the house at Anya's bidding and found that the Wish affected her as well. The Vengeance Demon wants a second chance with Dawn, but the Slayer's little sister now has a thing about never saying the "w" word.

HELLMOUTH SPAWN

Buffy: Do you remember the demon that almost got out the night I died?

Willow: Every nightmare I have that doesn't revolve around academic failure or public nudity is about that thing. In fact, once I dreamt that it attacked me while I was late for a test and naked.

Buffy: Well, it'll be the first to come out, and Giles says it won't be the worst by a long shot. The world will be overrun with demons if we don't stop it.

—3.13 The Zeppo

A species of lesser Old One, the Spawn was more powerful than almost every other demon that the Scooby Gang ever faced. It exists just on the other side of the Hellmouth, where it waits endlessly for its chance to manifest on Earth. When the Hellmouth is opened, this is the first thing encountered. When the Hellmouth is reclosed, this demon is banished back to the other side. It serves the same function as dead canaries and declining frog populations—coming across one is a sure sign that things have gotten very bad.

Since the Hellmouth Spawn are Things Beyond Reality Which Mankind Can Not Ever Understand, there are a few details that remain unclear. This means that you have a bit more leeway when using the Spawn. Though it appeared to be one unique creature, there may be a group

of different tentacled monstrosities floating on the other side of the Hellmouth. Every time the mouth of hell was opened, a different one tried to get through. It's hard enough telling goldfish apart, who can really spot the difference between one tentacled abomination and another? All that is really known is that when the Hellmouth is opened, one of the Spawn comes out first.

You can also tailor the Hellmouth Spawn's power to fit your campaign. Some might not want a killable Hellmouth Spawn. In that case, once the Hellmouth Spawn is reduced to zero Life Points or less, rather than dying (hence the unkillable part), it retreats back to the other side of the Hellmouth. There it heals in the dark energies. Those Directors going for the unkillable option should still provide some way of destroying the Spawn. Maybe a ritual translated from Sumerian by a Mad Arab and written in blood in a grimoire bound in human skin (it could happen). Others may wish for the more standard type of demon—the kind that can kill lots of innocent bystanders until the Slayer and all destroy it in the last fifteen minutes of the show. In that case, treat the Spawn's Life Points as normal. If this option is used, the Spawn tries to retreat back to the other side of the Hellmouth once its Life Points are reduced to 10 or less.

Then again, maybe the Hellmouth Spawn isn't really a demon at all. Maybe it is just something that the Hellmouth produces naturally like sweat, or that eye crust people get when they sleep. The act of opening the Hellmouth creates these beings, and if one is killed, another writhes from behind to take its place. That could make things pretty grim though. Maybe we should just say that there was only one, it could be killed with enough damage, and it got beaten so badly in 3.13 The Zeppo that it won't be back for a long, long time.

Right, and demons play poker with kittens because they think baby cats are just sooo cute.

Name: Hellmouth Spawn
Motivation: Incomprehensible to humanity
Critter Type: True Demon?
Attributes: Str 15, Dex 5, Con 10, Int 3, Per 3, Will 6
Ability Scores: Muscle 36, Combat 16, Brains 14
Life Points: 110
Drama Points: 5
Special Abilities: Tentacles (five attacks per Turn)

Name	Score	Maneuvers	
		Damage	Notes
Bite	16	34	Must Grapple first; no defense action
Dodge	16	—	Defense action
Grapple	18	—	Done with tentacles
Slam	16	19	Bash; done with tentacles
Tentacle Flail	18	12	Bash; done with tentacles



KAKISTOS

Faith: You don't know me. You don't know what I've been through. I'll take care of this, all right?

Buffy: Like you took care of your Watcher? He killed her, didn't he?

Faith: They don't have a word for what he did to her.

—3.3 *Faith, Hope and Trick*

Greek for “worst of the worst” (as opposed to merely “bad,” which would be *kakos* in Greek), Kakistos was vampire so ancient that his fingers and toes had become

cloven and his face remained in its demonic form. Not only could Kakistos remember a time when Istanbul was Constantinople, he could remember when Constantinople was Byzantium. Older than either Dracula or the Master, Kakistos was worshipped and feared by vampires throughout the world. It should be noted that while Giles usually needs to look up the facts about any given vampire, he knew Kakistos off the top of his head.

If the show had been called *Faith the Vampire Slayer* instead of *Buffy the Vampire Slayer*, Kakistos would have been the Big Bad of the First Season. Faith was called as a Slayer in the streets of South Boston, and like Buffy she was assigned a Watcher only after she

Name: Kakistos
Motivation: Predator, kill Faith
Critter Type: Vampire
Attributes: Str 9, Dex 7, Con 8, Int 3, Per 4, Will 4
Ability Scores: Muscle 24, Combat 21, Brains 14
Life Points: 108
Drama Points: 5
Special Abilities: Ancient (like, way older than Age), Armor Value 10, Attractiveness -6, Hard to Kill 10, Vampire

Name	Score	Maneuvers	
		Damage	Notes
Bite	23	33	Must Grapple first; no defense action
Dodge	21	—	Defense action
Grapple	23	—	Resisted by Dodge
Kick	20	25	Bash
Punch	21	24	Bash





was called. With the help of her Watcher, a woman that surely acted as a substitute for a deceased mother just as Giles is a substitute father for Buffy, Faith did well as a Slayer. She alone fought the forces of darkness throughout the eastern United States. Then Faith ran into Kakistos. The ancient vampire tortured and mutilated Faith's Watcher before her eyes, using centuries of experience to make the woman's painful death last impossibly long. Faith was unable to kill Kakistos, but she did manage to give him a nasty axe wound that left him scarred and blind in his right eye. Faith then ran away to Sunnydale to hide out with Buffy and her friends.

Kakistos tracked her down to Sunnydale with the help of the modern-thinking Mr. Trick and a pack of vampire minions. When Faith found out that Kakistos was in town, she wanted to run away again. The vampire found her and Buffy before she had a chance. Buffy took care of some of the minions and even managed to stake Kakistos in the heart, but that wasn't enough to kill him. Faith then ran a wooden support beam through the vampire's chest and the ancient vampire was no more. By that time Mr. Trick and a few other minions made a stealthy retreat, seeing no profit in fighting two Slayers to avenge a vampire who should have joined the twentieth century years ago anyway.

Buffy: This . . . isn't Hell . . .

Ken: Isn't it? What is Hell, but the total absence of Hope? The substance, the tactile proof of despair? You're right, Lily. This is where you've been heading all your life.

—3.1 Anne

Up until the end of summer 1998, the runaways of Los Angeles had a special place to go if they wanted to get off the streets. A smiling charismatic man named Ken ran a shelter for runaways. Ken never really mentioned God, but he did talk about hope a lot. The young people needed hope. He would spend his time on the streets handing out flyers to the teenagers there. If the teenagers went to the shelter mentioned in the flyers, they would be offered a place to stay. First they had to engage in the cleansing ritual, which was sort of like a baptism. The teenager would be dressed in a simple nondescript outfit and taken to a shallow pool full of a dark liquid. The shelter seeking young person would bend down to wash her face, symbolically washing away all of the mistakes and hardships of the past that led her to a life on the streets. At that point, Ken would push her into the pool. The dark liquid was in fact a portal to another dimension.

That dimension was Hell . . . well, one of them anyways. It is a massive underground realm that looks like a prison factory designed by Torquemada. Human prisoners still dressed in their ritual cleansing garb do all sorts of demeaning backbreaking work, while others are hung up to die. It is dark and grimy, the main source of illumina-

Ken

Name: Ken
Motivation: Spread hope to runaways so he can lure them to hell and crush their hope
Critter Type: Demon
Attributes: Str 6, Dex 6, Con 6, Int 3, Per 3, Will 4
Ability Scores: Muscle 18, Combat 18, Brains 12
Life Points: 58
Drama Points: 3
Special Abilities: Attractiveness +2/-2, Human Form, Immortal, Influence 7 (a real smooth talker)

Name	Score	Damage	Maneuvers Notes
Big Knife	18	23	Slash/Stab
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Kick	17	19	Bash
Punch	18	17	Bash



Name: Demon Guards
Motivation: Crush the spirits of those imprisoned
Critter Type: Demons
Attributes: Str 6, Dex 5, Con 6, Int 2, Per 2, Will 2
Ability Scores: Muscle 18, Combat 16, Brains 10
Life Points: 58
Drama Points: 1
Special Abilities: Demon, Human Form, Immortal

Name	Score	Maneuvers	
		Damage	Notes
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Hammer	16	28	Bash
Kick	15	18	Bash
Punch	16	16	Bash
Sickle	16	22	Slash/stab



tion being vats of molten metal. Demon guards patrol the realm dressed like some kind of medieval Nazis. They torment the humans, beating into them that they are nobody and have no name. Ken oversees the whole thing, a horrible demon himself behind his fake human face. It is a totalitarian nightmare that cannot be escaped. It is also a place where time passes much quicker than on Earth. A hundred years could pass in this hell while only a day passed in Los Angeles. A runaway could enter the shelter one morning and that evening be put back on the street as a crazy old person broken by decades of torment.

It was a perfect system as far as hell dimensions go, until the Slayer got involved. Buffy had run away to Los Angeles herself, after putting a sword through her true love's chest and sending him off to a hell dimension (different from the one above, there being lots and lots of hell dimensions) to save the world. In time, she ran into another runaway named Lily. Lily had been a vampire groupie back in Sunnydale, a member of the Sunset Club. This was back when Lily called herself Chanterelle (Lily's gone by quite a few names, as explained in *Welcome to Sunnydale*, plug, plug). Anyway, when Lily's boyfriend Ricky went missing, she turned to Buffy for help. Buffy found Ricky among a group of squatters. He was an old man who had killed himself, but he still had the faded remains of the tattoo he got as a sign of his never-ending love for Lily. When Buffy tried to explain this to Lily, she didn't believe it. Then she ran into Ken, who pushed her through the cleansing pool into hell. Buffy found out that the shelter was somehow behind it and got there just in time to follow Lily into hell.

Ken's hell was set up for imprisoning teenage run-

aways, not Slayers. Buffy beat up some guards with a hammer and sickle (thus paving the way for countless graduate students to write about the Marxist implications of that episode) and Lily even managed to push Ken off of a ledge. Buffy and Lily got as many prisoners out as would follow them. When Ken followed them, Buffy dropped a metal gate on his legs and then showed him her Gandhi impersonation (which consists of beating his head in, the impersonation being Gandhi if he was really pissed off). The portal closed up (so perhaps Ken was the one keeping it open somehow), Buffy went back to Sunnydale, Lily took Buffy's middle name and decided to be Anne (she did some good work as Anne, but that is more of an *Angel* thing), and the runaways went back to the streets. As harsh as being homeless in Los Angeles might be, it is still preferable to hell.

LURCONIS

Joyce: Something's going to eat those babies?

Principal Snyder: I think that's so wrong.

—3.6 *Band Candy*

Lurconis dwells beneath the city, filth to filth, which is a fancy way of saying that it dwells in the sewers. The name Lurconis means "glutton," which probably isn't fair seeing as how the demon only eats a few babies every several decades. Lurconis appeared as an impossibly large serpent—the kind of thing you would expect barbarians in loincloths would have to kill every time they entered some forbidden temple. The giant snake demon was one of those infernal patrons to whom the



Name: Lurconis
Motivation: Collect its tribute
Critter Type: True Demon?
Attributes: Str 18, Dex 5, Con 8, Int 3, Per 3, Will 5
Ability Scores: Muscle 42, Combat 16, Brains 15
Life Points: 125
Drama Points: 3
Special Abilities: Armor 5, Attractiveness -6,
 Increased Life Points

Name	Score	Maneuvers	
		Damage	Notes
Bite	16	58	Slash/stab
Dodge	16	—	Defense action
Tail Swipe	16	76	Bash



Mayor was indebted; he ritually offered newborn babies to the monster. A snake as big as a subway probably needs more than a few babies to keep it going, so it was most likely something more abstract like the potential life of the victim that Lurconis fed on. Someone who has only been alive for a week or so has a lot of life potential to consume.

The offering had to be made every thirty years. This means that in the history of Sunnydale there were offerings in 1908, 1938, 1968, and 1998. Things must have gone badly in 1968, because the Mayor wanted Mr. Trick to arrange a distraction for the 1998 feeding. The vampire hired Ethan Rayne, who got the adult residents of Sunnydale hooked on cursed band candy that reverted everyone to their most irresponsible teenaged behavior. The plan was that after a night of delinquent behavior, the townspeople would just blame themselves for the missing babies. Joyce became a naive girl into Juice Newton and Burt Reynolds music. Giles became an angry young London rocker. Larceny and sex on police cars ensued.

Once Buffy and her friends figured out what was happening, the Slayer hit the sewers along with her mother and her Watcher. They interrupted the ritual and saved the babies. Buffy almost ended up fighting Mr. Trick, but Giles (being in rash young Ripper mode) got in the way. Lurconis emerged from the sewer tunnels, Buffy killed it with a gas line and a handy torch, and Mr. Trick got away. With Lurconis being nothing more than burnt giant snake (that seems to happen to giant snakes a lot in Sunnydale), the Mayor had one less demon master he had to appease. Oddly enough, he was not pleased.

MACHIDA

Tom: It's been a year since our last offerings. A year in which our bounty overflowed. We come before you with fresh offerings.

Cordelia: Offerings—he's talking about us?

Callie: Do you see anyone else chained up in here?

—2.5 Reptile Boy

Over the years, those students at Crestwood College who were also members of the Delta Zeta Kappa fraternity went on to outstanding success. Machida was the reason why.

Machida appeared to be half man and half snake. From the waist up he had a muscular body and the enlarged and frightening head of a man with the fangs and horrible eyes of a snake. His skin had the diamond pattern of a snake, which was repeated in carvings on the skin of anyone pledged to him. From the waist down he was all snake—big long snake—"huge serpentine mass disappearing down a pit in the middle of a dungeon so nobody knows how long he really is" kind of snake.

For fifty years, the Delta Zetas worshipped Machida. Every October, the fraternity sacrificed some unsuspecting girls to the snake demon. In return, Machida granted each and every member of Delta Zeta Kappa prosperity and good fortune for that year. As long as the sacrifices were provided, the Delta Zetas grew richer and more powerful. This all changed in 1997 when the chosen sacrificial females were Buffy, Cordelia, and a girl named Callie Megan Anderson from Kent Preparatory School (just outside Sunnydale). While the rest of the Scoobies were fighting the frat boys in an attempt to rescue Buffy and the others, Buffy was busy separating Machida's man-half from his snake-half.



Name: Machida
Motivation: Grant prosperity in return for human sacrifices
Critter Type: Demon
Attributes: Str 5, Dex 5, Con 5, Int 3, Per 3, Will 4
Ability Scores: Muscle 16, Combat 16, Brains 12
Life Points: 50
Drama Points: 1
Special Abilities: Attractiveness -4, Prosperity

Name	Score	Maneuvers	
		Damage	Notes
Bite	16	19	Must Grapple first; no defense action
Claw	16	14	Slash/stab
Dodge	14	—	Defense action
Grapple	16	—	Resisted by Dodge



With the demise of their patron demon, the Delta Zetas found all their wealth and power taken from them. Companies headed by former Delta Zetas suffered falling profits, IRS raids, and boardroom suicides. As for the Crestwood chapter itself, the police may be ill equipped to deal with powerful demons but they are perfectly capable of handling a room full of murder victims. The Delta Zetas were charged with kidnapping and murder, and have been rewarded for their service to Machida with lengthy jail sentences.

It is unknown what happened to Callie after she survived her close encounter with robed fanatics and snake demons. Maybe she engaged in the popular Sunnydale past time of running away to Los Angeles. Then again, maybe she got sucked into the whole supernatural world and is even now waiting to be a Cast Member in someone's Series. It is also unknown whether or not Machida is truly dead or not (there are demons who've survived worse). Maybe he is even now being fed by some other fraternity, or maybe he is plotting his revenge on the Slayer who caused him so much loss.

THE MASTER

Master: You're not going to kill me with that thing.

Buffy: Don't be so sure.

Master: You still don't understand your part in all this, do you? You are not the hunter. You are the lamb.

—1.12 *Prophecy Girl*

The Master was originally a man named Heinrich Joseph Nest, born about six hundred years ago in Europe (most likely somewhere in what was then known as the Holy Roman Empire). Little is known about Nest's early life.

As a vampire, Nest became a devotee of the vampire prophet Aurelius (it may have even been Aurelius who turned him in the first place). Eventually Nest became the leader of the Order of Aurelius and from that point on he was known only as the Master. The Order was one of the more powerful vampiric societies, rejecting the ways of humanity and worshipping the Old Ones. This may be why the Master never showed his human face.

The Master gathered vampires around him as the Order grew in strength. His "favorite" was a dying prostitute he turned in the Virginia Colony in 1609. He named her Darla. She served the Master for about a century and a half before turning an Irish rogue named Liam into the vampire known as Angelus. By this time, the Order of Aurelius was based in the sewers underneath London. Darla wished for Angelus to join the Order, but he wanted to enjoy his undead existence instead of lurking about underground. Angelus took Darla away from the Order, but the Master was convinced it was only a matter of time before the vampire lovers got the whole human pleasure thing out of their system and returned to him. He even felt that Angelus would sit at his right hand. As it happened, Angelus was cursed with a soul in 1898 by the Romans and Darla eventually returned alone to the Order by the early twentieth century.

By this time, the Master had finally located a Hellmouth through which he could summon the Old Ones. The destiny of the Order of Aurelius could finally be realized. The entire Order moved to Sunnydale in the 1930s, where they celebrated the coming apocalypse by feeding on the population. The Hellmouth was located directly



below a church (maybe coincidence, or maybe somebody had half a clue what was there and was trying to do something about it). The funny thing about Sunnydale in the thirties was that there seemed to be quite a few demonic cults running around with grand plans to destroy the world. The ones that came closest to accomplishing that goal always seemed to find themselves in the middle of a particularly nasty and localized earthquake. The most likely reason for this is that the town was run by a man named Wilkins who needed Sunnydale to exist for another seventy more years so that he could achieve Ascension. Whether Wilkins summoned the earthquake himself or called in a favor with one of his demon masters is up to you to decide.

Regardless of how the earthquake started, the result was a disaster for the Order of Aurelius. Not only was the Hellmouth not opened, but the Master was somehow trapped within it. He did not rise again until 1997, when the once-a-century vampiric celebration known as the Harvest was to take place (though he seemed to have had periods of wakefulness before that, otherwise how did he know that Buffy was prettier than the last Slayer?). On the night of the Harvest, it seems that a vampire can be chosen to be a vessel for her sire; and every person killed by the vessel serves to strengthen the sire. In the case of the Master, he chose a powerful vampire named Luke as his vessel (see *BTVS Corebook*, p. 171). The humans Luke fed upon should have given the Master the strength to break free from the barrier that had kept him trapped in the Hellmouth. Still, the Master never got a chance to test this theory, because the newly arrived Slayer killed Luke before that strength could be granted. And this was simply the first time that Buffy thwarted one of the Master's plans.

Things finally started to go the Master's way when the Pergamum Codex was found. This ancient book of prophecies revealed that the Anointed One would rise and that he would lead the Slayer to the Master. The Master would kill the Slayer and her blood would set him free. And that's pretty much what happened. The Master fed on Buffy and then drowned her. What the Master did not account for was Xander showing up and performing CPR on the Slayer. Buffy died as the prophecy said she would, but she was only dead for a few minutes. The Master prepared to open the Hellmouth (located under under the High School library by this time) and pretty much the entire vampiric population of Sunnydale gathered to witness the event. The Master even managed to open the Hellmouth—briefly—before Buffy killed him.

Unlike most vampires, the Master left behind a skeleton instead of a pile of dust. Because of this, the Order of Aurelius (which at this point consisted of the Anointed One, Absalom, and a few vampire lackeys) was able to attempt a vampiric revivification ritual. The blood of those nearest to him when he died was to be used to restore the Master to life (or the undead equivalent). This plan was also thwarted by Buffy, who slew Absalom and then smashed the Master's bones into unrevivable powder. The Master was truly destroyed (barring new plot developments . . .).

Of course, there is an alternate branch of reality (courtesy of Cordelia and Anya, whether they planned it that way or not) where Buffy never came to Sunnydale and the Harvest was a success. The Hellmouth still remains closed, as can be seen by the existence of human civilization and the complete lack of Towering Demonic Monstrosities Whose Mere Sight Would Drive Men Mad.

Name: Absalom
Motivation: Serve the Master and the Anointed One
Critter Type: Vampire
Attributes: Str 6, Dex 5, Con 5, Int 3, Per 3, Will 3
Ability Scores: Muscle 18, Combat 16, Brains 12
Life Points: 63
Drama Points: 2
Special Abilities: Hard to Kill 3, Vampire

Name	Score	Damage	Maneuvers Notes
Bite	18	22	Must Grapple first; no defense action
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	18	Bash
Punch	16	16	Bash



THE ANOINTED ONE

Aurelius prophesied that on the thousandth day after the Advent of Septus, five would die and from their ashes would rise the Anointed One. He would be the Master's greatest warrior, for the Slayer would not know him, would not stop him, and he would lead her into hell. The prophecies never said anything about the Anointed One also being an eight-year-old boy named Collin. He did lead Buffy to the Hellmouth where she was killed (ever so briefly) by the Master, but it is unknown what his true immortal destiny might have been. The "Anointed One" is the English translation of the Hebrew word "messiah" and the Greek word "christ." If Collin was the vampire messiah, shouldn't he be able to do something messianic? Turn water to blood, heal the dead, kick the Romans out of Jerusalem, something? The world will never know. Spike dusted the little brat shortly after arriving in Sunnydale and took over as the resident Big Bad.

WILLOW AND XANDER

VAMP LIEUTENANTS

Willow: Bored now. This is the part that's less fun. When there isn't any screaming.

Cordelia: What's up with you two and the leather?

Willow: Play now?

Xander: Not that I don't appreciate your appetite, Will . . . But I thought we agreed it was my turn—

—3.9 *The Wish*

Then again, what if the Master had gotten himself free during the Harvest after all? One such alternate world was created through the power of the Wish. Anyanka appeared to Cordelia after she caught Xander kissing Willow (and her side was pierced with a length of rebar). After a bit of thinking, Cordelia decided that Buffy was actually the root of all her problems. She wished that Buffy Summers had never come to Sunnydale and Anyanka granted that wish. With no Slayer to stop it, the Harvest went off as planned and the Master was free. By the time Cordy wished herself there, the Master had been out and about for about two years. Things still didn't go easily for the Master, the Old Ones had not been returned to Earth for instance. Another example would be that Darla and Luke were still gone. Whether this was because of opposition from the Mayor (who still wanted to achieve Ascension, even in Bizarro Sunnydale) or the White Hats (Giles with the help of Oz, Larry, and a few others) is unknown. The Master found two suitable replacements to serve as his lieutenants: Willow and Xander.

With no Buffy to save them, the two were vamped very early. Just as they took to being White Hats in the normal world, they took to the vampiric life in Bizarro Sunnydale. The Master recognized their potential and they served by his side. Xander as a vampire was like the slick double created when he was split in two or the Hyena-Xander, all cool and confident. Oh . . . and evil. Vamp Willow acts sweetly innocent, echoing her original naive, but more pouty and sexy than inexperienced. Willow as a vampire is evil and skanky . . . and kind of gay. She kept Angel in chains and sometimes burned him for fun.

Name: Collin
Motivation: Serve the Master and lead the Slayer to her death
Critter Type: Vampire
Attributes: Str 4, Dex 3, Con 3, Int 3, Per 3, Will 3
Ability Scores: Muscle 14, Combat 12, Brains 12
Life Points: 44
Drama Points: 2
Special Abilities: Attractiveness +2, Vampire, other abilities unknown

Name	Score	Damage	Maneuvers Notes
Bite	14	15	Must Grapple first; no defense action
Dodge	12	—	Defense action
Grapple	14	—	Resisted by Dodge
Kick	11	12	Bash
Punch	12	10	Bash



Name: Vamp Willow
Motivation: Bored now
Critter Type: Vampire
Attributes: Str 4, Dex 5, Con 5, Int 5, Per 2, Will 5
Ability Scores: Muscle 14, Combat 17, Brains 17
Life Points: 61
Drama Points: 5
Special Abilities: Attractiveness +2, Hard to Kill 5, Vampire

Name	Score	Maneuvers	
		Damage	Notes
Bite	19	17	Must Grapple first; no defense action
Dodge	17	—	Defense action
Grapple	19	—	Resisted by Dodge
Kick	16	14	Bash
Punch	17	13	Bash



The two Vamp Scoobies killed Cordelia, but not before she had time to tell Giles that Buffy was supposed to be there. Giles managed to get Buffy to come to Sunnydale, but this Buffy was an impulsive street warrior. She was also empty, not having the support of friends and family like the Buffy of our world.

