

Buffy

the vampire slayer™
roleplaying game

THE DRAGON AND THE PHOENIX

Make me a witness
take me out
out of darkness
out of doubt

I won't weigh you down
with good intention
won't make fire out of clay
or other inventions

will we burn in heaven
like we do down here
will the change come
while we're waiting

everyone is waiting

and when we're done
soul searching
as we carried the weight
and died for the cause
is misery made beautiful
right before our eyes
will mercy be revealed
or blind us where we stand

will we burn in heaven
like we do down here
will the change come while we're waiting

everyone is waiting.

"Witness" Sarah McLachlan



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Episode 1: Will We Burn in Heaven?

An Episode for the Buffy the Vampire Slayer Role-playing Game

By Timothy S. Brannan

Additional contributions by Garner Johnson

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Requires the use of the "Buffy the Vampire Slayer Role Playing Game" Core Rulebook by Eden Studios.

For the Kittens...

THE DRAGON AND THE PHOENIX

Episode 1: Will We Burn in Heaven?

*"Sometimes in this world there are exceptions. Sometimes, love never dies.
I could hear them both now. Echoes of words whispered in love long ago.
Between two souls for whom the universe had made an exception.*

*Willow: Where would you go? If you felt lost and alone? Where would you go?
Tara: To you."*

*Mike Burges
"Endless"*

An Episode for the Buffy the Vampire
Slayer Role-playing Game

By Timothy S. Brannan
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For the Kittens

Teaser: Nothing Lasts Forever In The Cold November Rain

Sunnydale Memorial Cemetery.
November 7th, 2002

Buffy Summers stood at the gravesite. She was used to cemeteries and graves, they had been part of her life for so long. These places were like her back yard, or her office to be more precise. That was during the night. This was now the start of the day and that made it completely different. Cemeteries during the daylight hours were the home to a different sort of living dead, the ones that had lost someone and didn't know how or why they were

going on themselves. She had to admit she found them more depressing, even scarier, during the daylight hours. It was worse today because of the cold and the rain. She looked down to watch her friend.

Willow Rosenberg was finishing pulling up the weeds around the grave. She was complaining about have asked the grounds keeper hundreds of times to do this. She finished and placed the orchids in a small vase next to the headstone. She pushed back a lock of her hair, a strand that had become completely white since her stay in England. It contrasted sharply with the rest her red hair.

"Wiccans don't like to give dead flowers. Neither do Jews really, but these were her favorite." Willow said as she stood next to her best friend. She started to get emotional. Buffy looked over to her.

"Did you want to be alone?" Buffy asked, moving closer to Willow and the grave.

Willow slowly shook her head as tears began to flow more rapidly.

"I already am." the red-head managed to get out before succumbing to crying. Buffy cradled her friend's head and

held her close. She looked down at the headstone and whispered as a single tear rolled down her cheek as well, "Happy Birthday Tara."

The headstone read,
Tara Maclay
1980 – 2002
Loved by Willow
Loved by us all

Buffy and Willow walked home in silence. Willow had stopped crying, but she wasn't talking either. Coming up to her home Buffy spotted two things. First, Dawn and Xander were on the front porch. Dawn looked like she was going to explode with excitement, shouts of "they're here!" could be heard down the block. Xander looked worried and shot Buffy a warning look. The second thing she noticed was Cordelia Chase's SUV with her trademarked "QUEENC" plates. Buffy was certain this was not good.

Getting to the house Buffy asked what was going on. Dawn couldn't talk she could only hug Willow. Xander answered a cryptically "let Cordy explain." Neither girl was in the mood to deal with Cordelia, recent ascensions and demonations aside, but it was not Cordelia that made them stop.

Sitting on the couch next to Cordelia was the last person either of them expected to see.

Tara got up and looked right at Willow and said "Hey."

The Setup

The rest of this Episode is for Director-types only.

This adventure requires the use of the *Buffy the Vampire Slayer Role Playing Game* Core Rulebook by Eden Studios.

It is intended for Original cast set during a hypothetical Season 7. Characters supported are Buffy, Dawn, Xander, Willow, Tara, Anya and Cordelia. Players also have the option of picking up Clem by Act 2, or he can be played as a guest star or NPC.

Players can also use their own characters or pre-generated ones provided in the core rulebook. Alterations in character/cast content are expected and welcome. Many options will be given to the players to customize the content as they need. The Episode should not take more than one session to complete, but may be enhanced as the Director sees fit to make it longer.

The director needs to make some decisions and alterations. First if you are using the Original cast, use the guidelines in the *BTVSRPG* Core Rulebook to advance everyone involved by two seasons. So Buffy's strength and combat skills will go up accordingly following the book's guidelines. Willow is no longer be using magic, so while her knowledge based skills have gone up considerably, she may not have any magic. If you wish to continue this or bring her back to magic is up to you. Though options are given in this episode and later ones to role-play her return to magic.

Tara, Cordy and Anya present their own unique problems as each girl has taken on ascension of sorts. At the end of the 2001-2002 TV season Anya had returned to her demon ways and Cordy had also become part demon as well as ascending to a higher plane. Of course Tara is now back as well.

Take the listings for all three characters and apply the Ascension quality listed at the end of this adventure. Of particular note is Cordelia, who also picked up a few more combat skills since living in

LA. I think that is true for most people living in LA.

Author's Note and Introduction

In television and RPGs characters die. Sometimes they are secondary characters or NPCs, but other times they are well loved and their loss is felt very deeply. Unlike real life, characters on television and in games can get a second chance. It is how they, and we, choose to use this second chance that is one of the hallmarks of good fiction.

This Season is designed with the idea of bringing back the character of Tara Maclay who was murdered near the end of Season 6. But any character could be used, especially original PCs. This Season takes place in a different Sunnydale, though the history is the same, the future is up to you.

Act 1: Where Angels Fear to Tread

Allow the reunion between Willow and Tara to be played out. This is an essential part of bringing back a beloved character; showing they are loved. While this can be a heartfelt and powerful reunion, nothing is ever that easy.

Cordellia, in typical Cordellia fashion, wants to get down to business. This what you discover from her.

Cordellia had a vision of three angels, the Knights of Elohim, that were searching for the Enochian Tablets, a set of ancient clay tablets written by Enoch. In these tablets is the Word. The first word of God, the one used to create everything. If the Word is used it gives anyone the power of creation or to destroy creation. Normally in the hands of powerful angels such as these this would not be a problem. But things are far from normal. The Knights of Elohim are renegades. They want to use the

Word for the Unmaking. They want to rid the cosmos of humans so that they may be first in the eyes of God again.

This is where Tara comes in. She was sent to Cordy for help. She has been charged with finding these angels. She has resources to stop them, but she needs help.

If asked "charged by who?" Tara speaks up (this information can be given to the player ahead of time).

Tara is now a Keribum, a powerful servant of the Powers of Good. If asked if she is an angel herself, she will say no (but Willow might disagree!) Only the Powers can create Angels, humans become Keribum if they show the promise. She likens herself to the Valkyries or the Einheriar. She was picked because it is known that the tablets will be in Sunnydale and their future involves the Slayer.

What does Cordelia know?

Cordy knows quite a bit due to her time in the higher planes herself. If she aids in the research she adds +2 to any knowledge roll. She also knows all about what Tara is and what the Knights of Elohim are. She does not know where the tablets are.

What does Tara know?

Tara is holding back a lot of information from her friends, but not by choice. She knows that the Knights will be difficult, if not impossible to stop. She knows that she cannot stay in the mortal realm for very long. In fact she did not want to come back at all because she knew how hard it would be for her and for