The Master was opening a factory where humans in cattle pens would be strapped to a killing machine that would drain them completely, sort of a way to modernize the vampire lifestyle and introduce mass production into the picture. Buffy and Angel attempted to stop it and all hell broke loose. Buffy shot the Master with an arrow, but he used Xander as a shield. Xander wanted to get Buffy, but Angel tried to stop him. Xander staked

Angel. Buffy staked Xander. Oz pushed Willow into a piece of broken wood and dusted her. The Master broke Buffy's neck. It was like the end of Hamlet, except with less blood and more dust.

Vamp Willow made a subsequent appearance in non-Bizarro Sunnydale when Anya got Willow to help her with a spell. Anya wanted to retrieve her amulet from the alternate world so she could be a demon again, but Willow managed to retrieve the Bizarro Sunnydale version of herself instead (just before Oz was about to dust her). Vampire Willow took over a group of minions, held the Bronze hostage, and sired the vampire that would introduce Riley to the joys of being bitten, but the Slayerettes still couldn't bring themselves to dust her.

Name: Vamp Xander
Motivation: Be with Willow, serve the Master
Critter Type: Vampire
Attributes: Str 6, Dex 5, Con 6, Int 2, Per 2, Will 4
Ability Scores: Muscle 18, Combat 17, Brains 11
Life Points: 73
Drama Points: 5
Special Abilities: Attractiveness +2, Hard to Kill 5, Vampire

Name	Score	Maneuvers	
		Damage	Notes
Bite	19	23	Must Grapple first; no defense action
Dodge	17	—	Defense action
Grapple	19	—	Resisted by Dodge
Kick	16	18	Bash
Punch	17	17	Bash





They sent her back to her own reality, just in time to get dusted by Oz.

Vamp Willow and Vamp Xander can be used in a number of ways. An alternate Bizarro Sunnydale (which would be an alternate alternate reality) could be used as the setting for a series, with Willow and Xander as the Big Bads (or at least co-Big Bads with the Master). Let the Cast Members have a crack at the two before Buffy shows up, or let them live through the fight and have the new Slayer come to town as part of the Cast (this could still be a version of Kendra or Faith or a completely new Slayer). The vampire versions of Willow and Xander could be used to model what would happen to the “real” Willow and Xander if they get turned or even just go evil. After all, Dark Willow (detailed in *The Magic Box*) wasn’t all that different from Vamp Willow, just less skanky and more scary. They were both pretty evil and both had a habit of using the phrase “bored now” as a sign that they were about to do something truly horrible.

THE MAYOR

Mayor Wilkins: So. This is the inner sanctum. Faith tells me this is where you folks like to hang out and concoct your little schemes. I'll tell you, it's just nice to see that some young people are still interested in reading in this modern era. So what are kids reading nowadays?

—3.21 Graduation Day - Part One

The only reason that the town of Sunnydale exists at all is because of Mayor Richard Wilkins. There had been attempts to build a settlement near the Hellmouth before—a Spanish mission and a short-lived ghost town (all of which is covered in detail by the *Welcome to Sunnydale* sourcebook)—but it wasn’t until Wilkins came around that an actual populated town grew over the Hellmouth. This is because Wilkins had something that other prospective community builders did not: demonic sponsorship.

Little is known of the life of Richard Wilkins before he became the Mayor, but he was aware of the dark forces at work in the world. He also knew about Ascension, a long process by which a human being is transformed into a True Demon. Wilkins made a deal with a variety of demons. He would build Sunnydale as a place for demons to feed, they would grant him eternal youth (or at least eternal middle age, the important thing being that he would never grow any older), and after a century the Mayor would be given the chance to achieve Ascension.

This all happened in 1899, and there were still a few things that the Mayor had to do to settle the deal. The first thing was to sell his human soul. The second was

to get rid of the current power in the area, a demon named Balthazar (see p. 84). Through some unknown combination of magic and demonic patronage, Wilkins defeated El Eliminati and crippled Balthazar. Wilkins could now begin the work of building his town.

Even without his soul, the Mayor was still capable of love and longed for a family. In 1903, Wilkins married a woman named Edna Mae. At first things were fine, but after a few years it became apparent that Wilkins had not aged a single day while Edna Mae continued to grow older. When the Mayor changed his public identity from Richard Wilkins and his loving wife to Richard Wilkins II and his widowed mother, Edna Mae became consumed with bitterness. The details of how things ended are not clear, but it definitely wasn’t sunshine and puppies.

There were other complications as well.

The 1930s were a time when all sorts of apocalyptic cults seemed to migrate to Sunnydale. Some were composed of dark magicians, some vampires, but they each wanted to destroy the world. The only problem with that scenario is that Mayor Wilkins needed the world to continue existing for at least another six decades so he could achieve his Ascension. When the Cult of Proserpexa attempted to use their patron demon’s effigy to wipe out all life on earth, their efforts were thwarted by a localized earthquake that buried their church beneath Kingman’s Bluff. When the Order of Aurelius attempted to open the Hellmouth, their efforts were thwarted by a localized earthquake that buried the church that had been built over the mouth of hell and trapped the Master for decades afterwards. Whether all of this was because of spells cast by Wilkins or a boon granted by his demon masters is unknown. What is clear is that it didn’t pay to do anything in Sunnydale that would interfere with the Mayor’s goals.

Things went on like that for years. As far as the public was concerned, Richard Wilkins III took over as Mayor from his father Richard Wilkins II. As the twentieth century was coming to a close, Wilkins began to prepare for his Ascension. In the spring of 1999, he performed the Rite of Dedication. This ritual granted the Mayor invulnerability for 100 days until he achieved his True Demon form. It was around this time that Deputy Mayor Finch and the Mayor’s right hand man Mr. Trick (see p. 126) were both killed by Faith (the former was an accident and the latter was Faith saving Buffy). Since the Mayor was out of capable help and Faith was feeling alienated from the gang after the whole “murdered a deputy mayor” thing, she became the Mayor’s new right hand . . . person.

This was the start of the best time in the Mayor’s unnat-





LIFE POINTS 34/400
DRAMA POINTS 5
EXPERIENCE POINTS



BIG BAD NAME Richard Wilkins I, II, and III
CRITTER TYPE Human (Demon at the end)
MOTIVATION Become Pure Demon, eat people

ATTRIBUTES

STRENGTH	<u>2/20</u>	INTELLIGENCE	<u>5</u>
DEXTERITY	<u>2/6</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>4/10</u>	WILLPOWER	<u>5</u>

SKILLS

ACROBATICS	<u>0</u>	KNOWLEDGE	<u>7</u>
ART	<u>0</u>	KUNG FU	<u>2/4</u>
COMPUTERS	<u>5</u>	LANGUAGES	<u>1</u>
CRIME	<u>5</u>	MR. FIX-IT	<u>2</u>
DOCTOR	<u>1</u>	NOTICE	<u>7</u>
DRIVING	<u>1</u>	OCCULTISM	<u>8</u>
GETTING MEDIEVAL	<u>2</u>	SCIENCE	<u>1</u>
GUN FU	<u>2</u>	SPORTS	<u>1</u>
INFLUENCE	<u>10</u>	WILD CARD	<u>10</u>
		(All Things Sunnydale)	

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____
PERCEPTION (DIO + PER + NOTICE) _____

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

QUALITIES

Age 2	Increased Life Points
Armor Value 10	(after Ascension)
(after Ascension)	Invulnerable (Total) (100
Attractiveness +2	days before Ascension)
(as Mayor)	Resources (Mayor)
Contacts (Sunnydale)	Unaging

DRAWBACKS

Attractiveness -8	Obligation
(as monster)	(Various Demonic Masters)
Dependent (Faith)	Obsession (Ascension)
Mental Problems	
(Fear of Germs)	

COMBAT MANEUVERS

MANEUVER	BONUS	BASE DAMAGE	NOTES
Bite	10	60	Slash/stab; demon only
Dodge	4/10	—	Defense action
Tail	10	80	Bash; demon only



urally long life. He was of course pleased with the upcoming Ascension, but he was ecstatic about having Faith in the fold. Not only did she prove to be a very capable part of the Mayor's organization, she also became something more—the daughter that Wilkins never had. The Mayor loved her like he hadn't loved anyone for decades. He had a family again. He wanted to destroy Sunnydale and become a giant monster, but he also only wanted what was best for his Faith. The Ascension would be her day to shine as well. The Mayor was consumed by grief when Buffy beat Faith into a coma.

Still, the Mayor wasn't going to let this misfortune keep him from his destiny. He would achieve Ascension. Sunnydale would finally have order—the kind of order that can only be achieved by a hundred foot serpent-thing killing everyone in sight. Faith would be avenged and the Slayer that hurt her would die a slow and painful death. What the Mayor did not count on was the entire graduating class working together to fight him. Xander commanded the class in attacking the Mayor with ranged weapons like arrows and flamethrowers (you know, Xander should really thank Ethan Rayne for turning him into a soldier that one Halloween because those skills really came in handy a couple of times). Angel led a flanking attack that took care of the Mayor's vampire minions, and Buffy lured the Ascended giant snake of a Mayor into the school library where all of the occult books had been replaced with piles and piles of explosives. Buffy killed the Mayor by blowing up Sunnydale High School. Just the sort of extracurricular efforts one would expect from the winner of the coveted "Class Protector" reward.

Even after his death, the Mayor was able to plague Buffy. When Faith finally woke up from her coma, she found out that the Mayor had left a little present for her. It was a type of Draconian K特拉, which is magic fancy talk for a device that allows someone to switch bodies with another person. Faith did the deed with Buffy just in time to avoid the special unit sent by the Watchers to bring her back to England. Tara figured out what was going on, so she and Willow conjured their own K特拉 and Buffy got her body back. Still, Faith-in-Buffy slept with Riley. So even in death the Mayor managed to hurt a lot of people, and even did some damage to Buffy's relationship with Riley.

The Mayor's main power was the fact that he didn't age. He also had access to all sorts of mystic mojo. If he couldn't do it personally or get one of his demon co-conspirators to do it, he probably had the number of someone who could do it on his rolodex (hence the Draconian K特拉). During the 100 days when he was

invulnerable, the Mayor got a chance to shine on his own. Any damage sustained would regenerate at a rate of 100 Life Points per Turn, which meant that if anyone put the Mayor down, he wouldn't stay down for long. He had a small army of vampire minions as well as henchmen like Mr. Trick and Faith. On Graduation Day (for a few minutes at least), the Mayor was a big giant snake. So the Mayor's specific powers depend on when in the Season an episode is taking place. It should also be noted that the Mayor should be a force to be reckoned with (at least in an invisible behind the scenes kind of way) in any Series set during the pre-Buffy history of Sunnydale.

M'FASHNIK

Giles: M'Fashnik. Oh.

Dawn: Aha! Like Mmm Cookies.

Giles: No, quite different, actually.

—6.4 *Flooded*

M'Fashnik was a very strong demon with pale green skin, lots of horns, and ridges along his arms. He came from a long line of unnamed mercenary demons who cause destruction for the right price. Sorcerers and other Big Bads could pay these mercenary demons a fortune to kill their enemies. This does have to be in some form of universal currency though—gold, gems, or even some barter deal where a favor is returned for the deed someone like M'Fashnik performed. His ilk definitely would not work for paper currency and they did not accept credit cards. Personal checks are out of the question. M'Fashnik drove up the price when an unexpected complication (like having to fight the Slayer) came up. No doubt others like him would do the same.

M'Fashnik or one of his kind is a good adversary to throw against the Cast at the beginning of a Season. He could be hired by the Big Bad (or even the wannabe Big Bad that distracts from the real Big Bad) to attack the Cast or to get an item that brings him in conflict with the Cast. This becomes the Cast's first clue that there is a Big Bad out to get them. At least, that's how it worked for Buffy and the Trio of Trouble—the first inkling of their existence was M'Fashnik's robbing a bank. This ended with Buffy beating the demon to death in the flooded basement of her house, but maybe this didn't actually kill him. Even if he did die in Buffy's basement, we're assuming there are plenty of others from that same mercenary line to take his place. As long as the price is right.





Name: M'Fashnik
Motivation: Mayhem for the highest bidder
Critter Type: Demon
Attributes: Str 7, Dex 6, Con 6, Int 3, Per 3, Will 4
Ability Scores: Muscle 20, Combat 18, Brains 13
Life Points: 75
Drama Points: 5
Special Abilities: Attractiveness -3, Demon
 (Mercenary with Arm Ridges), Increased Life Points

Maneuvers			
Name	Score	Damage	Notes
Choke	20	11	Bash; must Grapple first
Club	18	33	Bash
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Kick	17	21	Bash
Parry	18	—	Defense action; -2 against ranged attacks
Punch	18	19	Bash



MOLOCH THE CORRUPTOR

Xander: Are we overreacting? He's in a computer, what can he do?

Buffy: You mean besides convince a perfectly nice kid to try and kill me? I don't know... How about mess up all the medical equipment in the world...

Giles: Randomize traffic signals...

Buffy: Access launch codes for our nuclear missiles...

Giles: Destroy the world's economy...

Buffy: I think I pretty much capped it with that nuclear missile thing.

—1.8 *I Robot, You Jane*

Moloch the Corrupter was an ancient demon who would promise love, power, and knowledge in return for servitude. Being evil, the things that the demon required as service were rarely pleasant—hence the “corrupter” title. Moloch also had a nasty habit of breaking the necks of his devoted servants, just because he enjoyed killing. While active in Cortona, Italy in the year 1418, Moloch made the mistake of corrupting a young monk. The Abbot, who was knowledgeable about the occult, had a group of monks assist him in performing a spell known as the Circle of Kayless (more on that in *The Magic Box* sourcebook). This spell bound Moloch’s spirit into a book until someone read the text. Not the most fool-proof binding spell, you must admit, but it was probably the best the Abbot could do. It worked for a while...

579 years later, the Moloch book arrived in Sunnydale and ended up on the pile of texts to be scanned. Jenny Calender was helping Giles scan some of his ancient books into a digital format. Willow was the one who did the honors of actually scanning the book, which freed the demon. Because of the unique way in which the book was “read,” instead of manifesting in the material world as a tall demon with red eyes and twisting ram-like horns, Moloch was released into the computer as an Internet entity (that’s one monster of a glitch no?). Moloch still had no physical form, but he was able to access and manipulate anything that was on a computer connected by telecommunication lines. Moloch started playing small tricks at firsts, changing school reports into praise-filled pieces about Nazi Germany for example. As Moloch became used to his new existence, his actions had more far reaching consequences. Instead of messing with high school students, he targeted groups like the Catholic Church and the FBI.

Moloch lured two of Sunnydale’s computer students, Dave and Fritz, into his service. They helped him set up operations in the abandoned Calax Research and Development offices. While the demon-mesmerized techies at CRD were busy coming up with a solution to Moloch’s non-corporeality situation, the demon began chatting with Willow online as “Malcolm.” Willow had set Moloch free and the demon loved her for it. When Buffy started expressing concerns about Willow’s online romance, Moloch targeted the Slayer for death (it didn’t work, duh). Moloch then had Willow brought to CRD so



Name: Moloch
Motivation: Have a body once more
Critter Type: Demon
Attributes: Str 8*, Dex 4*, Con 5*, Int 5, Per 5, Will 6
Ability Scores: Muscle 22, Combat 16, Brains 20
Life Points: 62
Drama Points: 3
Special Abilities: Armor Value 10, Influence 10, Internet Entity, Robot

Name	Score	Damage	Maneuvers Notes
Choke	22	11	Bash; must Grapple first
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Hack	20	—	Can manipulate anything on the Internet as long as it and he are connected
Kick	15	22	Bash
Punch	16	20	Bash

* Like a ghost, Moloch has no physical Attributes when he inhabits the Internet.



they could meet in person. Moloch was still a disembodied spirit, but at this point he was a disembodied spirit with a new robot body that he could inhabit.

When Giles figured out what had happened, he knew that a Circle of Kayless was needed to get Moloch back in his book. The Watcher had no idea how to handle a demon in the Internet, so he reluctantly asked computer-savvy Jenny for help. It turned out that Jenny was a technopagan and was very comfortable conducting an online ritual. The Circle of Kayless spell worked, but instead of trapping Moloch in his old book, the ritual trapped him in his new body. This left Moloch without omnipresent power, but it still had a big old robot body with which to beat the Slayer into a bloody pulp. Unfortunately Moloch happened to put his fist through one of those electrical wire clusters that seem to exist purely to pump a few thousand volts of electricity through robots that have been nasty.

Moloch was no more, but the whole experience provided the Hellmouth heroes with a valuable lesson about getting romantically involved with an evil creature. This is a lesson that they have all pretty much ignored wholeheartedly.

OLAF THE TROLL

Olaf: YOU TOLD THE WITCH TO DO THAT, ANYANKA. YOU SEEM DETERMINED TO PUT AN END TO ALL MY FUN, JUST LIKE YOU ALWAYS DID WHEN WE WERE DATING!

Anya: Hum.

Xander: You dated him?

Buffy: You dated a troll?

Willow: And we're what? Surprised by this?

—5.11 Triangle

Olaf the Troll started out as Olaf the big dumb guy from Sjernjost. He was the stereotypical viking, except for the penchant for longboats and burning down Irish monasteries. Olaf was considered a hero in his village, a strong man who would go out into the forest to fight trolls and then brag about it to the local barmaids over a cup of mead. He was married to a young woman named Aud, who was outspoken and opinionated, which did not endear her to the local medieval Swedes. She was a little jealous of the time Olaf spent in the company of barmaids, but she consoled herself with the thought that it was only harmless bragging. Then Aud caught Olaf with a barmaid named Rannveig (with the load-bearing hips that men found oh-so-attractive in the ninth century). Aud was not one to take this offense lightly. She used a

variation of a spell called Thornton's Hope to turn her cheating husband into a troll (adding Eelsbane was the key for that). Her act of vengeance caught the attention of D'Hoffryn, who renamed her Anyanka and transformed her into a Vengeance Demon.

This was all well and good for Aud, but Olaf remained a troll. He was big and strong as a human, and even bigger and stronger as a troll. He also had years of experience in the fine art of hunting down and killing trolls. Maybe that was all it took or maybe there was something else in the spell Anya used, but somehow Olaf was given the title of Troll God. He wielded the sacred hammer of the Troll God (sacred hammers being big in medieval Scandinavia), though it is unclear whether he was given that weapon by what passed for troll society or whether he just found it (maybe it was sitting in a cave with the inscription "Whosoever holds this hammer, if he be worthy, shall possess the power of the Troll God"). Either way, Olaf the adulterous husband became Olaf the Troll God. He terrorized villages across Scandinavia, drinking mead, eating babies, and having his way with the local virgins. He seemed to be an unstoppable force until he came across some witches who had enough of his trollish ways. They imprisoned him in a crystal, where he was trapped like a genie in a bottle.

He might have been in that crystal forever if not for Willow Rosenberg. She was trying to come up with a spell that would create an instant ball of sunlight to help

Buffy with her slaying. Anya distracted her so much that Willow ended up releasing Olaf from his crystal instead. The troll terrorized downtown Sunnydale and ended up demolishing the Bronze. Anya and Willow were at the Magic Box trying to come up with a way to get rid of Olaf when he showed up with plans to kill them. Xander made a valiant attempt at stopping the troll, but oddly enough the large supernatural creature with a magical hammer was more than a match for him. Still, Olaf respected Xander's bravery and so decided that instead of killing both Willow and Anya, he would kill only one, Xander's choice. Xander refused to pick between his best friend and the woman he loved, so Olaf decided to hurt Xander instead. It was at that point that Buffy showed up. Olaf had a magic hammer, but Buffy had a lot of pent up emotion from Riley leaving her, so she thrashed the troll. Once Olaf was down, Willow sent him to the Land of Trolls (probably, though it is hard to tell with interdimensional transport spells).

Olaf was a monster, but he wasn't the most evil of monsters. True, the whole eating-babies thing was pretty horrible, but Olaf did do some good with his visit. Willow and Anya worked out their problems and started to become friends, the Bronze finally got remodeled, and Buffy ended up with a nifty weapon to use against Glory. The Troll Hammer itself is a magical item that grants whoever holds it a +3 to her Strength, and does a base 5 x Strength Bash damage (5 x Strength +1 if used two-hand-

Name: Olaf of Sjernjost
Motivation: Drink mead, eat babies, deflower virgins, and generally cause a ruckus
Critter Type: Troll
Attributes: Str 9/12, Dex 6, Con 8, Int 2, Per 3, Will 3
Ability Scores: Muscle 24/30, Combat 20, Brains 12
Life Points: 108/120
Drama Points: 5
Special Abilities: Hard to Kill 10, Magic Hammer, Troll

Maneuvers			
Name	Score	Damage	Notes
Bite	20	23/29	Slash/stab (good for biting through metal kegs)
Dodge	20	—	Defense action
Grapple	22	—	Resisted by Dodge
Kick	19	25/31	Bash
Parry	20	—	Defense action; -2 against ranged attacks
Punch	20	23/29	Bash
Toss	20/26	14/19	Bash; must Grapple first; knocks target down
Troll Hammer	20	65	Bash; can use two hands (add 5 to damage)

The numbers after the slashes below represent Olaf while he holds the Troll God Hammer.



ed). It can only be used by someone with a Strength 7 or more and at least one level of the Honorable Drawback. This is why Buffy was able to use it against the Hellgod but Spike was barely able to pick it up. It should be noted that being somewhat Honorable is not the same as being good—many types of beings have a personal code of honor that doesn't make them paragons of virtue. Olaf would eat babies and rape virgins, but he saw fit to spare the life of either Willow or Anya because of Xander's bravery in battle. So . . . Angel could use the hammer but Angelus could not (Angel loses the Honorable Drawback when he loses his soul). Dracula would also be capable of using the Troll Hammer, but he'd probably consider it uncouth and beneath him (uppity little prig).

OVU MOBANI

Giles: "Unbelievable . . . "Do you like my mask? Isn't it pretty? It raises the dead!" Americans . . .

—3.2 *Dead Man's Party*

Ovu Mobani ("evil eye") is a demon bound to a Nigerian mask. The demon has the power to reanimate the dead in its immediate vicinity. The range of this reanimation is only twenty yards on the first evening that the mask is activated (by taking it out of a shipping crate where it happened to be warded and sticking it on a wall in a suburban home to cover up a hole, for example), but the radius increases to one mile the next evening. Anything dead within the radius of effect rises as a zombie with the primary motivation of getting to the mask and putting it on. This doesn't work so well if the risen dead is a small cat with no opposable thumbs, but once humans start digging themselves out of the grave it

becomes an issue. Anyone who had the misfortune of dying and being close enough to Ovu Mobani adds one to her Strength, subtracts one from her Dexterity, and has both her Intelligence and Willpower reduced to one. She will also have no skills except for Kung Fu 2 and Notice 2 (or just use the Quick Sheet on p. 121). These zombies are more of the "barricade the windows while making a last stand against the undead horde" type and not the "let's go party with our dead friends" type like Jack O'Toole (see p. 62).

Now the average person when faced with a bunch of zombies is going to think, "They want to eat my brain." This is a myth, zombies don't eat brains . . . at least not right away. What these zombies really want to do is put on the mask of Ovu Mobani. They break through windows to get to it and attack any humans in their way. If more than one zombie reaches the mask at the same time, they fight over who gets to wear it. Once a zombie puts on the mask, Ovu Mobani manifests in that zombie. Dexterity increases by one, and both Strength and Constitution increase by two. Intelligence and Willpower are increased to five. Ovu Mobani is then able to raise the dead by will instead of automatically, verbally command all the zombies that have been raised, and paralyze a person by looking into her eyes. Ovu Mobani's main vulnerability is its eyes. If the eyes of the mask take more than ten points of damage, Ovu Mobani is vanquished and all of the undead that were raised vanish in a flash of light.

All of the preceding might have just been academic trivia located in some obscure Watcher reference book if Joyce Summers hadn't brought the thing home one day while she was organizing a show of African art at her gallery. This was shortly after Buffy had returned from her summer of

Name: Ovu Mobani
Motivation: Zombies!
Critter Type: Demon
Attributes: Str 4, Dex 3, Con 3, Int 5, Per 2, Will 5
Ability Scores: Muscle 14, Combat 12, Brains 15
Life Points: 38
Drama Points: 2
Special Abilities: Paralyze, Raise the Dead

Name	Score	Maneuvers	
		Damage	Notes
Break Neck	14	19	Bash; must Grapple first
Choke	14	7	Bash; must Grapple first
Dodge	12	—	Defense action
Grapple	14	—	Resisted by Dodge
Paralyze	15	—	Target is unable to move for one turn
Punch	12	10	Bash



Name: Ovu Mobani Zombie
Motivation: Get to the mask
Critter Type: Zombie
Attributes: Str 3, Dex 1, Con 2, Int 1, Per 2, Will 1
Ability Scores: Muscle 12, Combat 9, Brains 9
Life Points: 30
Drama Points: 0
Special Abilities: Zombie

Name	Score	Maneuvers	
		Damage	Notes
Break Neck	12	14	Bash; must Grapple first
Choke	12	6	Bash; must Grapple first
Dodge	9	—	Defense action
Grapple	11	—	Resisted by Dodge
Punch	9	7	Bash



running away to Los Angeles. The first clue that all was not well was when a dead neighborhood cat went all *Pet Semetery*. The undead hordes didn't arrive until the house of Buffy was a house full of guests for a Welcome Back to Sunnydale party (most of whom didn't know Buffy to begin with, but it was still a great party). Zombies started crashing through the windows and many of those people who didn't know Buffy would never get the chance because they became zombie chow. Joyce's new best friend Pat, who had helped Buffy's mom through a long summer of worrying about her runaway child, was killed in the chaos. Her body was the closest to the mask of Ovu Mobani, so it was the body of Pat who became the incarnation of the demon. The African Death Demon's incarnation was a short one—ended with a well-placed shovel to the eyes. Of course, there's no reason other African zombie-raising demon-masks couldn't be floating about.

SHAMAN

Willow: His debt to you is repaid? What did you do?

Giles: I introduced him to his wife.

—3.17 *Enemies*

The Shaman appears as a blue-skinned human dressed in the loose robes of a desert nomad. Its not clear he's an honest-to-goodness demon, but we do know that he is able to work powerful magic and is sometimes summoned by human magicians to work a spell that the magician herself would be unable to invoke. The Mayor of Sunnydale once summoned the Shaman to tear Angel's soul from his body (the original plan was to have Faith get Angel to lose his soul "the old fashioned way," but that didn't work out).

Name: Shaman
Motivation: Work magic, repay debts
Critter Type: Demon?
Attributes: Str 4, Dex 5, Con 6, Int 5, Per 7, Will 6
Ability Scores: Muscle 14, Combat 16, Brains 18
Life Points: 65
Drama Points: 7
Special Abilities: Attractiveness -2, Hard to Kill 5, Honorable (Minimal), Sorcery 6

Name	Score	Maneuvers	
		Damage	Notes
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	14	Bash
Magic	23	Varies	By spell
Punch	16	12	Bash
Telekinesis	18	10	Bash or Slash/stab





The Shaman isn't that concerned with Good and Evil (these are human conceits), but he is concerned with honor. What the Mayor did not realize is that the Shaman had a debt to repay Giles, and that he was honorable enough to do so despite whatever compulsion the Mayor put him under. The Shaman became part of a plan to fool the Mayor and Faith into revealing their plans about the Ascension (that worked a bit too well for Buffy and Angel's comfort).

The real mystery about the Shaman is how Giles introduced him to his wife. Oh, there are stories to tell about Giles during his Ripper days.

soul reave spell

QUICK CAST: No

POWER LEVEL: 10

REQUIREMENTS: A ritual involving blood and an Arabic incantation

EFFECT: Once a chalice of blood is splashed on the victim of this spell and an Arabic phrase is spoken, the victim's soul is torn from her body. This is extremely painful: the victim suffers a -10 penalty to all her actions during this time. The length of time that this takes is a number of Turns equal to the Power Level of the Spell minus the Success Levels over ten (minimum of two Turns). When the spell is completed, the victim no longer possesses her soul. If this is done to an ensouled vampire, it reverts to its old mean and vicious self. If this is done to a human, she gains a new mean and vicious self. If the magician really doesn't want to remove a person's soul after all, the whole thing could be faked with a glamour spell and some acting.

showy glamour

QUICK CAST: Yes

POWER LEVEL: Varies

REQUIREMENTS: Whatever the magician decides at the time of casting

EFFECT: This creates a minor to spectacular light show and other very showy but otherwise meaningless effects. The caster sets the Power Level at the time of casting. The higher the Power Level set, the more impressive the pyrotechnics and other showy effects. Won't get you a bunch of respect among true Witches and Warlocks, but it sure does impress the rubes.

HANSE & GRETA STRAUSS

Joyce: I'm just trying to make things better.

Little Boy: You are.

Little Girl: There's bad people out there.

Little Boy: And we can't sleep.

Little Girl: Not until you hurt them . . .

Little Boy: The way they hurt us.

—3.11 *Gingerbread*

Most people are familiar with the story of Hansel and Gretel: a poor woodsman abandons his children in the forest because he and his wife could not feed the entire family. The children come across a gingerbread house, where an old woman invites them in to eat as much as they would like. The children do not realize that the old woman is in fact a wicked witch and that she means to eat them. Hansel and Gretel fool the witch instead—while she is preparing the oven they push her inside. Just another charming folk tale with really disturbing elements that are not acknowledged so much when it's read to children.

What many people do not realize is that the story of Hansel and Gretel, like many other folk tales, is actually based on a true event (at least according to the *BtVS* TV show). In 1649, the dead bodies of two children named Hanse and Greta Strauss were discovered by a cleric in the Black Forest of Germany. The deaths were blamed on an old woman who lived by herself and was known as a witch by the locals. The Thirty Years War had ended the year before, but the effects of that war were still felt. Germany, or rather the Holy Roman Empire (okay, technically the precise area where this happened was known as Baden-Durlach) was full of towns that had been plundered by troops, partly destroyed, or even burned to the ground. The survivors of three decades of mayhem were not in the most rational frame of mind to deal with a suspected child-killing witch, no matter how flimsy the evidence. She was murdered by a mob, and she was not the last.

Every fifty years, the same two dead children would show up in a different small town. In 1899, a rural Utah community was torn apart by suspicion. In 1949, the bodies were discovered marked with an occult symbol near Omaha. In 1999, the two dead children appeared in Sunnydale and were found by Joyce Summers. The deaths affected her strongly and she had at least half a clue about what really went on in Sunnydale. She organized Mothers Opposed to the Occult, MOO for short, and targeted those people in the community who dealt with the occult. This turned out to be a coven composed of Willow, Amy, and a goth kid named Michael. As MOO began to whip Sunnydale's adults into a paranoid frenzy,

Name: Hanse and Greta
Motivation: Manipulate towns into killing the innocent
Critter Type: Demon
Attributes: Str 8, Dex 4, Con 7, Int 3, Per 3, Will 5
Ability Scores: Muscle 22, Combat 15, Brains 16
Life Points: 70
Drama Points: 4
Special Abilities: Attractiveness +4/-6, Illusion, Manipulate Emotions

Name	Score	Maneuvers	
		Damage	Notes
Bite	15	22	Slash/stab (demon form)
Claw	15	28	Slash/stab (demon form)
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Illusion	16	—	Appear as ghosts of two dead children
			Turn a quiet community into an angry mob
Manipulate	16	—	



things went from persecution to violence. Joyce Summers and Sheila Rosenberg subdued their daughters and had them tied to wooden posts at City Hall, along with Amy Madison (who couldn't be betrayed by her "statuesque" mother but was still open to non-filial persecution). Most of Giles' occult library was piled around the three young women to be used as fuel for the fire that would execute the Slayer and the two witches.

Xander and Oz attempted to save the girls by crawling through the vents (that kind of thing always works in the movies at least), while Giles and Cordelia prepared a ritual that would reveal the children's true form. The thing is, there never were any dead children, not even back in the Black Forest in 1649. It was all the work of a demon who fed off of the fear and paranoia of an angry mob. Every fifty years the demon would get an entire community worked into a frenzy that would result in the death of innocents (preferably innocent witches, but any innocent would do in a crunch). The illusion used by the demon was strong enough to fool even a vampire (Angel bought into it and he is a blood-sniffing fool). In a panic, Amy tried to frighten away the torch-bearing mob but wound up turning into a rat before their eyes. This left Buffy and Willow on their own. Giles arrived and managed to remove the demon's glamour. Instead of two innocent dead blond children, there appeared one tall Germanic ogre-demon. The demon rushed toward Buffy, who managed to pull out the wooden post she was bound to just in time to impale it through the throat. Sort of a Count Yorga end for the monster.

In the end, Michael was never heard from again (off to Los Angeles like everyone else no doubt), Amy was stuck as a rat for the next couple of years, Willow was on the road to becoming a truly powerful witch, and the adult population of Sunnydale attempted to completely forget about the time they tried to burn three teenagers at the stake (they were getting good at that kind of thing, having completely forgotten about going on a band-candy-induced teenage rampage barely three months earlier). On the plus side, 2049 will not see the discovery of two witch-murdered children in yet another random town.

SUNDAY

Rookie: No, the best part was when you ragged on her clothes. She was all like, "nooo, not the ensemble . . ."

Sunday: Those jeans? With the little patches? She has no one to blame but herself.

Dav: I heard they're coming back.

Sunday: Not if I kill every single person who wears them.

—4.1 The Freshman

Sunday appeared to be a college senior, but she had looked that way for over thirty years—just one of the benefits of vampiric immortality. She formed her own gang of minions and brand new vampires. When the Psi Theta fraternity house lost its charter in 1982, Sunday and her gang moved in. The building remained otherwise unoccupied for over two decades, which sug-



Name: Sunday
Motivation: Predator, rid the world of annoying freshmen
Critter Type: Vampire
Attributes: Str 6, Dex 5, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 18, Combat 16, Brains 12
Life Points: 73
Drama Points: 4
Special Abilities: Attractiveness +3, Hard to Kill 5, Vampire

Name	Score	Maneuvers	
		Damage	Notes
Bite	18	23	Must Grapple first; no defense action
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	18	Bash
Punch	16	16	Bash



gests that Sunday may have struck a deal with the Mayor. She is the type of vampire Mayor Wilkins liked to have in his town. While other vampires were busy trying to open the Hellmouth or awaken Acatlha, all Sunday ever did was pick off freshmen at UC Sunnydale and arrange things to look like they bailed out due to stress. All very low key, subtle, and not at all suspicious. Sunday had a steady supply of blood and furnishings (though an overabundance of posters, the main ones being Klimt's "The Kiss" and Monet's "Water Lilies").

Sunday and her gang stuck to their territory and never went after the Slayer, but once they heard that she was attending UC Sunnydale, they just had to check her out. Unfortunately, at the time, the changes in Buffy's life were not making her Confidence Girl. Willow was fitting in nicely at college. Giles was consorting with an old friend named Olivia and not being a Watcher/Librarian concerned with Buffy's every action. Buffy's mom had turned her room into a storage space for the gallery. Poor Buffy Anne was feeling unwelcome and out of place when she ran into Sunday and her minions. What might have been a Slayer victory any other day turned into a Slayer running-away-clutching-a-wounded-arm. Sunday decided to pull the vanishing freshman act on Buffy.

Buffy was a defeated shell of a Slayer until she saw Xander at the Bronze. He managed to talk her back into the old confident Buffy (there is a good reason that he is the heart of the team). Buffy prepared to launch a full-scale attack against the Psi Theta crash pad, complete with White Hats and lots of weapons. That plan fell through (pun intended) when Buffy accidentally dropped through the sky-

light and landed in front of Sunday with a loud thud and a shower of broken glass. It looked bad for the Slayer until Sunday decided that stepping on her Class Protector umbrella award would be a fine taunt. This was pretty much the can of spinach that Buffy needed and she easily beat the stuffing out of Sunday before casually dusting her.

Of Sunday's minions, only Tom managed to escape (to be captured later by the Initiative). Psi Theta was once again abandoned (though Xander took most of the good stuff that Sunday had stolen) and UC Sunnydale no longer had its very own blond vampire with a punk attitude and a sarcastic wit. There are those who believe that Sunday must have had six vampiric sisters—Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday. If these hypothetical vampire sisters exist, none have attempted to exact revenge against the Slayer yet. They would be very cool bad girls though.

SWEET

*Sweet (singing): 'Why'd you run away?
 Don't you like my . . . style?
 'Why don't you come and play?
 I guarantee a great big smile.
 I come from the Imagination
 And I'm here strictly by your Invocation.
 So what do you say?
 'Why don't we dance awhile?*

—6.7 Once More With Feeling





Name: Sweet
Motivation: Burn people with a song and a dance, collect brides
Critter Type: Demon
Attributes: Str 6, Dex 8, Con 6, Int 4, Per 5, Will 5
Ability Scores: Muscle 18, Combat 20, Brains 16
Life Points: 70
Drama Points: 6
Special Abilities: Attractiveness +2, Alter Reality, Art 10 (he can really sing and dance!), Dimensional Travel, Increased Life Points, Spontaneous Combustion



Maneuvers			
Name	Score	Damage	Notes
Dodge	20	—	Defense action
Grapple	22	—	Resisted by Dodge
Kick	19	19	Bash
Punch	20	17	Bash

He's had a hundred different names, but Sweet will do for the purposes of this discussion. Sweet is an ancient demon summoned by a talisman. When he appears in a town, reality is altered in such a way that the entire community appears to be taking part in a musical extravaganza. This can be entertaining to watch and would lead someone to believe that Sweet was a good demon who just wanted to bring some fun into the lives of the tired and huddled masses. That's not how it works (but you probably knew that already). The songs that a person unwillingly sings may be about her parking ticket or a mustard stain, but most of the time it will be something important that she holds in her heart. This could be something like Tara's love for Willow, but more often it's a secret that the person would rather not reveal. This ranged from Buffy's emptiness to Spike's obsessive love to Xander and Anya's doubts and worries about their upcoming nuptials. The style of the songs are often determined by the per-

sonality of the singer, so Tara sang a sweet love song while Spike belted out a rock ballad (Anya and Xander ended up singing a retro pastiche number). If all that revealing of secrets wasn't enough, some victims start dancing until they spontaneously combust (requiring a Willpower (doubled) roll against Sweet's Brain Score, if you like).

Sweet was brought to Sunnydale by Xander Harris of all people. He was nervous about his upcoming marriage to Anya and thought that turning reality into a musical would ensure a happy ending (he obviously hasn't seen *Westside Story* enough). By the time Sweet decided to track down the person who held his amulet, Dawn had stolen it from the Magic Box. Sweet mistakenly believed that Dawn had summoned him to Sunnydale and anyone who used the talisman of Sweet must join him in his underworld as his bride. Kind of like Hades and Persephone, only with music and dancing.



Name: Sweet's Minions
Motivation: Do Sweet's bidding
Critter Type: Demon
Attributes: Str 5, Dex 6, Con 5, Int 3, Per 3, Will 3
Ability Scores: Muscle 16, Combat 18, Brains 12
Life Points: 50
Drama Points: 2

Maneuvers			
Name	Score	Damage	Notes
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Kick	17	17	Bash
Punch	18	15	Bash





Giles felt that he was being over-protective of Buffy, so he told her that she would have to face Sweet alone. Buffy went to rescue Dawn, but the rest of her companions followed. She easily defeated Sweet's minions and then revealed to everyone that when she died she had gone to a beautiful place. It was full of warmth and love, and she felt complete. Then Willow tore her out of there and Buffy had to dig herself out of her own grave. Heart-broken, Buffy just wanted to dance until she burned. Spike and Dawn barely managed to stop her. After seeing the Slayer and her friends so distressed, Sweet was more than happy to leave town without a fight. He was even willing to waive the bride clause, so Xander didn't have to go with him (he lost interest but quick when he found out Dawn wasn't his summoner).

Of course, it would only take someone playing with the wrong talisman to bring Sweet back once more.

MR. TRICK

Mayor Wilkins: The more rebellious element needs to be dealt with. The children are our future. We need them. I need them.

Mr. Trick: If this rebellious element means who I think it does, then that problem may be taken care of this very night.

Mayor Wilkins: So I've heard. (chuckles) That's a very enterprising idea you have: SlayerFest. (laughs) I love that name, by the way. You see, THAT'S the kind of initiative I need on my team.

Mr. Trick: What if I don't wanna be a part of the team?

Mayor Wilkins: Oh, no, that won't be an issue.

—3.5 Homecoming

once more with feeling

So everyone in the gaming group has watched "Once More With Feeling" and decided that it is one of their all-time favorite episodes. You read the preceding write-up of Sweet and feel compelled to use him against the Cast Members. For an interesting change of pace, this week there will be a MUSICAL episode! The Cast Members will be singing their deepest darkest secrets. This of course means that the players have to sing. Suddenly, everyone is staring at their Mountain Dews and no one wants the spotlight.

Calm down, take a breath—it's not that bad. You're sitting around a tabletop with a bunch of friends, so don't worry about looking like a fool. This crew has seen you do much more embarrassing things, believe me. It has sometimes been said that playing a roleplaying game is a lot like doing improv. The methods that work to improve a musical improv routine should work the same in your game. This assumes that the players can carry a tune (they may have to use two hands and drag it part of the way, but the point is that they can do it) and have a modicum of creativity (which they must, or they wouldn't be playing an RPG, now would they?).

One of the big rules of musical improv is to save the rhyme. The punch should be the second line of a rhyming couplet. So if a player is singing about how her "sister's the Slayer," the first line should set this up by rhyming "Slayer" with something like "delay her," or rhyme "Buffy" with "when things get tough, he." This may seem a bit forced and hokey, because it is, but it also works.

Pay attention to the melody and rhythm as well. If someone is focused too much on the lyrics she is making up, the song will only be as good as the next line. If you get a good melody going, that more than makes up for not coming up with a good rhyme for "D'Hoffryn." Since this is a gaming session and not an actual improv performance, a player could always just steal a melody that works for the type of song her character would sing.

One of the traps that improvisers fall into is to just sing about the plot so far. This is fine for the start, but a few verses about what just happened should be followed by some about what the character hopes will happen. This shouldn't be that much of a problem for the players, because they are supposed to be singing about their fears. Buffy wasn't just singing about coming back from the dead, she was singing about how empty she felt. Spike wasn't singing about having a chip in his head, he was singing about his unrequited love for Buffy.

Finally, be repetitive. If Willow makes a character complete, that character should mention that fact over and over again. This way, a player has a chorus for her song. Other players might jump in and sing along, and then everybody can end the session by trying to figure out where they go from here.

Doing a musical Episode can be a lot of fun, but only if the players are willing to go along with it. If nothing else, it might give the White Hats a chance to shine instead of the Experienced Heroes, depending on which players are the most musically inclined. There is a reason that Anya and Tara were featured in "Once More With Feeling" rather than Xander and Willow. Still, everyone should at least have to belt out a verse or two.

Mr. Trick originally came to Sunnydale as the lieutenant of a truly ancient vampire named Kakistos (see p. 105). Ironical because Mr. Trick was such a modern-thinking vampire. While Kakistos wanted his minions to burn incense and chant his name, Mr. Trick planned to jack in a T-3 (2500 megs per) so that he could take advantage of what Sunnydale had to offer (mainly polite citizens and an alarming mortality rate) while staying connected to the world at large. He was the kind of vampire that would bookmark a web site for ordering a fresh fifteen year old Filipina next day air, just in case he had a hankering for that particular flavor of blood. Raise your hand if eww!

His age and his origin were a mystery. He seemed to be American, but nobody knew if he was born recently or came to these shores chained in the hold of a slave ship. No matter how old he was, he adapted to the times without the slightest bit of future shock. While other vampires were running around with swords and ancient chants, Mr. Trick favored an Uzi and a computer search. He played it smart, always willing to retreat from a confrontation if he couldn't win. This is the reason he out-lived Kakistos for a good while.

On his own, he organized SlayerFest 1998—an open (if expensive) contest to hunt down Buffy and Faith. SlayerFest didn't get the Chosen Two dead, but it did get the Mayor's attention. He was impressed and wanted the vampire on his team. It was the type of offer that would have been unhealthy to refuse. So instead of a cloven-footed ancient, Trick's boss was a sorcerer bent on becoming a True Demon. We've heard about finding good help, but how about good bosses?

The Mayor first asked Mr. Trick to provide a distraction so that the regular thirty year offering to Lurconis (see p. 107) could be completed without interruption. Lurconis ate babies and people tend to notice when their babies go missing. So Mr. Trick hired the chaos-worshipping Ethan Rayne to spread some cursed band candy throughout town. It worked like a charm (pun intended again), but when things got busy with Lurconis, Buffy and Giles arrived to disrupt the proceedings and set the demon on fire. The Mayor was not pleased, though he did have one less demon to appease.

After Faith accidentally killed the deputy mayor (a stake through the heart might not turn a human into dust, but it still hurts a heap), Mr. Trick was sent to track down the two Slayers. He found them at the docks, and set the Mayor's minions on them. Buffy was weak and injured after having a large wooden crate dropped on her, so it looked like Mr. Trick might be able to beat her all by himself. Just as things were looking bad for Buffy, Faith staked the wicked cool vampire from behind. To add insult to injury, she later went to the Mayor to take over Mr. Trick's old job.

Faith did more for the Mayor and his Ascension plans than Mr. Trick ever did, but that isn't really the point. Nor does it matter if Mr. Trick let Kakistos die, or if most of those who participated in the SlayerFest were killed by Slayers. What does matter is that Mr. Trick was cool with a capital K. He was smart, he was stylish, and he definitely deserves to have more stories told about him. If nothing else, he is a great adversary to throw at Cast Members who are used to the way "all vampires behave."

Name: Mr. Trick
Motivation: Predator, enjoy the life of a modern vamp in style
Critter Type: Vampire
Attributes: Str 6, Dex 6, Con 6, Int 4, Per 3, Will 4
Ability Scores: Muscle 18, Combat 19, Brains 15
Life Points: 79
Drama Points: 5
Special Abilities: Attractiveness +3, Hard to Kill 7, Vampire

Name	Score	Maneuvers	
		Damage	Notes
Bite	21	24	Must Grapple first; no defense action
Choke	18	10	Bash; must Grapple first
Dodge	19	—	Defense action
Grapple	21	—	Resisted by Dodge
Kick	18	19	Bash
Punch	19	17	Bash
Uzi	19	17	Bullet; can fire bursts





6 Monster Spawning

Giles: What did they say?

Willow: Bunch of stuff we already knew about 314. But it also said there's some final phase where Adam manufactures a bunch of creepy cyber-demonoids like him. There's a special lab in the Initiative, but it didn't say where.

Buffy: Adam fed Spike those disks. It has to be. He wanted me to know about his evil-guy assembly line.

—4.21 Primeval

It's alive! It's ALIVE!

So you like the range (and research) of the nasties covered already, but what you really want to do is create. No biggie. This chapter contains a grab bag of assorted monstrous abilities and powers to be mixed and matched and shaken liberally. Simply decide what powers you would like your beastie to have, pile them all together, calculate some Scores, and presto—instant bad!

For those looking to devise new races, that process is essentially the same but includes an additional step. First you need to define what Attribute bonuses, skill bonuses, Qualities, and Drawbacks make up that particular race of demon. Once those are settled, bunch them up and call them the Demon (fill in the blank) Quality. That cluster of features then becomes the hallmark of that race of demon. Feel free to add additional aspects to individuals within that demon race, unless of course they are all just demon mooks fit only for stomping in copious quantities.

Please be aware that we haven't provided specific point costs for the various abilities in this chapter; we simply described the general capabilities of the powers. This leaves you Directors plenty of flexibility to sculpt your monster's features as needed (hey, even in the middle of a game session if things aren't going to your liking). The full details for devising all sorts of supernatural and otherworldly Cast Members are found in the *Angel RPG*.

Don't fret, we haven't left your players completely in the lurch. After the monster power rundown, we've listed several "package" Qualities that may be added to any character to give her that Buffyverse oddity. It's not "everything you wanted to know about monster Cast Member creation," but it's a start. We have confidence that the more inventive of you will be able to cobble new character creations together with all sorts of weird and wondrous powers (yah, go ahead and take that as a challenge).





Rounding things out are some background and a new character sheet for Anyanka (updating her for Season Six), and a number of new monster-based Archetypes. Enjoy.

demon idea sources

Far be it from us to blow our own horn here (shaa, right!), but lots of inspirational monster material appears in some of Eden Studios' other **Unisystem** volumes. The entire *All Flesh Must Be Eaten* line is chock full of zombies. CJ Carella's *WitchCraft* and its *Abomination Codex* and *Mystery Codex* supplements also have many supernatural horrors that can be transplanted almost without effort into the *BtVS RPG* (the whole point of the **Unisystem** thing, yes?). Even *Liber Bestarius*, Eden's d20 system monster manual, can be used as a source of ideas for demon races. A lot of the entries in that book have a Buffyesque feel to them as long as you take out the orc and elf references.

You could also seek inspiration from myths and goetia (medieval grimoires with big long demon lists in them . . . no really, we looked it up), or you could just do what *Mutant Enemy* does sometimes and make it all up.

ARMOR

Kakistos (laughing after surviving a blow to the heart): I guess you need a bigger stake, Slayer!

—3.3 Faith, Hope & Trick

Some demons are tougher than others. Demons can have any type of skin, from insectile carapaces to shiny reptilian scales. Most demons will have Armor ranging from 1 to 20, but higher values are possible (especially during climactic Season finales).

CHAOS POWER

Drusilla: But you're lying, I can still see her. Floating all around you. Laughing. Why? Why won't you push her away?

Spike: But I did, pet. I did it for you. You keep punishing me. Carrying on with creatures like this.

Chaos Demon: Okay. You guys obviously have a thing going on here.

—5.7 Fool For Love

This power makes things go to pot around the character. Items wear out, tempers frazzle, friendships dissolve, memories grow spotty, etc. Depending on how you are playing things, it may affect everything, or just certain stuff (like a Vengeance Demon specialization). Also, the speed of the degradation must be determined. A gun that misfires when it comes near the character reveals a quick acting power; a power that rusts a gun a day or so after it kills the Chaos Power character is not going to be so helpful. This power is not recommended for Cast Members, but might provide an interesting challenge for more adventuresome roleplayers.

DIMENSIONAL TRAVEL

Kathy (exasperated): I'm sorry, okay? I left my dimension to go to college and they sent these guys after me.

—4.2 Living Conditions

Demons were banished from Earth a long time ago. Though many have settled back on our world and now hide in crypts and sewers, there are many more who still dwell in their own extra-dimensional realm. Being from "way out of town" keeps the demons safe from hunters, Slayers, Witches, and other types of predators. It also means that the only way these demons can get to our world is by being summoned here. One way to get around that is for a demon to come to Earth under its own power. These are the dimensional travelers.

Demons with this power can create a temporary gateway between dimensions that usually manifests as a whirling dark vortex where there used to be a wall or a floor. These demons tend to be the more intelligent of their breed and often possess Sorcery as well.



DISEMBODY

Xander: He can only be killed when he's in his dis-assembled state. Disassembled. That means when he's broken down into his liittle buggy parts.

Cordelia: I know what it means, DORKHEAD.

Xander (mocking): Dorkhead! You slash me with your words!

—2.10 *What's My Line? - Part Two*

This nasty can turn its body into some kind of amorphous mass. Whether fog, a swarm of insects, a cloud of darkness, or even purple Jell-O, this is very useful for slipping under doors, floating out windows, and escaping bodily harm. Now, this ability doesn't convey any special protection from harm (though it is kind of hard to get a good whack on fog); that is covered by Invulnerability (see p. 131) or Resistance (see *BtVS Corebook*, p. 46).

FLIGHT

Buffy: I looked around, but soon's they got clear of the graveyard, they could have just, fwoom!

Xander: They can fly?

Buffy: They can drive.

—1.2 *The Harvest*

Vampires and demons don't fly much on the *BtVS* TV show. Still, examples of flying vamps abound in other stories and some of you might like the idea of a vampire floating outside a window, scratching to be let in. Flight allows the creature to travel through the air with a base speed of $(\text{Constitution} + \text{Willpower}) \times 2$. Flight is expressed in levels, with each additional level adding ten mph to the speed. A flying vampire or demon would be quite rare in the Buffyverse; maybe not as rare as a pregnant vampire or one with a soul, but they should still be considered exceptional.

HUMAN FORM

Anya: Did you think she was unattractive?

Xander: Okay, is there any answer to that question that won't make you nuts?

Anya: Halfrek was always considered to be a great beauty.

Xander: Well, hon, she was a little . . . there was some veiny-ness.

—6.12 *Doublemeat Palace*

Being a big scary demon who strikes fear in the hearts of its victims is all well and good, but what does a demon do if it wants to go to Starbucks for a mocha? This is

where having a human form comes in handy. Such a demon can blend in with human society, as Kathy did when she attended UC Sunnydale. It's also useful for others, like Vengeance Demons, who need to approach a human and have her make a wish. Nobody would have told Anya anything (except maybe "aaaahhhh!") if she showed up with the scary skin-deficient face.

HYPNOSIS

Drusilla: Look at me, Dearie. Be in my eyes. Be in me.

—2.21 *Becoming - Part One*

The Hypnosis power, as far as we know it from the *BtVS* TV show, is covered in the *BtVS Corebook* (see p. 165). We have worked up a few new levels just for you Directors that want something new.

At fourth level, the monster can cause a group of people to hesitate for a few moments, plenty of time for her to attack or flee with impunity. A number of victims equal to the hypnotist's Willpower (doubled) roll or Brains Score can be affected. Victims can only avoid helplessness by spending a Drama Point; those that do not, cannot act for a Turn and have a zero defense roll against any attack. A level four hypnotist gets a +1 bonus to her roll or Score when using the power at level three, a +2 bonus for level one and two uses.

At fifth level, the monster can create illusions and muddle the senses of a number of victims equal to the hypnotist's Willpower (doubled) roll or Brains Score. She can also render herself invisible to the victims, or simply appear to be someone else. Victims can only avoid the illusion by spending a Drama Point. A level five hypnotist can use the level four power against ten times the normal victims. She also gets a +2 bonus to her roll or Score when using the power at level three, and +3 bonus level for level one and two uses.



IMMORTAL

Angel: And Buffy, be careful with this gift. A lot of things that seem strong and good and powerful . . . they can be painful.

Buffy: Like, say, immortality?

Angel: Exactly. I'm dying to get rid of that.

—3.18 *Earshot*

The being does not age. That's the extent of this power though—an immortal can be killed by normal means (unless it possesses certain Invulnerability or Resistance powers). So, no problem wasting time by watching *Buffy* DVDs back-to-back-to-back, but be careful around pointed weaponry and hostile busboys.

INCREASED LIFE POINTS

Spike: Doesn't a fella stay dead when you kill him?

Doc: Look who's talking.

—5.22 *The Gift*

This creature has a certain something that makes it harder to put down. The exact nature of that something and the amount of extra stuffing it gives the nasty are strictly between it and its maker. Seriously, there's no formula here. Just give them more Life Points. Stop when you think it's getting excessive. Then give them a few more just to make sure. It's not strictly fair but since when has the Buffyverse (or life for that matter) been fair?

INVULNERABILITY

Judge: You're a fool. No weapon forged can stop me.

—2.14 *Innocence*

Some folks just don't DO damage. For one reason or another, the things that hurt don't have the same effect on them. For the most part, we are not talking about the kind of invulnerability possessed by strange caped visitors from other planets when they bask in the light of a yellow sun. Invulnerability in the Buffyverse is usually temporary, like when the Mayor was getting nearer to his Ascension, or only partial, like a vampire's lack of real concern over bullets. Then there are those who can only be killed by silver or when they are in a disembodied worm-swarm form. Now, this isn't to say that you can't soundly thrash a creature with this Quality and put it out of a fight for a time; it's just that you can't kill it in all the usual ways.



Invulnerability has a couple different levels. Because this Quality can vary so widely though, you should modify these as you see fit given the specifics of whatever warped notion of Invulnerability you create (of course we mean warped in the good way).

MINOR: This is more of a resistance than true invulnerability. An example would be partial damage from certain types of harm (vamp's fifth damage from bullets).

PARTIAL: The character can ignore one type of damage or effect. Examples include being unaffected by illusions (Sobekite Spawn), or taking no Slash/stab damage.

NEAR COMPLETE: This creature is only affected by certain types of damage. Examples include removal of heart and brain (Brotherhood of Seven), destruction in disembodied form (Norman Pfister), or only being hurt by silver (Fyarl).

COMPLETE: The big kahuna; nothing can kill this clown. Fortunately, this kind of thing doesn't last long or come around too often. The only example to date has been the Mayor's total invulnerability during Ascension.

LEAP

Buffy: You know, with the pain and the death, maybe you shouldn't be leaping into the fray like that. Maybe you should be . . . fray-adjacent.

—3.13 *The Zeppo*

Sure, a creature can climb stairs or run real fast, but if it really wants to move in style, the Leap is the way to go. This power allows a character to move 2 x Strength yards vertically or 5 x Strength yards horizontally. Finishing a leap with an attack grants a +5 to the roll and to the damage imposed (before modifiers). 'Course, missing an attack after a leap leaves a body prone (see *BtVS Corebook*, p. 113). And boy is that embarrassing!





NATURAL WEAPON

Spike: Lesson the first: a Slayer must always reach for her weapon. (Spike goes vamp face.) I've already got mine.

—5.7 Fool For Love

Monsters who manifest more . . . monstrous features may have forms of attack open to them beyond the garden-variety punch, bite, or spin kick. A character with simple claws of some sort (like Kakistos and his cloven fists) does the usual 2 x Strength base damage for a Punch, but it is Slash/stab damage rather than Bash. Having longer talons or other wicked nasty appendages increases the damage modifier by one.

The total multiplier on the natural weapon may not be greater than the character's Strength or Constitution. A monster with a Strength of five and Constitution of four cannot have a natural weapon greater than 4 x Strength damage. Making the claw, spike, talon, horn, or other implement of destruction retractable means easier blending for those who can pass for human. Otherwise, it's just cool among the monster set.

Delivering damage with the natural weapon requires using a maneuver that brings it into play. So, a claw would use Punch, a horn Head Butt, and a serrated shin Kick.

NATURAL RANGED WEAPON

Giles: Listen, about this Fyarl demon. Do-do I have special powers? Like setting things on fire with my sizzling eye beams?

Spike: Well, you got the mucus thing.

Giles: What? Mucus?

Spike: Paralyzing mucus. Shoots out through the nose. Sets on fast. Hard as a rock. Pretty good in a fight.

Giles: Are you making this up?

—4.12 A New Man

Some critters have claws. Some critters have fangs. Some critters shoot paralyzing mucus out of their nose (lucky buggers). Ranged weapons usually have a base Slash/stab damage from (1 x Strength) to (5 x Strength). The nature of the damage (fire, poison, or even lightning from the eyes) should be determined as well. Natural ranged attacks use a Dexterity and Kung Fu - 1 roll, or the Combat Score - 1.

This power has the same Attribute restrictions on damage that the Natural Weapon ability does. Full damage may be inflicted if the power uses pistol ranges. Rifle ranges halve (round down) the maximum damage modifier. The nature of the damage (fire, electricity, etc.) isn't particularly relevant unless poison or disease is involved (see p. 134).

PSYCHIC VISIONS

Spike: Dru! What is it? D'RU! Darling, do you see something?

—2.14 Innocence

Some monsters have visions of the future, courtesy of the Psychic Visions Quality. If a vamp, the character may have had this ability before being turned. Making the psychic vampire completely insane is merely a neat story option and not at all necessary.

At the lowest level, this Quality acts just like the Psychic Visions Quality in the *BtVS Corebook* (see p. 45). Not much in the way of control here, but it can still prove awfully handy, particularly when someone's out to get the character and making fiendish plans to do so (that happens way too often, don't it?).

Although not seen on the *BtVS* TV show, a second level of this power allows some control. The possessor gains a "spider-sense" about nearby or imminent danger. It's not specific but it will give some warning. Also, the power provides a +1 to combat rolls or Scores.

REGENERATION

Halfrek: What? (laughs) Did you think I'd be stopped by a sword in the chest? Flesh wound. Honestly, Anyanka, you used to know better.

—6.14 Older and Far Away

Some critters don't know when to stay down. In fact, they keep popping up at the worst possible times until you really get them good and dead. Regeneration always works in blocks of Life Points equal to the character's Constitution level. It's the time period that really separates the humans from the . . . inhumans. At first level, Regeneration occurs each hour; at second level, each minute; at third level, each Turn.



SUPERNATURAL SENSES

Judge: You two stink of humanity. You share affection and jealousy.

Spike: Yeah. What of it? Do I have to remind you that we're the ones who brought you here?

Drusilla: Would you like a party favor?

Judge (looks at Dalton): This one is full of feeling. He reads. Bring him to me.

—2.13 *Surprise*

Some beings are just more aware of the world around them than the average Joe. This may be something as simple as nightvision or it could be Doc's ability to check someone's compatibility for resurrection at the genetic level by glancing at a strand of hair against a lamp.

TELEPORT

Anya: She can only go airborne. It's a thing. More flashy, impresses the locals, but it does take longer.

Xander: Longer than what?

Anya: Teleporting. (She vanishes.)

—6.21 *Two To Go*

Popping around all over the place is not just good fun, it's really useful for avoiding midtown traffic jams. Those with the ability to teleport can instantly move from one location to another. Special effects—like a shimmering outline, a puff of smoke, or a watery dissolve—are just icing on the cake.

This is a super useful and super powerful ability. Feel free to limit it to Adversaries and Guest Stars as you see fit. Perhaps the creature can only beam to a place ten miles times their Willpower from the point they start. Or maybe the power can only be used once per hour without injury—any subsequent use causes Life Point damage equal to the character's Willpower. Or maybe a Willpower (not doubled) roll is required each time the power is used. Finally, you are more than welcome to devise means of keeping a teleporting critter out—say, magic wards, lead-lined chambers, those cool invisible dog fences, etc.

'Course, you could take another approach and expand the ability. It would no doubt be very useful if the character could pull a Leo and teleport others around with a shimmering light effect.

TEMPORAL DISTURBANCE

Anya: Human perception is based on a linear chronology. Being exposed to the Rwasundi for more than a few seconds can cause, uh, vivid hallucinations. And a slightly tingly scalp.

—6.13 *Dead Things*

Most monsters are unusual, but some are downright weird. There are those who create a temporal disturbance just by manifesting in our world. Time becomes nonlinear, repetitive, and very David Lynch. The area of effect radius is the possessor's Constitution times four in yards.

All Perception rolls are made at a -5 when the Temporal Disturbance manifests. Another -1 is added for every Turn that the character remains in a temporal disturbance. For example, if the Slayer has been fighting a group of demons for three Turns when such an effect was present, her Perception rolls would be made at a -7 penalty. Worse, a Perception (doubled) roll must be made every Turn to interact with anything while the temporal disturbance is in effect. Failed rolls result in anything from hitting an ally to kicking a wall to staking the wrong person. Of course the concept of Turn becomes confusing when time gets all nonlinear, but we trust your instincts in this matter. Naturally, those with this Quality are immune to its effects.

Temporal Disturbance comes in two forms. When controlled, the creature can decide when the wackiness manifests. Uncontrolled versions occur randomly or are "on" at all times.

describing temporal disturbances

The main effect of the Temporal Disturbance Power is profound disorientation—characters "under the influence" have trouble getting a handle on exactly what's going on around them. When describing it to the players, focus on how surreal the situation is—the monster appears and disappears at random, things hang for seconds in midair before falling, someone running out of the area of effect just vanishes. You could even make an encounter seem very nonlinear by wounding a character (or having her fall to the ground, etc.) before the critter even touches her. The key to a memorable Temporal Disturbance is creative weirdness.



optional temporal effects

Some of you might want a wider variety of effects for time-distorting demons. Hey, if you're nonlinear, you might as well do something with it. The following are some possibilities—they're strictly optional and probably aren't appropriate for Cast Members who have this power. As these are fairly potent abilities, each one forces the creature to use a Drama Point.

TEMPORAL DODGE: Instead of just ducking out of the way, the creature can blink just a few seconds forward or backward in time to avoid a blow. The demon can either gain a +2 on its next attack or vanish for one Turn (reappearing at a dramatically appropriate place and time).

ALTER TIME: If all isn't going well for the beastie, it can back up time a few seconds and take another stab at things. Damage done within the power's area of effect in the last Turn is automatically healed, broken objects are repaired, crossbows are reloaded, etc. Spent Drama Points (other than the one for using this power) . . . well, that depends on how nice you are to your players.

SLOW DOWN!: One target within the area of effect must succeed at a Willpower (not doubled) roll vs. the demon's Brains Score or lose all but one action for as long as she remains in the area. This means she can only attack or defend in close combat once each Turn (regardless of multiaction abilities) and most other actions (including quick-casting a spell) take twice as long as normal.

TOXIN/PATHOGEN

Willow: See? It's gonna be okay. Its pokey stinger carries an antidote to its own poison.

Buffy: I feel so lost.

Willow: I know. You're confused. It's, it's that crazy juice inside you.

—6.17 *Normal Again*

Apart from the usual claws, fangs, and halitosis among the demon set, more exotic attacks are possible. Some nasties deal in poison or diseases. The exact affects of the attack vary, as does the delivery system. Using the following guides, nearly any effect can be categorized.

MINOR: Periodic fits of laughter, bad rashes, headaches, damage up to 1 x Strength in Life Points, and other effects that cause at most a -1 to rolls while infected.

SERIOUS: Double vision, high fever, hallucinations, uncontrollable telepathic ability, blinding migraines, damage up to 2 x Strength in Life Points, and other effects that cause up to -5 to rolls while infected.

DEADLY: Coma, incapacitation, death, or any other effect that completely disables the victim. Effect may have lesser impact if a Survival Test is made (see *BtVS Corebook*, p. 121).

When a demon infects a human in some way, either inadvertently like the Scabby Telepath Demons from 3.18 Earshot (see *BtVS Corebook*, p. 175, 178-179) or deliberately like the Glark Guhl Kashma'nik from 6.17 *Normal*, the antidote can often be found in the very same demon. Buffy's telepathy was cured by consuming a liquid made from the heart of the demon who infected her. The hallucinatory poison of the Glark Guhl Kashma'nik was nullified by a medicine made from the stingers of the same demon.

WALL CRAWL

Riley: You're really strong. Like, Spiderman strong.

Buffy: Yeah. But I don't stick to stuff, but, yeah.

—4.12 *A New Man*

This creature can move along and stop on any surface, horizontal, vertical, slanted, or contra-horizontal (yah, okay that last one isn't really a word, but it sure sounds better than "the ceiling"). At its lower level, the critter must slow considerably when moving any way but horizontally (one third of normal speed). The higher-level version allows someone to move full speed on any surface. For the Spidey-wannabe who has everything.

THE WISH

Dawn: I never use that word anymore.

Anya: Coagulate?

Dawn: W-i-s-h.

Anya: Oh, wish! As in "I wish Xander—"

Dawn: Right! That word. There's Vengeance Demons out there that are still active, remember? Any "I wish" could totally end in horrible grossness.

Anya: Gimme a for-instance?

—6.18 *Entropy*

This is the power to grant . . . duh . . . wishes. No-strings-attached wishing is a recipe for a busted role-playing game, so there has to be something to reign in

the wisher. As with Teleport (see p. 133), feel free to vary the conditions and limitations of the Wish for Adversaries and Guest Stars or only use it as a carefully circumscribed plot device.

Wishes should always be used in the service of some specific goal or obsession. Like the calling of a Vengeance Demon, the Wish should be theme-based. It is also best to give the Wish a serious down side. Like it recommends in the *BtVS Corebook* (see p. 176), wishes that come true rarely lead to happiness for anyone.

CAST MEMBER MONSTERS

The following monsters are included as possible options for Cast Members. The types of critters that might possibly want to join a Slayer and her friends are going to be those of the not-quite-so-evil variety. This is of course a relative term—each one of these folks could conceivably kill a human being and not feel the slightest bit of regret. Some might even welcome an apocalypse as an interesting change of pace. What separates them from really-evil demons is a portion of humanity residing in them. Some might their own agenda to follow—destroying the world is not part of the plan when there is so much chaos to sow or vengeance to reap. Others are members of warrior races, so they have an underlying culture that ironically brings them closer to humanity. As a general rule, these types are more concerned with being honorable warriors than they are with destroying life as we know it.

Also, keep in mind that what might be true for an entire race is not necessarily true for an individual. Despite a long history of unimaginable evil, Spike has managed to help save the world twice before he even had a soul. Just as there are lactose intolerant humans or humans that are allergic to shrimp (poor Tara), there could very well be a troll who never managed to acquire

the taste for fresh babies. Now, the fact that a demon suddenly decides to not eat human flesh is hardly the basis for a lasting friendship, but at least it's a start.

DEMON (CHAOS)

16-POINT QUALITY

As stated (see p. 39), not a lot is known about Chaos Demons. Thus, what you read here is basically a lot of educated guesswork (but very well educated guesswork, if you please). Still, if a Vengeance Demon can become the ally of Slayer, why couldn't a Chaos Demon? Chaos Demons gain +3 Strength, +2 Dexterity, and +3 Constitution. Natch, they also have the Chaos Power. With all the slime and antlers, they have an Appearance of -4 (we are going to say Cast Member Chaos Demons aren't quite so repulsive as others of their race). They seem to fill a sort of metaphysical niche, so we assume that they are Immortal. One of the distinguishing things about a Chaos Demon is its rack of Antlers. These are Natural Weapons that do 3 x Strength Slash/stab damage. The other distinguishing mark of a Chaos Demon is all of that slime. Apart from dampening perfectly good suits, the slime grants the demon a +3 to all Dodge rolls.

Judging from the one Chaos Demon that appeared on the show, they seem to be pretty relaxed and easy-going. Why shouldn't they? They serve chaos and all systems tend towards chaos. Everything falls apart—all they have to do is wait. That's probably why they are so nonchalant. Still, every little bit helps and some probably like to roam around the world and add their private little touches of chaos when they can. The hands-on approach is more fun anyway. Depending on how fast you wish to have the Chaos Power work, this might be their first line of defense.

Having a Chaos Demon as part of the Cast can be a real challenge and the Chaos Power could easily overpower a Series. Don't say we didn't warn you. The limiting factor will be the Chaos Demon's agenda. Disrupting the Master's plan to open the Hellmouth might be part of the overall Chaos agenda; then again, making sure that Dawn fulfills her destiny as the Key might also be part of that agenda. If a Chaos Demon is part of the Cast, it should be like Spike during the latter half of Season Four: the Cast would never be sure of where its loyalties truly lie. The demon could be constantly receiving orders from the Courts of Chaos on the far end of the multiverse (assuming such a body exists in your world). Whether or not she is engaged in a war with opposing forces on the other end of the multiverse, perhaps fighting under a Unicorn banner, is entirely up to you.





DEMON (MIQUOT CLAN)

6-POINT QUALITY

The Miquot Clan is a good example of a demon warrior race (see p. 40). They are a primitive race with yellow skin and stegosaurus-looking plates running over the top of their heads (Attractiveness -4). They are powerful fighters who get +3 Strength, Dexterity, and Constitution. They are also not the greatest minds in this world or any other; they suffer -1 Intelligence, Perception, and Willpower. As distinctive as looking like a yellow dinosaur in a leather outfit might be, the really distinguishing thing about the Miquot Clan is their ability to draw bony knives from their wrists. These knives do a base damage of 3 x Strength Slash/stab.

Being strong and stupid means that they are probably popular as demon foot soldiers in those other-dimensional wars that we are always hearing about. Having the Honorable Drawback is not out of the question (and probably reasonably common), so under the right circumstances the Cast Members might find themselves aligned with a spiny-looking head-thing guy. A Miquot Demon could even become Not Quite So Dim (that's what character points are for after all), but its Mental Attributes can never be raised above four. Any race with that kind of mental handicap will usually overcome it with a high birthrate. Miquot Clan demons probably hatch from a huge nest of eggs, enjoy a very brief childhood, and are then sent to make their way in the world in some hunter/gatherer rite of passage sort of thing. This might even be how a Miquot demon could join the Cast—by killing a mutual baddie in an attempt to become a true warrior.

DEMON (MOK'TAGAR)

37-POINT QUALITY

The Mok'Tagar are a race of interdimensional travelers who appear as skinless humanoids with ratlike teeth and glowing eyes (Attractiveness -6 in demon form; see p. 46). They can take the form of the dominant race of whatever plane they are visiting (for those in the back, that means when on Earth, they can look human). The Mok'Tagar gain +5 Strength, Dexterity, and Constitution. They also enjoy +2 Intelligence, Perception, and Willpower. As interdimensional travelers and scouts, Constitution and Perception are usually the first Attributes to be raised with character points. Since they do travel to other worlds, the Dimensional Travel Power is an ability shared by all members of this race. Another quality shared by all members of this race is a complete lack of a soul, which is reflected by the fact that all Mok'Tagar start out with at least Mental Drawback (Mild

Cruelty). They are also extremely long-lived and are not even considered true adults until they reach 1000 years of age. Mok'tagar also have Immortality and can Regenerate a number of Life Points equal to their Constitution Level per hour.

Some or all Mok'tagar (at your discretion) know soul-sucking magic rituals that involve scorpions and pouring animal blood down the victim's throat (see p. 46).

Other powers can be bought by the Mok'Tagar, but these are not part of the racial package. Sorcery is probably at least as common among the Mok'Tagar as it is among humans. Any Mok'Tagar that becomes a part of the Cast is more than likely one of the younger and less powerful members of the race. Any Mok'Tagar less than 1000 years old must take the Teenager Drawback (being older than the United States doesn't count for much if someone still looks 14). Playing a Mok'Tagar can be very expensive, but they can be used to fill that important Cordelia/Anya niche in the group dynamic. You always need at least one Cast Member who is straightforward, not necessarily nice, and does not automatically go along with whatever the others say.

HOW MANY POINTS!?!

It's going to be very difficult for players to amass the points needed to buy the Mok'Tagar Quality. Your best bet is to allow the player to use the Experienced Hero Character Type or to exchange Drama Points for character points on a one-for-one basis. Even then, this is going to leave the character precious few other purchase options. We'd feel sorry for them but hey, Mok'Tagar are pretty serious folks.

DEMON (VENGEANCE)

50-POINT QUALITY

If your character hurts intensely enough and retaliates in a particularly vicious manner (particularly using magic), D'Hoffryn and his coterie just might offer her a position as a Vengeance Demon. If she accepts, D'Hoffryn gives her a pendant that acts as the focus of her powers. As always in the Buffyverse, with great power comes great angst, so she should consider her options carefully.



Vengeance Demons get +3 Strength, +2 Dexterity, +2 Constitution, and +1 Willpower. They also get three levels of Hard to Kill (additional levels up to ten may be paid for separately). Their true form is a veiny-faced demon, but they can assume their original human form at will. Vengeance Demons gain the Immortal,

Regeneration (Constitution Life Points per Turn), Teleport and Wish abilities for free. They can also detect the presence of intense grief, suffering, and loss within a number of miles equal to their Constitution, and travel freely to Arashmaharr (where D'Hoffryn resides) and back.

Danger Will Robinson!

Using a Vengeance Demon as a Cast Member is a challenging proposition and is not recommended for novices or the squeamish. The demon's wonderful powers are quickly going to render many plot challenges . . . unchallenging and most likely eclipse even a Slayer in the butt-kicking department.

First off, it's going to be very difficult for players to amass the points needed to buy the Quality. The player could use the Experienced Hero Character Type and exchange Drama Points for character points on a one-for-one basis. Even then, the character must take at least five points worth of Drawbacks to get the necessary points to afford the Demon (Vengeance) Quality. This leaves her basically unable to purchase anything else in the way of Qualities.

Alternatively, you could just award the Vengeance Demon Quality to a character. This would require some consistent or breathtakingly intense expression of vengeance on the part of that Cast Member. You may also want to strip her of all Drama Points when you do this and require certain actions consistent with her Demon (Vengeance) Quality to gain any new ones.

Once the character has become a Vengeance Demon, you must attend to her extraordinary powers. The main culprits are Teleport, Regeneration, and the Wish. You should feel free to limit these in any number of ways to keep the demon from blowing through most of the plots you can imagine.

TELEPORT: This ability allows the demon to escape harm instantly and completely. It also means she can get anywhere in no time and communicate with anyone with the same ease. There have been no limits on this ability suggested by the *BtVS* TV show (except the Vengeance Demon cannot teleport others with her), but you should feel free to impose a Willpower (not doubled) roll for each teleportation attempt, curtail the distance traveled in one jump, allow jumps only to known locations, or not permit any possessions to be carried on jumps (barring even clothing would lead to some very interesting situations).

REGENERATION: In 6.14 Older and Far Away, Halfrek is run through by a sword. Moments later she is fine and ready to fight. Even chocking that up to major Drama Point usage, there's some serious regeneration going on. It may be that a Vengeance Demon heals at a rate comparable to the Mayor's during his invulnerable phase. We've taken a less expansive view and only awarded a Vengeance Demon Constitution Life Points per Turn in regeneration. This still makes her quite a stand-up fighter on the occasions when she doesn't simply use her Teleport power to get far out of harm's way. You may want to dial the regeneration down a notch or two and make it per minute or per hour.

THE WISH: This is the most powerful ability but it's also the most circumscribed by the TV show. Along with the limitations provided in the main text, you may want to allow this ability only once a month or make it unable to alter worlds (no new dimensions created please). You could also say that the Wish cannot directly affect the grantor or anyone she cares for. Finally, by creative interpretation of the actual Wish statement, you can make its granting a real problem for the gang. The downside is that you are going to be forced to address the consequences of this power. D'Hoffryn demands regular acts of vengeance and any of his charges who ignores her obsession for too long will have hell to pay (heaven to pay?).

Another tack to take is to remove one or more of these abilities at random intervals and call it D'Hoffryn's whim. That might cause some resentment on the part of the player, but if they are warned sufficiently about D'Hoffryn's capriciousness, it might work out. Finally, you could charge Drama Points for the use of any or all of these powers. That won't curtail the power itself, just the number of times it gets used.

If all this seems like a lot of bother, simply remove the Vengeance Demon Cast Member option from your *BtVS* RPG game.





Some Vengeance Demons are cruel, some are honorable, but all of them are obsessed. All Vengeance Demons take a special form of the Obsession Drawback that determines the type of vengeance they dish out. Anyanka concentrates on Scorned Women; Halfrek on Ignored and Abandoned Children. If Willow had accepted D'Hoffryn's offer, she would have probably become the Demon Of Those Abandoned By Their Friends. This Obsession helps define their Teleport ability and limit their Wish power. Vengeance Demons can move to any location that contains someone suffering according to their Obsession. Their Wish power only works for such a sufferer as well but it can be used in world-altering ways (thus creating a parallel dimension and raising all kinds of metaphysical issues that we are going to avoid like the plague here).

Vengeance Demons also suffer a Major Obligation to D'Hoffryn and the Lower Beings. This isn't necessarily a life-threatening Obligation, but it is one of obedience and expectation. D'Hoffryn and the other Vengeance Demons look for a certain level of commitment and "production" from those in their circle. A Vengeance Demon who does not regularly "work" vengeance or who consistently uses her powers for outside purposes can quickly find herself branded a "troublemaker." The real kicker though is when D'Hoffryn takes one or more of her powers away as punishment. Finally, a Vengeance Demon may be called upon at any given moment to aid D'Hoffryn.

The Vengeance Demon's Wish power is pretty broad, but its manifestations on the *BtVS* show suggest certain limitations. The wish must be made by another party suffering according to the demon's obsession and it must be a spoken statement that begins with the phrase "I wish." The grantor can certainly make suggestions or try to steer a conversation to things the victim might wish different, but the actual wish statement has to come

from the sufferer's mouth. The Wish grantor can choose when it goes into affect, but only has "interpretive" powers over its actual manifestation. For example, wishing someone was a "frog" could result in an amphibian or a French person. Wishing someone would "get what they deserve" leaves it pretty much up to the Vengeance Demon (or you could outlaw that and require the demon to get a more specific statement). Finally, it may be that the demon must switch to her true form and say "Done!" before the Wish starts (but that might just be the style adopted by some Vengeance Demons). The Wish may be ended by the grantor revoking it, by her power source (the pendant) being destroyed, or by any other fiendish manner you might set.

Doing any lasting damage to a Vengeance Demon is difficult unless her pendent is destroyed. This results in a loss of all demon powers and being turned back into a mere human. Attribute bonuses are taken away and Hard to Kill levels over five are lost. D'Hoffryn considers being a Vengeance Demon a gift. Anyone careless enough to lose the pendant doesn't deserve the gift anymore. This doesn't need to be permanent, though. Anya only had to be human for about three years before D'Hoffryn returned her demonic powers.

TROLL

6-POINT QUALITY

The people of Sunnydale, at least those with half a clue about what is really going on, have to keep constantly alert to the possible threat from vampires. Any random supernatural encounter will usually be with one of the blood-drinking undead. This is true for SunnyD, but is not necessarily true worldwide. Some places are too remote, don't have enough people, or simply get too bright (somewhere that might see sunlight for an entire day becomes pretty unappealing if your are solar-challenged). There are places where a different type of monster becomes the dominant supernatural predator. Such was the case in Scandinavia during the Viking Age, when trolls posed a constant threat to the medieval Scandinavians.

Trolls are big green-skinned humanoids with wild hair and horns on top of their heads (Attractiveness -4; again we're going to assume they aren't so hideous as Cast Members). Trolls get a +4 Strength, +1 Dexterity, +3 Constitution, and -1 Intelligence. Their tough troll hide gives them an Armor Value 2 and they start off with three levels of Hard to Kill (this can be increased to a maximum of ten levels). Trolls tend to be impulsive and irrational (crazy troll logic and all). This basically works like the Reckless Drawback, but can also lead to a troll com-

ing up with a plan that any right-thinking being would never consider (though the troll sees nothing wrong with it). Other than that, trolls are a lot like humans with no impulse control. Some might be Honorable and others might have the Mental Drawback (Cruelty). Eating humans might be disturbingly common among the trolls, but it is not a matter of survival like blood drinking is for vampires. A Cast Member troll might be just as happy with a roast moose or a suckling pig (as long as there is plenty of ale to wash it all down).

Trolls did quite well for themselves back in the days of longboats and longer sagas. Things changed for the race when a young woman named Aud caught her husband cheating on her and used magic to transform him into a troll. Olaf the cheating husband became Olaf the Troll. Olaf terrorized his former neighbors as Aud became the Vengeance Demon Anyanka. It was Olaf who managed to wield the sacred Troll Hammer and become the Troll God. Olaf the Troll God could have led the green-skinned masses on a Viking raid of such excess that Europe might never have recovered from it. The thing that saved Western civilization is the fact that trolls are not the greatest long-term planners and a bunch of witches trapped Olaf and his hammer in a crystal. After that, the trolls left the world of humans for their own dimension, the Land of Trolls (okay, we are just guessing here). Things were pleasant there, full of trolls. That doesn't mean that the occasional troll adventurer, wanting to achieve enough glory to fill a very long saga, might not make its way to Earth to join the Cast Members in their ongoing adventures.



ZOMBIE

VARIABLE QUALITY

Zombies have varying attributes depending on the actual spell that was used to raise them, but they all share a few things in common. The process of decay is halted as long as the zombie remains animated. This means that a zombie who was raised very shortly after she died could pass as one of the living (at least as far as appearances go, the room temperature body would still be a "dead" giveaway). Zombies are also highly resistant to damage. They don't have more Life Points than normal, but they are very tough.

Zombies ignore most damage effects. When the undead takes damage, she marks off the Life Points but that's pretty much it (even when Life Points fall below zero). Any blow that does damage equal to the zombie's Strength x 4 will knock it down. When knocked down, the zombie must spend the next Turn getting up. Otherwise, it can act unencumbered by even grievous wounds. It is unsightly, but emotionally stable and professional zombies tend not to dwell on the whole image thing.

Now, don't misunderstand—zombies aren't indestructible. If a zombie is reduced to -30 Life Points through slashing attacks, it becomes dismembered. This means the separated parts take on a life of their own. Instead of facing one of the walking dead, the attacker faces two crawling hands of the walking dead . . . and a combat booted, toothy walking undead. Decapitation is pretty effective against zombies (actually, it's pretty effective against all sorts of things). If a head attack reduces a zombie to -10 Life Points or worse, she has to make a Survival Test (see *BtVS Corebook*, p. 121). If she fails, the head comes off and the ambulatory corpse is reduced to the more common stay-in-one-place corpse. Burning a zombie to ashes (which takes about 200 points of damage) would also work. The best way to get rid of a zombie would be to reverse the spell that created it in the first place, but this is often easier said than done.

Being a zombie is a Quality with a base cost of 10 points, plus additional points based on any Attribute modifiers. The mojo used to raise Jack O'Toole and his buddies (see p. 62) gave them a +1 Strength and +3 Constitution, so the cost for their Zombie Quality would be 14. If a zombie had +2 Strength and -1 Dexterity, Intelligence, and Willpower, the Quality would cost only nine points. For a look at zombies that are more Night of the Living Dead and less Living Dead Girl, check out Ovu Mobani (p. 120).



LIFE POINTS	74
DRAMA POINTS	20
EXPERIENCE POINTS	



CHARACTER NAME	Anyanka
CHARACTER TYPE	Experienced White Hat
CRITTER TYPE	Vengeance Demon
MOTIVATION	Vengeance

ATTRIBUTES

STRENGTH	<u>5</u>	INTELLIGENCE	<u>3</u>
DEXTERITY	<u>5</u>	PERCEPTION	<u>2</u>
CONSTITUTION	<u>5</u>	WILLPOWER	<u>5</u>

QUALITIES

Age 3	Hard to Kill 8
Attractiveness +3	Demon (Vengeance)
Contacts (Demonic) 4	

SKILLS

ACROBATICS	<u>4</u>	KNOWLEDGE	<u>3</u>
ART	<u>0</u>	KUNG FU	<u>3</u>
COMPUTERS	<u>1</u>	LANGUAGES	<u>3</u>
CRIME	<u>1</u>	MR. FIX-IT	<u>0</u>
DOCTOR	<u>1</u>	NOTICE	<u>4</u>
DRIVING	<u>2</u>	OCCULTISM	<u>4</u>
GETTING MEDIEVAL	<u>4</u>	SCIENCE	<u>0</u>
GUN FU	<u>0</u>	SPORTS	<u>0</u>
INFLUENCE	<u>2</u>	WILD CARD	<u>10</u>
		(Demon Facts)	

DRAWBACKS

Covetous (Mild Greedy)	Mental Problems
Emotional Problems	(Severe Cruelty)
(Fear of Rabbits)	Misfit
Love	Obsession (Vengeance for Scorned Women)

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____

PERCEPTION (DIO + PER + NOTICE) _____

COMBAT MANEUVERS

MANEUVER	BASE		NOTES
	BONUS	DAMAGE	
Choke	8	4	Bash; must Grapple first
Dodge	9	—	Defense action
Grapple	10	—	Resisted by Dodge
Punch	8	10	Bash
Stake	9	10	Slash/stab
(Through the Heart)	6	10	x5 to vamps

NOTES

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

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АНЫАНКА, РАТРОП OF SCORPED WOMEN

Xander: We're her friends, Anya. Her family. She would never hurt us.

Anya: She tried to use you for a hood ornament, Xander. She doesn't care if you live or die.

Xander: Guess you two finally have something in common

Anya: I care if you live or die, Xander. I'm just not sure which one I want.

—6.21 Two To Go

Anya was originally a human girl named Aud in the viking town of Sjernjost whose act of vengeance against her cheating boyfriend Olaf (she turned him into a troll) in the year 880 caught the attention of D'Hoffryn and the Lower Beings. She was given the new name Anyanka, taken to Arashmaharr, and transformed into a Vengeance Demon. She spent the next thousand years or so granting wishes to women who were scorned by men. Unfaithful men suffered such horrible fates that Anyanka became a demon widely feared and respected. All this changed when Cordelia's suffering over Xander summoned Anyanka to Sunnydale. What should have been just another wish with a terrible twist became the end of Anyanka's demonic existence when Giles shattered her pendant. Anya was once again just a normal girl. She asked for her powers back but D'Hoffryn refused.

Ironically enough, Anya started to develop feelings for Xander (the whole reason she wound up in Sunnydale in the first place). Xander and Anya fell deeply in love over time and Xander proposed to her before the Scoobies went to take on Glory. After Glory was defeated, Anya finally began to feel like she belonged in this world. She ran the Magic Box when Giles returned to England, she had a whole new set of friends, and she was going to get married to the love of her life. Centuries of exacting vengeance when love had

turned sour had led her to believe that the whole relationship thing was doomed to failure, but now she was in love herself and could only envision spending the rest of her mortal existence in wedded bliss. Unfortunately, one of the countless men whom Anya had cursed found a way to come back. He pretended to be Xander's future self and showed her a vision of a horrible future life that would only hurt Anya. Even when he realized that the visions were false, Xander was still confronted with the reality of how much his own father hurt his mother more and more with each passing year. Xander could not shake the fear that he would grow up to mirror the actions of his own parents. He gave into his fear, called the whole wedding thing off, and Anya was left at the altar.

However Xander tried to justify it, his actions devastated the former demon and she became an emotional wreck. D'Hoffryn took her back to Arashmaharr because he felt that Anyanka was finally ready to return to Vengeance Demonhood. Xander wanted to continue his relationship with Anya, but he still wouldn't marry her. This infuriated Anya and she tried to curse Xander herself (she never had to do this before as a demon, so she was not aware that it couldn't be done). She then tried to find someone who would make a Wish against Xander on her behalf and finally settled on Spike as the only one who would do such a thing (granted he wasn't a scorned woman, but sometimes you just have to be open-minded about these things). Spike and Anya were drawn together by their mutual ill treatment by human lovers and Xander had the misfortune of witnessing their tryst. This only served to separate Xander and Anya even further.

Despite her emotional turmoil, Anya used her demonic powers and arcane knowledge to battle Dark Magic Willow alongside Buffy and the Scoobies at the end of Season Six.

ROLEPLAYING THE CHARACTER: Anya as a demon once again exacts vengeance as the patron of Scorned Women. She is a little bit off her game though, still torn by her emotional distress. It's a thin line between love and hate, and Xander hurt her worse than anyone ever had in a thousand years of existence. Things will no doubt get worse before they get better (if they get better).

ARCHETYPES

Here are a few characters inspired by the various Qualities described in this chapter. Any one of them could be used as a starting character or modified by a player as she sees fit. Some might start out being hunted by the Slayer only to join her ranks later, while others might be united against a corrupt hero. It's your Series, so how they fit in is up to you.



Living Dead Girl

ARCHETYPE

CHARACTER
TYPE
HERO

Life Points 73 Drama Points 10

Attributes (20)

Strength 6 (2 points from Zombie Quality)
Dexterity 4
Constitution 6 (2 points from Zombie Quality)
Intelligence 2
Perception 3
Willpower 3

Qualities (20 + 1 from Drawbacks)

Hard to Kill 5 (5)
Situational Awareness (2)
Zombie (14) (+2 to Strength and Constitution)

Drawbacks (8)

Adversary (Demon Murderer) (2)
Attractiveness (Decayed: Stringy) -1 (1)
Emotional Problems (Resents Her Death) (1)
Obsession (Revenge) (2)
Secret (Undead Vengeance Seeker) (2)

Skills (20 + 7 from Drawbacks)

Acrobatics 4	Knowledge 2
Art 0	Kung Fu 5
Computers 0	Languages 0
Crime 0	Mr. Fix-It 0
Doctor 0	Notice 3
Driving 0	Occultism 4
Getting Medieval 5	Science 2
Gun Fu 0	Sports 0
Influence 2	Wild Card 0

Maneuvers	Bonus	Base Damage	Notes
Dodge	9	—	Defense action
Kick	8	14	Bash
Punch	9	12	Bash
Stake	9	12	Stash/stab
(Through the Heart)	6	12	x5 vs vamps
Thrown Stake	8	12	Stash/stab
(Through the Heart)	5	12	x5 vs vamps



BACKGROUND ON THE LIVING DEAD GIRL

Your first and only year in college was a blast. Frat parties with free Jell-O shots, a succession of cute boyfriends, the chance to start on the path to the rest of your life. Sure, you were failing most of your classes and you slept in every Monday after a weekend of partying, but isn't that normal for freshmen? Your parents were worried about your attendance and grade problems, but you tried to keep them in the dark as much as possible about just what you were up to.

After Christmas, you met the guy you thought you'd stay with for years. He was everything you could want: sexy, witty, smart, and he helped you with your homework and got your grades up to passing despite all the partying you got into. He was the wholesome all-American boy you could introduce to your mother.

It was all good until Spring break, when he invited you to a retreat in the woods. He rented a cabin and the whole nine yards. Ten days of beautiful scenery and quiet time away from the world. Your first hint that things were not going as you'd planned was your slow awareness of chanting in what sounded like Latin, and your near-paralysis, trapped in some kind of pentagram. Your wholesome all-American boy plunged the knife into your heart at the climax of the chanting, shattering your dreams and ending your life.

Despite that, you didn't "go away." You felt anger, frustration, hatred, and a mixture of other emotions in the darkness. Some part of you refused to let go. You hadn't had your chance yet—you were only 19 years old. It just wasn't fair to die like this! You came back to the world wrapped in bloody sheets and the chanting still going strong. When you freed yourself, the frat boys who murdered you didn't stick around to see what you had in mind. You caught your boyfriend and broke his neck. Now, you find yourself an animated corpse—a zombie—with inhuman strength and an incredible ability to absorb damage without sweating it or letting it slow you down.

You don't look that bad, all things considered. Your friends all comment that you seem a bit pale and everyone notes your cold hands. You're still in school, but the partying has lost its charm. Your grades are great, but it all feels empty—aren't you finished? Hasn't your time come? Why are you still up and around? What's your purpose?

Quote: "There's things in the night even vampires should fear."

ROLEPLAYING THE LIVING DEAD GIRL

Sure, you're dead. Now what? You're still hanging around, so there must be some reason for it and you're determined to discover what it is. Until then, you've appointed yourself protector on campus. If one fraternity is out sacrificing girls in the woods, anything could be going on out there. On your patrols, you've found some pretty strange things stalking the dorms and quad, including honest-to-God vampires. Fortunately, a tree branch through the first one you met worked like a charm.

Miquot Clan Warrior

Life Points 70 Drama Points 10

ARCHETYPE

CHARACTER
TYPE
HERO

Attributes (20)

Strength 6 (+3 from Demon Quality)
Dexterity 6 (+3 from Demon Quality)
Constitution 6 (+3 from Demon Quality)
Intelligence 2 (-1 from Demon Quality)
Perception 3 (-1 from Demon Quality)
Willpower 3 (-1 from Demon Quality)

Qualities (20)

Demon (Miquot Clan) (6)
Fast Reaction Time (2)
Good Luck 4 (4)
Hard to Kill 4 (4)
Resistance (Pain) 2 (2)
Situational Awareness (2)

Drawbacks (5)

Attractiveness -4 (part of Demon Quality)
Honorable (Minimal) (1)
Reckless (2)
Showoff (2)

Skills (20 + 5 from Drawbacks)

Acrobatics 4	Knowledge 2
Art 0	Kung Fu 5
Computers 0	Languages 0
Crime 0	Mr. Fix-It 0
Doctor 1	Notice 2
Driving 0	Occultism 2
Getting Medieval 6	Science 0
Gun Fu 0	Sports 0
Influence 0	Wild Card (Demons) 3

Maneuvers

	Bonus	Base Damage	Notes
Bone Knives	12	18	Slash/stab
Catch Weapon	6	—	Ranged defense action
Dodge	12	—	Defense action
Kick	10	14	Bash
Punch	11	12	Bash
Sword	12	24	Slash/stab
Thrown Knives	11	18	Slash/stab; range 14 yards



BACKGROUND ON THE MIQUOT CLAN WARRIOR

You were born to the Miquot, a warrior-clan of demons, with a strict code of honor and filial duties. The heir to a clan-leader, much was expected of you. The elders were constantly tutoring you in the ways of the clan, of the ancestry, of honor. Being a reckless youth, you ignored them. You wanted to fight, to prove yourself, to make everyone proud of you, to bring honor and glory to your name. Action, not studying ancient legends and useless stories, was your food and drink. You spent a good amount of time wandering off on your own, dreaming of a life away from the clan, away from the duties expected of you. This of course was not viewed highly among your elders. They called you selfish, undisciplined, unfocused, and more words you didn't bother to listen to.

When you reached the proper age, you were finally able to go out into the world and find honor. To be a true warrior, you had to kill something worthy as a testament to your own prowess. You were free of the clan and your onerous studies at last, but the weight of the elder's words hung heavy on your shoulders. To fail to find honor would bring shame not only to yourself, but to your father—possibly one of the most respected clan leaders ever among the Miquot Clan. You decided to scout the Hellmouth in order to fight a worthy foe, maybe even the Slayer. There would always be something at the Hellmouth, be it demon or worse. When you did find something that could be fought with honor, it was big and slimy and already fighting the Slayer, and the Slayer was losing!

You managed to save the Slayer's life and defeat a powerful creature that day. So maybe you were lucky, or maybe the combined might of you and the Slayer (and her friends) was needed to bring down the beast. Still, if you hadn't been there, no doubt things would have gone badly. You became a hero that day, proved your worth, and showed just how useless all that "knowledge" was that they tried to cram in your head.

The honor of the clan was upheld. You were free to return home and face your detractors. Still, the Slayer and her companions now view you as a needed ally. You like that idea. You like it a lot. Much better than the constant looks and whispered comments at home. Besides, staying with the Slayer brings many opportunities to fight more adversaries for greater glory—of the Miquot Clan, that is. Surely, you have earned the right to a life away from the strict duties that await your return.

Quote: "I see it. I kill it. Such is the way of the Miquot Clan"

ROLEPLAYING THE MIQUOT CLAN WARRIOR

You fought alongside the Slayer, one of the most feared warriors known, and it was you that saved her life. In this way, you have achieved much honor and proved to be the better warrior (and woe to any who label it just stupid luck at the time). You fight on with the Slayer and her friends, because if you can continue to outdo the Slayer in battle, then even more honor will be given to you . . . oh, and the Miquot Clan. It hasn't quite worked out that way so far, as the Slayer has proven surprisingly mighty in battle. Still, as long as the Slayer keeps fighting evil, you will be at her side to show that you can do it better . . . and to avoid going home.

Questing Troll Hero

ARCHETYPE

CHARACTER
TYPE
HERO

Life Points 83 Drama Points 10

Attributes (20)

Strength 7 (+4 from Troll Quality)
Dexterity 5 (+1 from Troll Quality)
Constitution 6 (+3 from Troll Quality)
Intelligence 2 (-1 from Troll Quality)
Perception 4
Willpower 3

Qualities (20)

Armor Value 2 (Part of Troll Quality)
Fast Reaction Time (2)
Good Luck 3 (3)
Hard to Kill 7 (4; 3 levels part of Troll Quality)
Resistance (Pain) 5 (5)
Troll (6)

Drawbacks (6)

Attractiveness -4 (Part of Troll Quality)
Mental Problem
(Severe Delusion—Slayer is a Troll Goddess) (2)
Reckless (Part of Troll Quality)
Resources (Miserable) (4)

Skills (20 + 6 from Drawbacks)

Acrobatics 3	Knowledge 0
Art 1	Kung Fu 6
Computers 0	Languages 1
Crime 0	Mr. Fix-It 0
Doctor 0	Notice 2
Driving 0	Occultism 2
Getting Medieval 6	Science 0
Gun Fu 0	Sports 0
Influence 0	Wild Card
	(The Land of Trolls) 5

Maneuvers

	Bonus	Base Damage	Notes
Big Ass Hammer	11	40	Bash
Big Knife	11	21	Slash/stab
Dodge	11	—	Defense action
Grapple	13	—	Defense action
Kick	10	16	Bash
Punch	11	14	Bash
Toss	10	7	Bash; must Grapple first



BACKGROUND ON THE QUESTING TROLL HERO

You grew up in the Land of Trolls, eating troll food and sleeping in a troll bed. You learned to play the sack-gut, a large, inflated, hideously atonal musical instrument created by your father. You thought you might even become a troll bard some day. In seeking out fables to retell as a young troll, you heard troll stories about the middle world—the Land of Men. You heard about the ancient days, when the trolls fought against the race of men and a mighty troll warrior found the sacred hammer of the Trolls. He was proclaimed the Troll God and many were his deeds, until he disappeared along with the hammer. It was only when you were a grown troll that you heard a new tale, how the Troll Hammer had come back to the world of men. You were inspired by this tale and decided that you would be the one to return the Troll Hammer to the Land of the Trolls.

You traveled through many worlds on your quest to find the hammer and you fought many strange and wondrous beasts. None of the things you saw on your journey prepared you for what you found at the end of your quest. You saw the sacred hammer and it was being wielded by a tiny blond girl without load-bearing hips. Furthermore, she was using it to defeat a Hellgod of tremendous power. The girl was victorious and the Hellgod was beaten. You came to the only possible conclusion under the circumstances. This girl was obviously a Troll Goddess and worthy of your respect, worship, and service.

You don't know why the Goddess would disguise herself as something so small and weak looking, but the ways of the Gods are not for foolish young trolls to understand. The Goddess seemed to hate the pale blood-drinking creatures among all others, so you decided to make war against these vampire creatures as well in order to find favor in the eyes of the Goddess. When she finally found you killing the beasts she so hated, you knelt at her feet, and swore your devotion on the spot. There was some screaming and thrashing about, and some blows about your head and shoulders, but when you failed to fight back, she stopped. You have been serving the Goddess however she sees fit ever since.

Quote: "I shall do this thing, even if I do not understand it, if such is the will of the Troll Goddess."

ROLEPLAYING THE QUESTING TROLL HERO

You are a big, boisterous, green guy with large appetites and a loud laugh. You are also under the serious delusion that the Slayer is some hammer-wielding Troll Goddess. You would do whatever the "goddess" asks of you, to bring glory to yourself and the Land of the Trolls. You expect to accomplish many great things at the side of the Goddess and look forward to the end of your adventures when you can brag about them. For now, you are too busy having them. You still are not sure why the Goddess seems ever so slightly annoyed when you call her "the Divine Goddess of all Trolldom, whose Wrath is Hidden in Her Strange Blond Form."

Teenage Werewolf

Life Points 26/50

Drama Points 20

ARCHETYPE

CHARACTER
TYPE

WHITE HAT



Attributes (15)

Strength 2/6 (+4 part of Werewolf Quality)
Dexterity 3/5 (+2 part of Werewolf Quality)
Constitution 2/4 (+2 part of Werewolf Quality)
Intelligence 2
Perception 3
Willpower 3

Qualities (10 + 4 from Drawbacks)

Acute Senses (Smell/Taste) (Part of Werewolf Quality)
Situational Awareness (2)
Werewolf (12)

Drawbacks (4)

Misfit (2)
Teenager (2)

Skills (15)

Acrobatics 2	Knowledge 0
Art 0	Kung Fu 3
Computers 0	Languages 0
Crime 3	Mr. Fix-It 0
Doctor 0	Notice 2
Driving 0	Occultism 0
Getting Medieval 2	Science 0
Gun Fu 0	Sports 0
Influence 0	Wild Card (Werewolves) 3

Maneuvers	Bonus	Base Damage	Notes
Bite	8	12	Slash/stab; only as werewolf
Claw	8	12	Slash/Stab; only as werewolf
Dodge	6/8	—	Defense action
Kick	5	6	Bash; only as human
Punch	6	4	Bash; only as human

BACKGROUND ON THE TEENAGE WEREWOLF

You started out life as a normal teenager. Well, maybe not a “normal” teenager because you never have really fit in. You were always marked as an outsider, the kind of kid constantly picked on by the popular “in” crowd. You always thought that you could not possibly be more of a freak and then on your thirteenth birthday you discovered that you were a werewolf. In fact, you were the heir to some obscure family curse, part of a long line of werewolves. This gave you a bit of a natural head start as far as controlling the wolf, though it did make you feel like even more of an outsider.

Being able to become a wolf does have its advantages. When the popular kids chose to torment you one time too many, you had a way to pay them back. You crashed one of their parties and terrorized the lot of them. The downside is that, once you were able to ignore the phases of the moon, you found that just getting angry was enough to bring on the change. You had to drop out of school by tenth grade because the danger of wolfing out and attacking one of the jocks and popular girls was too great.

Your life would have been completely over, just a dropout loser, but then you discovered that there are other monsters on the loose. Some are even scarier than you are. There are also people who fight against the monsters—who gather together to take on the evil. When you met them, they treated you more like a valuable ally than a freak. It’s the only group where you ever felt that you actually fit in.

They valued you, but feared your lack of control. It was your new friends who helped you to control the monster within. They uncovered arcane texts, brewed herbal cures, even discovered arcane tattooing rituals, everything to help you to retain control when the danger threatens. Sometimes it still doesn’t seem enough to quiet the beast.

Quote: “You act pretty confident against a kid. Let’s see how you are against a real monster!”

ROLEPLAYING THE TEENAGE WEREWOLF

You feel out of place in the mundane world. Heck, you felt out of place even before you went all hairy according to a lunar cycle. Now that you have discovered the bigger picture, and gained some control over your transformation and your other self, you feel more at home. In a world where there are vampire slayers, witches, and all sorts of demons, you found a small clique where you finally fit in. It means fighting all sorts of dangerous entities, many bent on destroying the world, but at least you finally have a group of friends you can talk to at the end of the day.



7 The Once and Future HST

Giles: Yes, the vampire king. I've tried to learn as much as I can about him for the day that Buffy must face him.

Angel: Something's already in motion, something big, but I don't know what.

—1.11 *Out of Mind, Out of Sight*

Holy plot development,
Batman!



The *Once and Future HST* is a ready-to-run Episode featuring many of the monsters in this book. It is purposely set up as a midseason Plot shift. We're assuming that the Djinn has been established as the Seasonal Big Bad, that the Cast is aware of its modus operandi, and that some knowledge of its goals has been imparted. The Cast should have crossed paths with the Djinn and be aware that it has plans—plans that don't include bringing the world lollipops and puppies.

For those who have been paying close attention (gold stars all around!), this Seasonal set-up can be found in prior published *BtVS RPG* books. The Season Premiere (or at least one of the early Episodes) could be *Sweeps Week* from the *BtVS Corebook*. The Cast could make their way through *When Giants Clash*, *All A-Buzz*, and *The Bricklayer* from the *Director's Screen*. *The Chosen Two* from the *Slayer Handbook* also fits the Plot nicely. Running some, most, or all of these Episodes gets your group in the right frame of mind for the spine-tingling events of this Episode. 'Course, you could also have made up your own personal adventures inspired by the ones we wrote. That's more than fine—that's some sweet creative stuff. A combo of published and originality also works. It's all good.

This adventure also assumes that the events are taking place in Sunnydale and that they are taking place after Season Four (preferably after Season Five). If not, certain changes have to be made. The town in which the Season takes place (or to which the Cast must travel) must sport an abandoned castle (mythic armies with great destinies and lots of swords really need medieval trappings to hang around in). If the events of Season Five haven't taken place yet, some other means of bringing a dragon to Earth must be devised (then again "because I thought it would be cool" is a perfectly valid reason in our book). Trying to fit this adventure into a Series where there has been no Initiative or Project 314 is going to take a lot more work. But by all that is unholy, why do that!?!?





PLOT SYNOPSIS

The Djinn is an extremely powerful demon who was trapped in an extradimensional prison by a unique alliance of human sorcerers and demons. The prison was less than perfect—after a few centuries the Djinn managed to create a miniscule opening. The Bad is only able to project the tiniest part of itself into our world. Still, this is enough to create phantom images on television or whispered voices on the wind. Most importantly, it is enough to allow the Bad to grant wishes.

So the Djinn granted wishes—two-edged wishes that ultimately consumed the soul of the wisher. Each wish forms a bond between the Djinn and the wisher, a bond that allows the demon to absorb the life energy of its unfortunate victims. In doing so, it gathered power. Not much, but enough. For the stronger the Djinn gets, the weaker its prison becomes. The demon remains trapped, but when a vampire with a penchant for survival makes a fervent wish, it might just be the thing that the Djinn needs to take its first real step to freedom.

Davot, the vamp at issue, wished for a demonic army to put mankind in its place and the Djinn has granted that wish. The Djinn has an ulterior motive though (don't Big Bads always have ulterior motives?). The Djinn wants to help Davot gather as big an army as possible, and then he wants each demon and vampire in that army to wish for the same thing. With all of those beings' desires centered on one thing, the Djinn can absorb all of their life energies during the climactic battles that will surely take place. That power should allow the demon to make a monumental assault on its prison.

The first evidence of a not-so-kinder, gentler world is steadily increasing nocturnal activities of the assorted monsters of Sunnydale. The cast also starts noticing that the demons and vamps in town are working together. Worse, the evil critters wear some form of the Mark of the Djinn, a stylized eye in a circle of arcane symbols.

This Episode does not have a particular overarching message or moral. It is heavily plot-driven and constitutes a major advance in the overall storyline. It shares themes of overwhelming odds, helplessness, and despair with many Seasonal midpoints. No clear victory can be achieved in this Episode. Indeed, the Scoobies can do little to change the inevitable progression of events. Remember, it's all a set up for something far worse . . .

For those of you who want to move things along and give the gang more say in the matter, this Episode could be quickly transformed into a Season Finale. Some thoughts on that subject are provided in Act Four (see p. 164).

CUT SCENE

Davot crept from his lair and waited for the burning sun to set. He knew other vampires liked to say "daylight belonged to the humans but the night belonged to the undead." That was a pretty lie. The night belonged to humans as well. Weak ones could be singled out, but vampires still had to hunt in secret and hide who they were. A single human was no match for a vampire, but a mob could easily kill the undead.

It wasn't supposed to be like this.

The Mayor saw that. The old mayor, the one who had built the town, saw that humanity was doing a horrible job of running things. He had gathered a gang of vampires and had spoken about the day that he would ascend. The Mayor would become a True Demon and the vampires would be free to feed on whomever they wanted. It was a great dream, but it ended in disappointment. The Mayor's life as a demon was measured in minutes and Davot barely managed to escape being staked by a short high school student and an angry cheerleader. Oh, the shame!

It wasn't supposed to be like this.

Then came Adam. He was going to unite all demons and vampires into a glorious army that would be unbeatable. There would be no more hiding, vampires could feed without fear of reprisal. It would be a paradise . . . but Adam failed too. What should have been the start of humanity's demise became a massacre of demons and vampires. Just one more grand failure that Davot barely managed to survive.

It wasn't supposed to be like this.

Someone with a vision needed to take charge again. He dreamed of doing it himself. He wished that there was some mystic artifact that could give him power, or that he had the ability to raise an army like the Mayor or Adam. He wished that he could succeed where the Mayor and Adam had failed. Davot sighed to himself, a habit left over from the time . . . before. There needed to be another leader like the Mayor or Adam—someone to unite the forces of darkness against the human race. If only he had the power, he would do it himself.

That was how it was supposed to be.

He had heard rumors of an otherworldly being who granted wishes to those who were sincere enough. Well, damn it all, he was sincere. He was more than sincere. He was fanatical. He wished with all his shriveled, unbeating heart that this being, whoever it was and whatever it wanted, would appear and give him the power to blanket the world in darkness.

"Wish granted," answered a soft voice on the wind.





Act One: Introduction

THE DARKNESS BEFORE . . . THE DARKNESS

Buffy: Whoo! Vampire-demon tag team. Who says we can't all get along?

Riley: Don't recall ever seeing that before.

Buffy: It never happened. Vamps . . . hate demons . . . Like stripes and polka dots. Major . . . clashing.

—4.18 *Where the Wild Things Are*

RUN-DOWN

Not surprisingly, this Act reveals that something serious is going on and gives some hints about its scope. Odd vamp/demon cooperation is unsettling enough. When it's followed up by rumors of ancient demon artifacts, real worrying starts. Wrapping up, a powerful—and entirely mythical—beast makes an appearance. Okay, panic time!

ACTION

A CONGRESS OF DEMONS? At first things seem to be going normally—at least normally for the Cast. Nightly patrols turn up the usual newbie vamps and minion-level monsters. The occurrence of monster activity is steady at first, a bit more common than usual, but nothing points to a bigger evil until the Cast finds a vampire named Sebast'an (use Minion Vampire, *BtVS Corebook*, p. 170) about to feed on some poor co-ed in one of Sunnydale's many small parks. Sebast'an is dressed in flannel and denim, though a Perception (not doubled) or Perception and Notice roll reveals that his bandanna has a crudely drawn symbol on it that looks like the Mark of the Djinn (assuming that the gang has already discovered what the Mark of the Djinn looks like—if not, they have something new to research). As soon as Sebast'an gets in real trouble (which shouldn't take long), he is assisted by a number of Hellions (see p. 44, two more than however many Cast Members are present), who attempt to rescue him by grabbing him as they ride by on their motorcycles. The Hellions' main priority is to make a fast escape, but they don't hesitate to engage in a little melee if they think they can get a few good shots in.

A Perception (doubled) or Perception and Notice + 3 roll allows a Cast Member to notice that the Hellions are also wearing the Mark of the Djinn painted on the backs

of their jackets. Depending on the actions of the Cast Members and the demons, the Hellions and their vampire in distress either shout mockingly at the Cast as they ride away or mutter triumphantly with their dying breath. Either way, they say the same thing:

"The Dark King has risen. The Army has formed. The First Ones rise up. The Age of Man has ended! The Dawn of the Dark is at hand!"

QUESTIONS WITH BAD ANSWERS: The Cast has the next day to research and investigate. No references to a Dark King and his Army can be found, but successful research rolls reveal information about the Mark of the Djinn (see *BtVS Corebook*, p. 225). If they already knew about this little clue, they can spend the day trying to find out what they can from Willy's Place, the newer demon bar (the one with the kitten poker games), or any other underworld source they might have. What they learn depends on the Success Levels of their Willpower and Influence rolls (otherwise known as intimidation).

NO SUCCESS LEVELS: So there's monsters near a hellmouth? Tell me something else new?

1 SUCCESS LEVEL: Someone is planning something big. Lots of Marks around these days.

2-3 SUCCESS LEVELS: Hear tell of a vampire that has managed to get his hands on some major mojo.

4-5 SUCCESS LEVELS: The vampire's name is Davot. He was some kind of professional minion who has been in Sunnydale for years. He's somehow gotten his hands on the "Treasures of Demonkind" and is building himself an army.

6+ SUCCESS LEVELS: Davot is holed up in an abandoned lair somewhere.

DEMON GOODIES: Research into the Treasures of Demonkind reveals four mystical artifacts (cauldron, spear, sword, and stone) that are part of some obscure legend that nobody believes in. This isn't like the Gem of Amarra, where vampires quested for it for centuries before deciding that it didn't exist after all. There was never a time when any substantial number of beings believed in the Treasures of Demonkind and no reference to them older than two hundred years ago exists.



The hellions

If this Episode takes place after the events of 6.1 Bargaining - Part One and 6.2 Bargaining - Part Two, then the Hellions who join Davot's army are the remnants of the demon motorcycle gang. There are still quite a few Hellions left (at least a dozen), but the leaders of the gang were killed by the Slayer. The remaining demons have decided that they should follow Davot because they themselves have lost their way. If these events never happened in your particular series, it is Razor himself who pledges the services of his gang to the blood-sucking king. Despite the usual disdain that most demons have for vampires, there is something special about this one.

HERE BE DRAGONS: Given the highly questionable research results on the Treasures of Demonkind, it should come as a bit of a shock when the vampire Davot is seen carrying two of them. That he wields them from the back of a dragon does nothing to lessen the surprise.

That very vamp-dragon riding unpleasantness happens about ten minutes after sunset. A huge honest-to-horribleness dragon is seen flying overhead from the east, from the direction of Miller's Woods. It banks sharply over the downtown area and then heads toward the coast. The Cast should not be able to follow it (it's moving pretty fast), but they do notice that there is a figure riding the dragon. The figure is clearly carrying a bronze spear and a black sword in its hands. With a Perception (doubled) or Perception and Notice + 3 roll, one of the gang sees the objects clearly enough to allow for a research roll on them. Successful research of any kind reveals (the non-sidebar) information about the Treasures of Demonkind as noted previously.

The treasures of demonkind

Like the four treasures of the *Tuatha de Danaan*, the Treasures are fantastical items of great power built with ancient magic. They are also completely fictional. Davot heard a story about them from one of the Mayor's older henchmen and became fascinated with the idea of their existence, though they were in fact items invented in an obscure play from the early 1800s. It was one of those plays written by a dark magic type who should have stuck to casting invocations instead of writing for the theater. The play is unbearably long, pretentious, and full of convoluted allegories. The last copy of the play was lost in a house fire in London in 1873, but the Cast might find references to it if they look really, really hard (lots of research roll Success Levels). None of this prevents the Djinn from conjuring the items anyway.

The first treasure is Faldistolaz, a giant iron cauldron carved with ancient demonic runes. Faldistolaz is like a portable Pet Semetary —any creature that has been killed can be revived by placing its corpse inside the cauldron. The reanimated creature appears as it did in death (just like a zombie), has all its Mental Attributes lowered by one, and has a new fanatic devotion to the Djinn. It should also be noted that restoration may only be done once. If a creature that has already been reanimated is placed inside the cauldron, it melts into a smelly black goo.

The second item is the spear Paewurbhel, an ornate bronze weapon that causes a burst of flame to erupt wherever it hits. It does damage as a normal spear but supplements it with a similar amount of Fire damage (effectively doubling damage, half Slash/stab, half Fire).

The sword Dherga, a Big Ass Sword with a black blade, is the third treasure. In addition to normal damage, Dherga infects anyone it hits with a Strength 10 poison that attacks the Strength Attribute first. If a person fails her Constitution (doubled) roll against the poison, her eyes immediately become black with dark magic. Damage is taken every hour unless an antidote is found (easy enough to make, though it requires an Intelligence and Occultism roll to discover). When in its scabbard hanging at Davot's belt, it grants +10 to any defense roll.

The final object is the Bhea Stone, a large smooth stone with a black surface. The Stone acts as a divination tool like a crystal ball and gives visions of the future. Well . . . it gives the visions of the future that the Djinn wants the viewer to see.

Each of these items exists only as long as they are in the possession of Davot, or thirteen days, whichever comes first. If any of the items are stolen from Davot, they crumble into black powder that dramatically blows away into nothingness.





TROUBLESHOOTING

The opening combat should not be too much trouble. It is intended to show the cooperation between unlikely allies. More likely, the gang moves quickly to wipe out the bad guys. That's okay. Makes it more likely that the Marks will be discovered.

The information on Davot and the Treasures is provided here but may not be discovered immediately

(depending on how the dice bounce). There'll be opportunities to learn that stuff later, so don't fret bad luck at this early stage.

Finally, the dragon and rider should be too far away to be engaged. If the party tries something really clever that might take out Davot or the beast, make sure it fails (though you may have to award a Drama Point as compensation).

Act Two: Conflict

MONSTER BASH

Luke: Ladies and Gentlemen! There is no cause for alarm. Actually, there is cause for alarm. It just won't do any good.

Cordelia: I thought there wasn't any band tonight.

Luke: This is a glorious night! It is also the last one any of you shall ever see.

—1.2 The Harvest

RUN-DOWN

Any attempted takeover of Sunnydale should start with an assault on the Bronze. It's a local tradition, after all. There the Cast definitely hears about "Davot and his Army." If they decide to try and infiltrate, and don't have anyone suitably demonesque, some old friends make an appearance.

ACTION

THE BRONZE AGE: This particular hot spot assault takes place the night after the dragon is seen flying over downtown Sunnydale, preferably also when at least one of the party is at the Bronze so she can use a cell phone or a Bat-signal ring or whatever to get the rest of the Cast Members to the scene.

The assault is led by a Miquot Clan Demon named Keraz and a Vahrall called Puroag. They are both wearing armbands with the Mark of the Djinn. They also have a half-dozen Vampire Minions (see *BtVS Corebook*, p. 170) with them, each also sporting an armband with the Mark of the Djinn. Subtle, ain't they?

Puroag makes some hand motions to the vampires and they fan out, then Keraz makes their intentions plain by stating, "Glory to Davot and the Army that will end the Age of Man. We are many but we can be more. Make us more!" At that point, the half dozen vampires begin the process of turning as many people as they can. This

Name: Keraz
Motivation: Avenge himself against the humans who mutilated him
Critter Type: Demon
Attributes: Str 5, Dex 6, Con 5, Int 2, Per 3, Will 3
Ability Scores: Muscle 16, Combat 17, Brains 11
Life Points: 50
Drama Points: 3
Special Abilities: Demon (Miquot Clan)

Name	Score	Maneuvers	
		Damage	Notes
Bone Knife	17	20	Slash/stab
Dodge	17	—	Defense action
Grapple	19	—	Resisted by Dodge
Kick	16	16	Bash
Punch	17	15	Bash
Thrown Knife	16	19	Slash/stab; range 12 yards



keraz of the miquot clan

Keraz is a clansman to Kulak of the Miquot Clan (see p. 46). When Kulak disappeared, Keraz was sent to Sunnydale to find out what happened. He was there for only a few months before the Initiative captured him and dragged him down to their underground laboratory. The Initiative scientists were fascinated by his ability to produce bladed weapons from his forearms. Those involved with Project 314 thought that there might be an application for such a talent in their military cyberdemons. They never got a chance to cut off the demon's arms and graft them to a super soldier though. As you probably know, Adam went nuts and pretty much ended the Initiative's involvement in the 314 project by killing the main scientists responsible for it. Even so, the lab boys did slice off some of his spinal plates.

During the final battle between the Initiative soldiers and the freed demons, Keraz managed to escape the lab. He felt that he could not return to the Miquot Clan. He had failed to find Kulak. He had allowed himself to be mutilated. He had run from the Initiative lab like a coward instead of gaining glory for his clan. None of those activities were good resumé builders. He managed to stay underground after that, living in the sewers of Sunnydale, until news of a new demon army reached his ears. Keraz joined Davot's army seeking to regain the honor he lost. He has quickly risen to become one of the Vampire King's most loyal soldiers.

puroag the vahrall

Puroag is one of the Vahrall (see p. 52), fanatical demons who desire to destroy the human world by allowing the Old Ones to return. The Vahrall had their own special ritual to open the Hellmouth, requiring the sacrifice of three of their kind and the Word of Valios. The three died in vain and the Word of Valios was lost forever. Puroag was sent by his people to find out why the three had failed and to recover the Word of Valios. He was able to determine that the talisman was lost on the other side of the Hellmouth before being captured by Initiative soldiers and put into a crowded cell with another demon.

Between fights with his new cellmate, Puroag heard rumors that a being named Adam was going to wipe out the humans and a new age for demonkind would dawn. When this failed to happen, Puroag tried to find another way to wipe out the curse of humanity. His search was fruitless until Davot began to form his army. Davot inspires Puroag with the hope that this new army might purify the Earth where so many others have failed. Puroag teaches Davot about the Old Ones and works to keep his mission pure (which is pretty interesting to see, since Vahrall usually aren't big with the talking). It has been a great relationship so far, and Puroag is one of Davot's favorite soldiers.

Name: Puroag
Motivation: Help wipe out the blight of humanity that infects the world
Critter Type: Demon
Attributes: Str 6, Dex 5, Con 6, Int 3, Per 3, Will 4
Ability Scores: Muscle 18, Combat 18, Brains 12
Life Points: 70
Drama Points: 3
Special Abilities: Demon (Vahrall)

Maneuvers			
Name	Score	Damage	Notes
Bite	20	23	Must Grapple first; no defense action
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Claw	18	17	Slash/stab





is rather unprecedented, because a vampire usually only sires another once in a while. None of the party has ever heard of them attempting to sire one after another. Depending on how munificent you feel, there might actually be a practical limit as to how many vampires can be sired by one bloodsucker in a single night. Anywhere from two to four might be reasonable, but this still could yield twelve to twenty-four new vamps in short order.

This assumes that the Cast Members don't do anything to stop the recruitment drive . . . no doubt an overly optimistic assumption in favor of the demons. Once the Cast breaks in and starts heroically dusting vamps, Keraz and Puroag fight until it becomes apparent that they are going to lose. Then they spend Drama Points as needed to make a strategic escape. Any Bronzers bitten become vampires the following evening. The Cast might have to spend a busy night driving across town to dust newbies in various locations, or the corpses might all be piled at the morgue (depending on how many died and how generous you are feeling). Of course, the violence is blamed by the local authorities on gang members—violent gang members on PCP.

If either Keraz or Puroag are killed, the remaining evildoers grab the body and make with the quick getaway. The body is placed in Faldistolaz (see p. 153) and reanimated. The Cast Members should be suitably nervous when they met the demon they had successfully killed, only a bit dimmer and more zombiesque.

A LITTLE HELP FROM YOUR FRIENDS: At this point, the Cast Members might decide that infiltrating Davot's Army would be a good idea. This is impossible if the Cast doesn't include a demony type or someone who knows someone who can get them in. With that in mind, some possible allies are provided in the nearby sidebars. These demons are not exactly dark—if they were, they probably wouldn't help the Cast. They have proven themselves in the actual series, doing everything from watching Dawn to fixing coffee makers to helping stop Angelus. Even if they aren't going to aid the Cast during this episode, they will probably come in handy at some point in your Series. So with that in mind, we present Clem, Krelvin, and Whistler (who could of course also become allies of a new Cast with or without the serial numbers and names filed off).

MAKING THE GRADE: The approach and details of the infiltration (who does it, how it goes, what happens) can be as drawn out or brief as you like. Making contact is easy enough—Willy's or any other demon hang-out will provide a willing contact (Davot has offered a small "signing bonus" tailored for each demon recruit). The candidate is brought before a shrouded mystical type (who teleports out if there's trouble) to determine if he is demonish enough. The detecting could be a spell or an innate ability. After that test, the recruit spends some "quality time" with some cruder and more disgusting demons. Then she is brought before a "weaponsmaster"

clem


Clem is a good example of a neutral demon. He showed up in the beginning of Season Six as just another demon playing kitten poker and gradually found his way into the lives of Buffy and her friends. It is worth noting that at Xander and Anya's wedding, Clem was the only demon in attendance who was there as a guest of the groom. He is pretty easy-going for a demon—the floppy ears and wrinkly skin gives him a Chow dog-like appearance (and who doesn't like Chow dogs; they're so cute!). At Buffy's birthday party, Clem seemed to get along pretty well with Buffy's coworker Sophie. Whether or not Clem and Sophie became an item is an open question, though we think they made a great couple.

Clem's powers are undefined (as far as we know from the TV show), though it is reasonable to assume that all of that wrinkly skin provides him with some form of protection. It is pretty easy to hide cards in the folds, making his Brains Score 16 for the purposes of cheating at Kitten Poker. He may have other powers—perhaps all that skin is to accommodate him when he grows into his eight-foot tall monstrous eating form (though we doubt it). His real function doesn't have anything to do with any demonic abilities. Clem fills the Xander niche for those who aren't be in a position to take advice from Xander. When Buffy was going to let Riley leave because of her pride, Xander was the voice of wisdom that helped Buffy realize how much she loved Riley (there is a reason why Xander is the Heart of super-combo Buffy). When Spike was tormenting himself about his desire for Buffy and what it made him do, he couldn't very well get advice from Xander. Clem was the one who talked Spike through his problems and was the catalyst for Spike to decide to get his soul back. Sometimes all it takes is a nice guy who is a good listener, and Clem is that.



Name: Clem
Motivation: Not get slain
Critter Type: Demon
Attributes: Str 4, Dex 4, Con 4, Int 3, Per 2, Will 4
Ability Scores: Muscle 14, Combat 12, Brains 14
Life Points: 42
Drama Points: 5
Special Abilities: Armor Value 5, Attractiveness -3,
+ 2 Brains for Kitten poker

Name	Score	Damage	Maneuvers	Notes
Dodge	12	—		Defense action
Punch	12	10		Bash



krelvin

Krelvin was a guest at the wedding of Anya and Xander and spent a good deal of time in their apartment while he was in town (he might have been staying there or maybe he just got there really early in the morning so he didn't miss any of Xander's wonderful family time). He was covered in warts, pretty good at fixing things, and knew how to juggle. We also have it on pretty good authority that he spent part of the wedding in a closet making out with Xander's cousin. Go Krelvin! They had a certain chemistry—Krelvin was attracted to her and she was desperate enough that the only thing she really cared about was the fact that he was attracted to her. Whether they become an actual couple remains to be seen. Or maybe not seen. Nobody really wants to see that.

Krelvin seemed pretty harmless, but he knew Anya from before she became human. How they knew each other is completely unknown. Maybe Krelvin is a fan of the vengeance. Maybe Krelvin used to be human, got cursed, and has come to accept his lot in life. It is also unknown if Krelvin has any special abilities (besides juggling and fixing stuff). Maybe he can infect others with warts. That could be how he knew Anya. Maybe he was causing a plague of warts in some remote village while Anya was inadvertently causing the Russian Revolution. They might have gotten together to share notes, recipes, and curse methods. They might have shared some professional respect or Anya might have decided he was too light-hearted for her taste. In any event, they appear to have parted on good terms. Also, whatever he might have done in the past, he got along with humans well enough. Indeed, given that the humans in questions were Xander's rude, obnoxious, and generally horrid family makes Krelvin practically a saint among demons.

Krelvin can be approximated well enough by using the Demon Henchmen stats in the BtVS Corebook (see p. 177). He might have claws hidden somewhere, but he didn't show them during the time he was on-screen. Substitute or supplement the Claw attack with a Punch attack that does the same damage in Bash type. Also, whether he has any Armor Value is up to you. He should definitely get Art (Juggling) 5 and Mr. Fix-it 6 as special abilities. We would increase his Brains Score a bit as well, say a 12. That might just be bias on our part though. He seemed a likeable, observant, sympathetic, and all-round decent guy . . . ah . . . demon.





whistler

Whistler was something of a precursor to Doyle, a demon serving the Powers That Be to maintain the balance between good and evil. He was the one who turned Angel from an apathetic wanderer into a champion. When Whistler came across Angel in New York, the ensouled vampire was feeding off of rats in an alley (it wasn't one of Angel's better years). Whistler took him to Los Angeles to see the new Slayer (Buffy), then helped Angel get set up in Sunnydale before she got there. The fact that he knew Buffy was going to end up in Sunnydale, as well as the fact that he knew something big was going to happen with Angel and Acatlla, seems to indicate that Whistler had prophetic visions of some kind. The fact that Doyle served the same purpose for Angel when he moved to LA suggests that Doyle and Whistler had some common abilities—like being Seers.

Even though Whistler was a demon, his demonic side was never shown. This might be because he no longer had one or it might be that Whistler was just very good at looking human. Whistler was a street-smart demon who genuinely wanted to help others, though he could be pretty obnoxious as well. It is unknown what happened to him, though presumably he was needed elsewhere to help in the battle between good and evil. He was pretty clued in to the big picture, so he would make an excellent Supporting Cast Member even without a demonic army rising in Sunnydale. The fact that he's also a demon means that he would have no problem infiltrating any growing demonic army that might come along.

for "training." Pick a demon from this book and go at it with quarterstaves. If the candidate is thrashed, no problem, the demons were hoping for that (they like beating on things). If she proves adept, that's fine too, she will be welcomed into the fold. If she stomps on the "weaponsmaster," that might cause some problems (the smarter demons will wonder why a "recruit" they never heard of is so good at fighting). You'll have to roleplay out how she handles their suspicions. The upshot is that the recruit learns the Army's base of operations—an old castle on the outskirts of town, finds out some of Davot plans, discovers the existence of his girlfriend and their relationship problems, and is able to help the crew sneak in to get at the artifacts.

TROUBLESHOOTING

The most important part of the Bronze fight is the opening announcement. You've got to make sure at least one of the Cast is around to hear it. Better yet, have one or more letting off steam by hanging at the Bronze before the "festivities" start. After that, the fight can go as well for the gang as you like. It's best to preserve Keraz and Puroag for later in the adventure and you should feel free to burn through Drama Points to do so, but if both don't make it out, don't lose sleep over it.

We've purposely left the infiltration portion of this Act fairly sketchy. It could go as we suggested or you could just say "Okay, after some fast talking and a few disgusting initiation rites, here's what you find out . . ."

Name: Whistler
Motivation: Serve the Powers That Be
Critter Type: Demon
Attributes: Str 4, Dex 4, Con 4, Int 2, Per 4, Will 3
Ability Scores: Muscle 14, Combat 14, Brains 15
Life Points: 42
Drama Points: 6
Special Abilities: Human Form, Visions

Name	Score	Maneuvers	
		Damage	Notes
Dodge	14	—	Defense action
Punch	14	11	Bash





Act Three: Climax

A NEW HOPE?

Lyle: I'm gonna kill both you Slayers for this! You hear me?

Cordelia: I hear you, you redneck moron. You got a dress that goes with that hat?

Lyle: I'm gonna . . .

Cordelia: Rip out my innards, play with my eyeballs, boil my brain and eat it for brunch? Listen up, needle-brain. Buffy and I have taken out four of your cronies, not to mention your girlfriend.

Lyle: WIFE!

—3.5 Homecoming

RUN-DOWN

The crew sees an old “friend” in town, but that is quickly overshadowed as the real dimensions of the crisis become clear. Those minions weren’t kidding when they started on about “armies.” The old friend offers a possible solution, but you never can tell with old friends.

ACTION

A NEW BLOODSUCKER IN TOWN: The night after the Bronze is attacked, a familiar face is seen walking the streets of Sunnydale (or at least, familiar if Buffy and the Original Cast are used). It’s none other than Lyle Gorch (see p. 102). If he sees Buffy, he won’t be able

Lyle Gorch

Lyle Gorch is a vampire cowboy (see p. 102). He has fought the Slayer twice and lived, though his loved ones weren’t so lucky either time. He has returned to Sunnydale with a vague notion to get back at the Slayer for killing his brother and his wife (even though she didn’t actually kill either one). Lyle heard about Davot’s growing army and decided to see what it was all about. He stayed not because of any deep desire to destroy mankind and restore the Old Ones to their former glory, but because he thought that Sabine was a fine young thing of a vampire. Lyle Gorch and Sabine are currently having an affair, and Davot is completely unaware of this.

to resist going a few rounds with her (though he does save a Drama Point or two for a safe retreat when things go badly). If he sees one of the Original Cast White Hats, he has a message for them, “You tell that Slayer that she is gonna get hers for what she done to my wife and kin.”

If your Series has a new or different Slayer, Lyle seems a tad disappointed. “Buffy done got herself killed?” he’ll say (pronouncing “killed” as that plaid men’s skirt that Scottish people wear on special occasions). “It don’t seem right that she should get herself all killed and I ain’t had nothing to do with it.” He’ll still spend a Drama Point to make a perfect escape.

CASTLE OF DRACULA: A bit of spy work or an undercover demon ally helps the Cast to determine that the old Sunnydale Castle (and it has been remarked elsewhere how strange it is that Sunnydale has a castle) is being used as the base for Davot and his Army. This was also the lair of Dracula during his brief stay in Sunnydale, so it still has all the proper medieval Transylvanian furnishings that one hopes to see in a monster-filled castle. The main hall has been turned into a throne room where Davot sits with his consort Sabine. The hall is also where the Treasures of Demonkind are kept (see p. 152-153). There are banners hung along the walls—all black with the mark of the Djinn in red. The spear Paewurbhel and the sword Dherga are mounted behind Davot’s throne when he is not using them (out of superstitious dread, nobody else in his Army will touch them). The cauldron Faldistolaz is on the opposite wall of the great hall from the thrones. The Bhea stone is on a small round table near Davot’s throne.

The castle itself is full of vampires and demons. The exact number depends on your whim, but at a bare minimum there should be ten evil creatures for every Cast Member. Davot and Sabine, the self-proclaimed Vampire King and his Consort, are present. Also at the castle are Keraz and Puroag, who led the attack on the Bronze, and three of the Sisterhood of Jhe. Lyle Gorch is among the newer recruits. That’s eight Adversaries right there. At least a dozen Hellions and as many vampires (mostly Minion level, with some newbies). That brings us to thirty-two (more of a gang than an army really). This number can be increased by adding more Hellions and a lot more vampires (the proportion of newbie vamps would be higher in that case, since most of them are recently sired new recruits). Other possible foot soldiers include Fyarl demons, Hellhounds, Lei-Ach demons, perhaps a few





Mangy Simian Monsters, some Miquot Clan demons directly under the command of Keraz, and maybe even a couple of Suvolte demons (what, you expect page cites for everything?—go check the blasted index for cryin' out loud!). Every foot soldier bears the Mark of the Djinn, either worn on some scrap of cloth or painted in blood on its hide (depending on how sartorially inclined the demon is). If the army is on the larger side, those foot soldiers who can't fit inside the castle are camped outside in primitive tents. Whether the army consists of a few dozen or more than a hundred, a dragon is curled around one of the towers of the castle.

In case it's not clear enough by now, a stand up fight in the castle is a no-no. Even a half dozen Slayers would have some serious problems here. Anyone who has infiltrated far enough to get this run-down should be clever enough to lay low . . . very low.

SISTERS ARE DOING IT FOR THEMSELVES: As Davot's army prepares for its assault on the town of Sunnydale, the Vampire King tries to gain as many soldiers as he can. The best way to accomplish this is to have his vampire minions sire as many people as possible and then drag them back to the castle to be reborn as his soldiers. The Cast has a chance to see this in action again as some Vampire Minions (one per Cast Member), led by a Vampire Veteran, are discovered chasing two students down a side street. This would be just another night in Sunnydale if the vamps were not wearing the Mark of the Djinn.

As soon as the Cast Members attack the vamps, Three Sisters come to the rescue of the undead foot soldiers. The Three Sisters only retreat if one of their own is slain. If this happens, the remaining two spend Drama Points to take the body back to the castle to be raised from the dead. When the Three Sisters intervene, the remaining vamps taunt the Cast members with cries of "Nobody can beat the Three Sisters. Nobody can beat the Army of Davot the Vampire King! Your days are numbered!"

The three sisters

For those who might have missed the reference, the sisters are from the Sisterhood of Jhe (see *BtVS Corebook*, p. 178). After failing to open the Hellmouth and suffering serious losses, the Sisterhood laid low for a while. With the formation of a new demon army, three of the sisterhood have pledged themselves to Davot in hopes that it will succeed where others have failed. The Three Sisters are both feared and respected by the rest of Davot's Army.

HELP FROM LEFT FIELD: Whether they have done any infiltration or not, by this point things are looking rather bleak for the Cast Members. An overwhelmingly large army of darkness (hey, great title!) has risen up almost overnight and this pits the good guys against impossible odds. An unexpected stroke of fortune arrives when Lyle Gorch approaches the Cast Members with a proposition (pronounced incorrectly of course). He tells the Cast Members what he knows and offers to help them get into the castle. In return, he is to be allowed safe passage out of Sunnydale along with his new lady friend (which is only fitting, seeing as how his brother and wife got all dead and dusty). Gorch knows of a tunnel that connects an underground dungeon room in the castle to the Sunnydale sewer system. He is willing to guide the good guys in as long as they keep their end of the bargain.

What Lyle Gorch knows ain't much. The self-proclaimed Vampire King is a guy named Daniel Davot and he used to be a minion for both the Mayor and Adam. His queen is a vampire named Sabine who was an Initiative captive along with Davot. If push comes to shove, Lyle admits that he and Sabine have "a thing for one 'nother." Somehow Davot got ahold of four magic items: a spear, a sword, a cauldron that raises the dead, and a rock that tells the future. Gorch had never heard of these items before he saw them in Davot's possession. Gorch reckons (always a bad sign) that if Davot and his items were parted, things might just fall the Cast's way. Davot also has a pet dragon and his own little army (Gorch has no problem fudging the numbers a bit so that the Cast Members believe they have a better chance against the bad guys).

If the Cast Members accept Gorch's offer, he pretty much sticks to it. The vampire cowboy shows the Cast the secret passage into the castle. He helps them past the first few guards and then gets Sabine while the Cast Members snoop around. If they attempt to steal any of the Treasures, the items disintegrate as soon as they are taken from the castle or used against Davot or any of his soldiers. If the Bhea stone is taken, it pulses with a red glow and a soft voice says, "I was wondering when you would work up the courage to come here. You have been a minor annoyance to me. It will be a pleasure to watch you die." This of course assumes that the Cast Member in question has already had her share of encounters with the Djinn and its wishes. If not, the Djinn is more likely to say something along the lines of "Ah, perhaps I've found a more suitable leader for my army." No matter what the Djinn says, the stone flares bright red and vanishes with a loud pop. The noise doesn't seem loud enough to wake up everyone in the castle, but that is exactly what it will do.





This could be the Cast Members' first fight against Davot. It would be nice if they lived through it, but it is important that Davot not die at this point. That shouldn't be too hard, since he has a magic spear and sword, a small army of monsters, and an overly protective dragon. Still, players can be tricky, so Davot should be allowed to use Drama Points to survive. More than likely however, the Cast Members will be using Drama Points to escape.

†TROUBLESHOOTING

You're going to have to walk carefully in this Act. Lyle needs to survive his first run-in with the gang so he can lead them into the castle later. Best to put him up against a White Hat or two so he can deliver his message and go. If you stage it properly though, a quick tussle with the Slayer could be arranged.

If there's no infiltrator, the Cast can ask around discretely or heavy-handedly and discover that the castle has

new occupants. A scout of the area should give them a pretty good idea of the scope and make-up of the Army. Draw that out over a couple of days to let the tension build. Evenings can be spent foiling "recruitment drives"—at least some of them. Don't be afraid of letting the Cast stew a while before Lyle shows up with his offer.

The castle scene is intended to raise the Cast's hopes about defeating Davot through his items . . . and then crush that hope completely. The Djinn's plans are clearly revealed and the Cast should flee in barely restrained panic. Do your best not to kill any off, or at least allow them to take the corpses out so that Drama Point resurrections can occur. Make sure the Cast realizes that discretion is the better part of valor here . . . or more tersely "Get out! Quick!" If needed, Lyle and Sabine can step in at a crucial point to cover their escape. Just as long as they don't put themselves too far in danger or ruin their own escape, that is.

Act Four: Resolution

BURNING BRIGHT

Willy: Said they were coming after you, too, and nothing could stand in their way because tonight was the night. Oh, man . . .

Buffy: The ambulance is on its way.

Willy: Look kid, my clientele ain't exactly nuns and orphans, but I . . . I never seen anything like these demons.

Buffy: I'm gonna stop them.

Willy: That Hellmouth opens they're gonna be the least of your problems is my train of thought. If I were you . . . I'd go find Angel . . . go somewhere quiet together. I'd be thinking about how I wanna spend my last night on Earth.

—3.13 *The Zeppo*

RUN-DOWN

This is it. A huge hopeless battle. Death stares the Cast in the face. There's no way out. Just when it gets really, really bad . . . it gets a bit worse. What? You were expecting sunshine and daisies. Pshaw! This is the Buffyverse after all.

ACTION

ASSAULT ON JOYOUS GARD: When the Cast Members get to their home base (the house on Revello Drive, the

Magic Box, or some entirely new place), they find some unexpected company. Lyle Gorch and Sabine are either waiting outside the door (or inside, if it's a public place like the Magic Box). They explain that they needed a place to lay low for a while. "Seeing as to how they were so helpful, they figured" the Cast Members would want to return the favor. This would be the ideal time to get an exposé on any backstory that might have been missed before. Either that or the Cast might choose to send the vampires running. Whatever they do, it won't take long for Davot and his army to show up at the front door demanding the surrender of the traitors. This is preceded by a spiffy display of force: say the dragon setting fire to a car, possibly even a Cast Member's car (though Giles will be quite upset if his red convertible gets smoked).

The demons assault the house/store/whatever as best they can. Vampires cannot enter a home, but their current leader is more than capable of lobbing a magic flaming spear through a window. Those soldiers of the non-vampiric persuasion also have no problem breaking down a door or crashing through a window (especially if they are using motorcycles to do this). Once the Cast Members are defeated, the demon soldiers bind them with rope and drag them in front of Davot and his dragon. Davot climbs on the dragon and lifts his black sword above his head (or just his fist if some crafty Cast Member has already managed to steal his sword). He then utters the following speech:





I dedicate this sacrifice to the Old Ones, the Demons who ruled this world before the plague of man infected it (this gets him nods of approval from Puroog and the Three Sisters). I dedicate this sacrifice to the dawn of a New Age. It is my wish to see mankind humbled and our kind awarded its rightful place as the rulers of Earth. It is my wish to see an army of demons and vampires capable of defeating the humans. It is my wish to hide no longer. It is my wish to conquer and destroy. Who shares my wish?

In answer, every demon and vampire (with the notable exceptions of Gorch and Sabine—pause for a telling close-up) raise their arms into the air as they scream their approval. As they do this, the Mark of the Djinn appears in glowing red on each palm. At this point, the sky turns red and cracks open. Big uh-oh time . . .

RED SKY AT NIGHT: The night sky is filled with a fiery red, as if the clouds were aflame. A loud thunderclap sounds as the eyes of Davot and every one of his followers turn the same glowing red color. A burning vortex appears in the sky . . . and everyone bearing the Mark of the Djinn is slowly consumed by an agonizing red flame. As each demon and vampire burns, a thunderclap sounds again. The burning demons and vampires are sucked into the vortex overhead. Once every soldier is killed in this manner, a burning red lightning bolt strikes the place where the army stood.

The sky suddenly returns to normal. The only survivors of Davot's army are Gorch, Sabine, and a very confused dragon. In the spot where the lightning struck, there stands a man who looks vaguely Eastern. He smiles at the Cast Members and his eyes glow with swirling red flames. Faint screams of the consumed minions are heard. Then the man says in a disturbingly pleasing voice, "This is much better! You have my heartfelt thanks." He turns and dissipates in a cloud of whirling red dust.

davot the vampire king

Daniel Davot was just a normal CA guy whose life didn't really amounting to much until the fall of 1997, when the woman who picked him up in a bar in Redondo Beach turned out to be a vampire. She killed him in a parking lot, but he was reborn as one of the undead. Suddenly the world was a different place, his existence had meaning, and he felt like he was in control of his new unlife. He just needed somebody to tell him what to do. Davot had always been more of a follower and that didn't change much in undeath. When word started to get out that there was a town to the north that was built over a Hellmouth, a haven for vampires, Davot decided to seek his fortune there.

He became one of the Mayor's henchmen, first working for Mr. Trick and then for the renegade Slayer Faith. The Mayor had a dream of bringing order to Sunnydale by establishing a demonic tyranny over the town. Davot was caught up in this dream, demons and vampires openly lording over the humans. He was ecstatic to be a part of such a glorious plan and welcomed the opportunity for his existence to have some meaning. Then Faith wound up in a coma and the Mayor got all exploded. Davot was almost dusted when the students of Sunnydale High turned against their attackers, but the Watcher Wesley managed to trip up Davot's attacker by writhing around on the ground in pain. Davot escaped the massacre of the Mayor's forces, but was left as bad off as when he had a pulse.

Davot didn't have long to think about the failure of his dream, because a few months later he was captured by Initiative agents and placed in a brightly lit holding cell. It was while in his cell that Davot first heard rumors about Adam. Adam was going to lead the way. Demons, including vampires, would first take over Sunnydale and then as their army grew they would sweep across America. Adam would succeed where the Mayor failed . . . except when the final battle started Adam had his power source ripped out by the Slayer. Once again Davot's hopes were crushed.

When the Djinn contacted him, Davot saw it as a final chance to succeed where both the Mayor and Adam had failed. With the granting of his wish, he would be the one to lead the forces of darkness and place the humans under demonic rule. Otherwise, Davot feels that his existence is without meaning. He might as well have died permanently in that Redondo Beach parking lot. Davot needs his dream. He needs his wish.

Name: Daniel Davot
Motivation: Fulfill the dream
Critter Type: Vampire
Attributes: Str 5, Dex 4, Con 5, Int 2, Per 3, Will 3
Ability Scores: Muscle 16, Combat 15, Brains 11
Life Points: 80
Drama Points: 10
Special Abilities: Hard to Kill 10, Vampire

Name	Score	Damage	Maneuvers	Notes
Big Ass Sword	15	34		Dherga; does Slash/Stab and Poison damage (see p. 153)
Bite	17	20		Must Grapple first; no defense action
Dodge	15/25	—		Defense action; second Score with Dherga sheathed
Grapple	17	—		Resisted by Dodge
Kick	14	15		Bash
Punch	15	14		Bash
Spear	15	22 + 22		Paewurbhel; does Slash/stab and Fire damage
Thrown Spear	14	21 + 21		Paewurbhel; does Slash/stab and Fire damage



The Djinn has just gained a foothold in our world. Things are going to get much more interesting now.

TROUBLESHOOTING

This should be one heck of a fight and will give you an opportunity to see just how far the Cast can be taken in a knock-down, drag out battle. The text covers the Cast's defeat nicely. The only problem there is if you wind up killing someone instead of knocking them out. You could have a demon stop another's killing blow and remind him that the Vampire King wants them alive, just before you knock them cold. Or you could just let the chips fall where they tumble (to horrendously mix clichés) and leave life to the Drama Point fairy.

An overly successful Cast is another story. If that starts to happen, do what you can to preserve Davot and have him halt the battle with the party surrounded. He can then give the speech and go out with a blaze as planned. The key here is to set the players up for one event . . . and go in a completely different direction.

Cast Members should get pretty close to the maximum five experience point award after this major Plot point. Drama Points should be granted depending on what they did during the adventure. As there is a fair amount of railroading in this Episode, a couple extra here and there is probably a good idea. They are going to need them when the Djinn starts enjoying his new found freedom.

THE DJINN AMONG US

After absorbing the life force of Davot and his entire army, the Djinn has gained more freedom in our world. It is no longer limited to whispered voices or manipulating images on a television screen—the Djinn can now move freely through our world. It is still largely insubstantial and unable to physically interact with anything. It is also still only capable of manipulating reality within the confines of somebody else's wish instead of doing whatever it wants. But the Djinn can now move anywhere, listen to anything, and talk to whomever it wants.

The Djinn appears as a tall Asian man with absolutely no body hair. It has elongated earlobes like a Buddha statue, dark skin, and short fangs in its mouth. The Djinn is dressed in what appears to be ornate silk robes of red and black. Its eyes glow unnaturally red. There is a small red tattoo on its forehead—the Mark of the Djinn. This is only the most common form in which the Djinn appears. It has the ability to assume any shape.

This is still only a projection of the Djinn, a more complicated version of the artificial images and voices on the wind. As such, no stats have been provided. These will not be necessary until the Djinn is fully released from its prison. Let's all hope that they don't become necessary.



Name: Sabine Oehler
Motivation: Blood!, live the good unlfe
Critter Type: Vampire
Attributes: Str 6, Dex 5, Con 5, Int 3, Per 3, Will 3
Ability Scores: Muscle 18, Combat 16, Brains 12
Life Points: 63
Drama Points: 4
Special Abilities: Hard to Kill 3, Vampire

Name	Score	Damage	Maneuvers
Bite	18	23	Must Grapple first; no defense action
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	18	Bash
Punch	16	16	Bash



sabine the vampire

Sabine was just one of a long line of Sunnydale residents that had the misfortune of being turned into a vampire and then abandoned by their sires. She never saw the vamp who sired her after the night she died, but she didn't have long to look. Sabine was among the first vampires captured by the Initiative and placed in their underground holding cells. She spent what seemed like an eternity pacing in her cell with nothing but drugged blood on which to feed. When Adam opened the cell doors, Sabine was good and ready to have her revenge on as many humans as possible. She was mad as hell and wasn't going to take it anymore. Then she discovered that the Slayer was around and had decided to help the soldiers (apparently she had been busy killing Adam before). Sabine quickly decided that she had pressing business elsewhere. Discretion . . . better part of . . . and all that. In the end, Davot saved her from dusting.

They saw each other on and off, but she wasn't really interested in him until the Djinn gave him the power to rule a demonic army. Davot wanted her by his side and she enjoyed the spotlight for a while, but it hasn't been as much fun as she thought it would be. Lyle Gorch doesn't have any plans to destroy humanity, but he does know how to have fun. She has been having an affair with him for quite a while now, which would crush Davot should he find out.

RESTRUCTURING

For those of you looking to wrap things up a bit quicker and provide the Cast with more impact on the Plot, this Episode could be recast as a Season Finale. When the Djinn embodies during Act Four, simply keep the action moving. Now the gang must fight and defeat the Big Bad who has been plaguing them for months. Natch, you should stock the Djinn with all sorts of unfair powers, like Teleport, Temporal Disturbance, and massive levels of Hypnosis. A special weakness of some sort would no doubt be in order—something obscure and hard to manage. If you decide to go this route, we'll leave the specifics to you. We trust you to make it suitably ugly.

The dragon

The dragon (see p. 39) has stayed in the mountains since crossing over into this reality, but started flying over Sunnydale once Davot took over Dracula's castle. The dragon is still a wild animal that will attack most other creatures, but it has a canine loyalty to Davot and will not allow anything bad to happen to the Vampire King. It also somehow instinctually knows Davot's vulnerabilities, so it will do things like shade the vampire from the sun if they are kept outside past sunrise. Having the dragon serve Davot assumes that the events of 5.22 The Gift took place in your Series. If not, then the dragon's origins are a mystery (come on, it's a dragon, it's just too cool to leave out).

Buffy

the vampire slayer

As long as there have been vampires, there has been the Slayer. One girl in all the world, to find them where they gather and to stop the spread of their evil...the swell of their numbers.

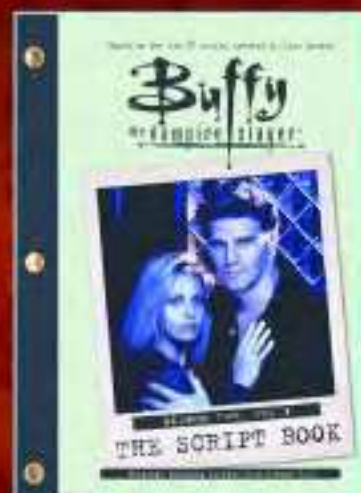
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*Willow: Okay, that's a little blacker than I like my arts.
Anya: Oh, don't be such a wimp.*

-3.16 Doppelg ngland

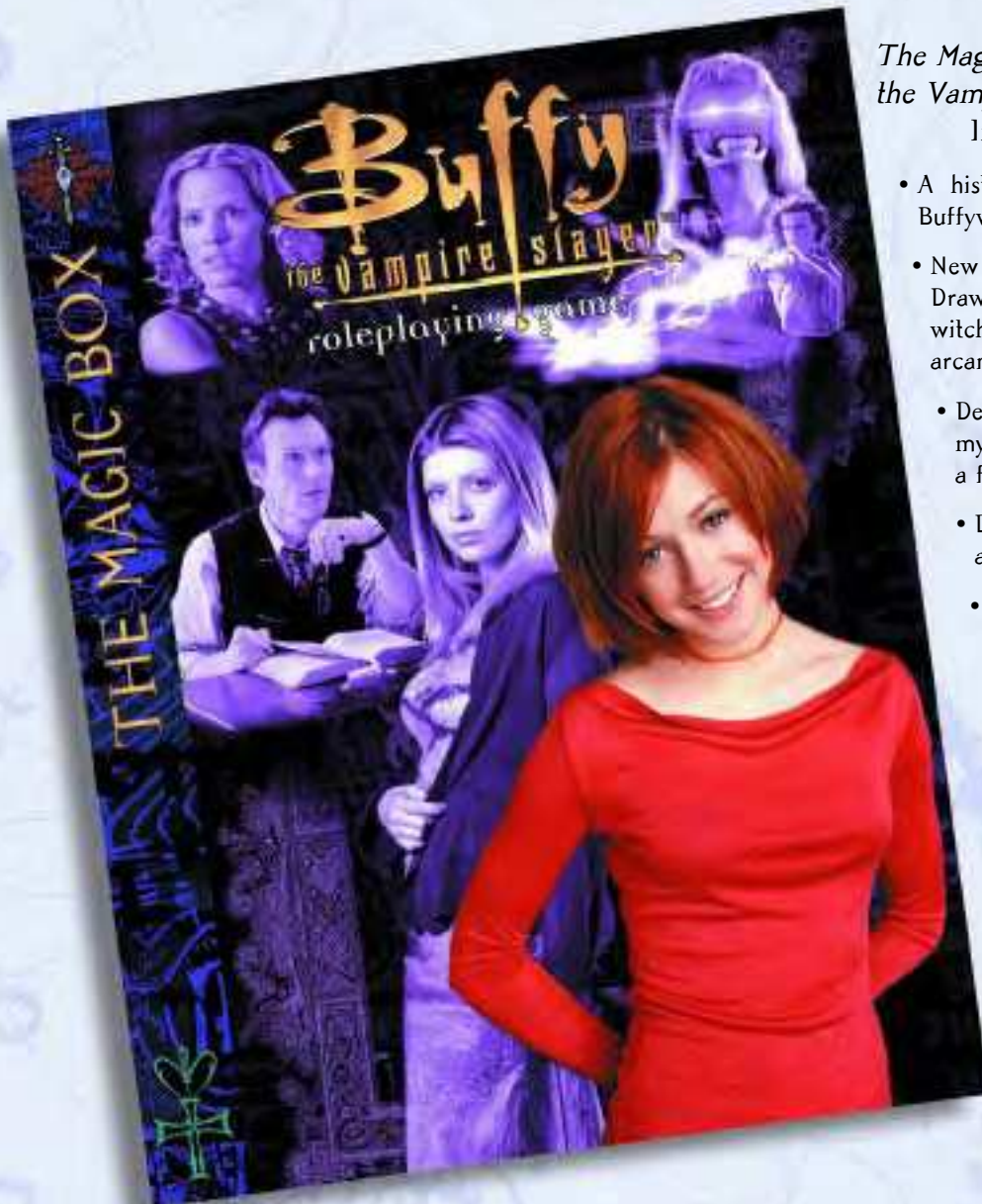
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EDN6000 Buffy - The Vampire Slayer RPG Errata

page 3: Say it isn't so, not a typo in the Table of Contents. Yes, Virginia, it's true. How embarrassing! What's most surprising is that four pairs of eyes looked at "Archeytypes" and saw "Archetypes." Sigh.

page 34: The Acute/Impaired Senses Quality/Drawback should have specified that it has four (not five) versions: Eyesight, Hearing, Touch, and Smell/Taste. The Werewolf Quality on page 51 includes the last of these as a Quality -- Acute Senses (Smell/Taste).

page 56: The quote under the Mr. Fix-it skill should have been attributed to 5.15 I Was Made to Love You. Also, the text should include the word "plumber," not "plummer."

page 60: In the last paragraph of the New Slayer's background, "That makes me a feel a bit better" should be "That makes me feel a bit better."

page 67: The quote for the Martial Artist should refer to "your left cheek."

page 68: The Psychic should not have the Drawback "Charisma -1." That Drawback does not exist in the *BtVS* RPG. It should read "Bad Luck 1 (1)."

page 80: The Former Vampire Groupie's "Criminal Acts" skill should read simply "Crime." Her Bow Shot Bonus should read 9, and the Through the Heart Bow Shot 6. Unlike Getting Medieval, her Wild Card (Archery) skill does not suffer the -2 for Bow Shot.

page 82: The Amateur Hunter's Misfit Drawback should be worth 2 points, not 1. Add in another level of Good Luck or Hard to Kill if you like. Or use the extra point to take a new Quality or increase a skill.

page 84: Buffy should have the Psychic Visions Quality.

page 88: Spike should have Languages 3 at least. He knows English, Fyarl, and either Cantonese or Mandarin (he did spend a good portion of time in China). No doubt he learned a few others during his more evil years, but we'll leave that to you to decide.

page 96: At the end of Spike's seasonal adjustment paragraph, the last few words should read "and by three each for Season Two."

page 97: In Cordelia's adjustment, her name is spelled "Coredia". That's just a pet name used by her father . . . yah, that's it . . . and . . .

page 104: In Par Example, the Cast Member should have to tie or beat a value of 14, not 16.

page 109: Slight adjustment in the last four sentences of the Break Neck maneuver:

"If the total damage reduces the defender to -10 Life Points, she must pass a Survival Test (see p. 121) with an added penalty equal to the Success Levels of the Break Neck attack (in addition to any normal Survival Test modifiers; this is due to the very sensitive nature of the neck area for us normal human types). If she fails, you get that telltale crunching sound with fatal results. If the defender is a vampire and the successful attack reduces it to -10 Life Points, she has to pass a Survival Test (but no special modifiers are applied; undead aren't so sensitive—in any sense of the word). On a failure, her head is twisted off and he is dusted—gruesome but pretty impressive."

page 109: Decapitation is missing a Survival Test requirement. It should read:

"Decapitation: Your basic samurai killing slash—it needs a sword, axe, or similar large scale cutting implement. Decapitation uses a Dexterity and Getting Medieval - 5 roll, or the Combat Score - 5, but damage is multiplied by five (after Success Level bonuses are added and armor effects subtracted; damage type is not applied; weapon damage is listed on p. 240). If the damage is enough to reduce the victim to -10 Life Points or less, a Survival Test is in order. If that fails, the head comes off, and the rating of the show goes up to TV-M. Flashy way to dust vampires (see p. 168)."

page 113: The Wrestling Hold description is missing a roll. After the attacker succeeds with a Grapple roll, she must make a Strenght and Kung Fu -2 (or Muscle Score -2) roll. That roll provides the Success Levels for the -1 per Success Level hinderance on the defender. The Combat Maneuvers table on page 239 has it right.

page 113: Under Knockdowns, the text states that a character cannot attack for the remainder of the Turn she is knocked down. After the first Turn, the prone penalty would apply until the character got up (which would take an action normally, no action on a Dexterity and Acrobatics roll). The prone penalty on attack and defense actions is incorrect. It should be -4, not -2.

page 115: Multiple shots with a gun degrade by -1 per shot, not one Success Level per shot.

page 116: Burst fire should have specified that it can be used more than once per Turn just like multiple shots with a semi-automatic gun. Each subsequent burst loses one Success Level.

page 120: The damage for the Submachine Gun should be 12, not 9.

page 123: The text under Breaking Things should clarify that damage types (Slash/stab, Bullet, etc.) modifiers are inapplicable to inanimate objects.

page 124-125: The sample combat contains a couple of errors. Rather than trying to explain where they are, we have included a complete [copy of the example with revisions](#).

page 156: Add Attractiveness +3 to Amy Madison's Special Abilities.

page 156: Add Attractiveness +2 to Harmony Kendall's Special Abilities.

page 158: Add Attractiveness +3 to Jenny Calendar's Special Abilities.

page 168: The vamp is entitled to a Survival Test just like anyone else before decapitation and dusting (see errata above concerning page 109).

Page 169: Brand-new vamp's Bite Score should be 14, and the damage 18.

Page 170: Vampire minion's Bite damage should be 19.

page 172: Add Attractiveness +3 to Darla's Special Abilities. Add Attractiveness +4 to Dracula's Special Abilities.

page 177: Add Attractiveness -5 to the Judge's Special Abilities.

page 178: Add Attractiveness -4 to the Sister of Jhe's Special Abilities. Add Attractiveness -6 to the Telepath Demon's Special Abilities.

page 180: The jump cite for the demon ability is wrong under the Natural Attacks heading. It should be p. 175, not p. 165.

page 181: Add Attractiveness -8 (as monster) to Ms. Natalie French's Special Abilities.

page 184: Add Attractiveness -6 (as monster) to James/Grace's Special Abilities. Add Attractiveness -4 to Daryl Epps' Special Abilities.

page 187: Add Attractiveness -3 to the Master's Special Abilities. Add Attractiveness +3 to Drusilla's Special Abilities.

page 189: Add Attractiveness +2 (as Mayor)/-8 (as monster) to the Mayor's Special Abilities. Also, his Life Points in True Demon form are understated. They should be 400.

page 190: Add Attractiveness -6 to Adam's Special Abilities. Also, his Dodge should be 24, same as his Combat Score. He often chose not to dodge, but that doesn't undermine his abilities.

page 191: Add Attractiveness +4 to Glory's Special Abilities.

page 228: The quote from 4.20 The Yoko Factor under the Mr., Mrs., and Miss heading should have been attributed to Riley, not Buffy.

page 240: The damage for the Pistol Crossbow should be 10, not 1. The damage for the Submachine Gun should be 12, not 9.

page 240: The ranges for pistols and rifles are provided on page 115. Information on which weapons use which ranges classes was omitted on the Base Damage Table notes section. It is as follows:

Pistol ranges: Big Ass Pistol, Big Pistol, Bow, Crossbow, Pistol, Pistol Crossbow, Popgun, Shotgun, Submachine Gun, Taser Rifle

Rifle ranges: Assault Rifle, Hunting Rifle

EDN6010 Buffy - The Vampire Slayer Revised RPG Errata

Page 110: "It could be witches / Some evil witches! / Which is ridiculous / 'Cause witches, they were persecuted / Wicca good and love the earth / And women power / And I'll be over here." Tara, the white Wicca, was the sweetest and goodest of the Scoobies. She should definitely not be following Angel's lead and have a Wild Card skill in Torture. That should read Horseback Riding.

Page 135: The end of the multiple actions Example Me, Baby is incorrect. The vamps have an attack total of 20 as each gains +2 to his attacks due to the multiple opponents rule immediately following the example.

Page 135: The multiple opponents rules applies fully only when the combatants are using melee attacks. In ranged combat, multiple opponents get a flat +1 bonus (no more) each if

more than two attackers engage the character. Ranged combatants don't aid each other in the same way melee attackers do.

EDN6002 Buffy The Vampire Slayer RPG - Slayer's Handbook Errata

page 2: Despite their fine work on the character speak section in the appendix, James and Marianne Wilber were omitted from the Additional Writers byline. Floggings will commence shortly.

page 48: The Slayer-In-Training Archetype is missing a point in Attributes. Increase her Perception from 2 to 3.

page 116: The Grim Slayer's Attributes are too high (she spent 27 Attribute Points). Her Willpower should be 4. That brings her within the Experienced Hero limit of 25.

page 118: The Road Warrior is trying to keep up with the Grim Slayer and also overspent on Attributes. His Willpower should be 3.

page 122: We discuss how Dale's Attributes get augmented by his "He-Slayer" abilities, but we don't specify what the He-Slayer bonuses do for another character, such as a Cast Member. The easiest solution is just to add the Slayer Quality to whoever is chosen to be the He-Slayer. Alternatively, a Director could follow our lead with Dale and enhance the He-Slayer's physical Attributes but not his mental ones.

page 135: The citation "3.22 The Graduation - Part Two" should read "3.22 Graduation Day - Part Two."

page 153: The table entry for the Fire Rod should cite page 100, not page 99.

EDN6003 Buffy The Vampire Slayer RPG - Monster Smackdown Errata

page 31: It seems we mess up our substitute names with our memorials when it comes to the undead. The Master was an "epithet" not an "epitaph."

page 62: Two jump cites are missing. The first is "the Hellmouth Spawn (see p. 104)". The second is "Chapter Six: Monster Spawning (see p. 139)." Must be something about the "spawn" word.

page 77: The first sentence of the last paragraph should read "Ethan is not a Sorcerer in the black-eyes-magic-sense, but he is a talented magician". That pesky "not" is missing.

page 90: Again, Dracula is an "epithet" not an "epitaph."

page 139: The Zombie Quality is missing some material. Zombies regenerate at a rate of Constitution points per minute, and can reattach severed parts (other than the head). Bullet and Slash/stab damage modifiers are not applicable (all damage is treated as Bash type). Zombies also don't age.

A Zombie's regeneration is not perfect. Life Points are replaced but the process is not completely aesthetic. Over time, the body parts start to wear out. Superglue, masking tap, and Zip-it are needed to keep the zombie from looking completely trashed. Even so, after a certain number of pitched battles, injury and dismemberment, there's no way the zombie can pass himself off as "normal."

EDN6005 Buffy The Vampire Slayer RPG - The Magic Box Errata

p. 17: In the second paragraph of Orders as Allies "is that is isn't obvious" should read "is that it isn't obvious".

p. 21: Dark Willow should have Magic (Power Boost I) 20, Magic (Power Boost II) 24, and Magic (Power Boost III) 37 added to her Combat Maneuvers.

p. 24: On Rack's Quick Sheet, the missing page reference should be 53. It's correctly stated in the accompanying text.

p. 44: Addicted Willow should have Magic (Power Boost) 20 added to her Combat Maneuvers.

p. 44: Willow should have the Telepathy Quality.

p. 45: Tara's Honorable (Serious) feature should be listed as a Drawback, not a Quality.

p. 46: Giles' Magic (Power Boost) Combat Manuever should be 26, not 18.

p. 47: Amy should have Magic (Power Boost) 19 added to her Combat Maneuvers.

p. 73: The Summon Draconian Katra spell should have "may be Quick Cast (+1)" in its Aspect Analysis. Its Power Level should be 5.

p. 76: The source for False Resurrection should be 5.17 Forever.

p. 77: In Season Seven, we see Willow use an energy barrier spell without Tara. Thus, another version of this spell exists that does not require dual casters. The Power Level of this version is 8.

p. 85: The source for the glove of Mynhegon should be 3.7 Revelations.

p. 120: The second paragraph under Tao-Chi should read "Ignore Essence costs listed; instead, use the multiple castings rule from the BtVS Corebook (see p. 140) but lower the resting period to two minutes. For Inner Strength and Speed of the Tiger, each Success Level gives the user +1 to the appropriate Attribute."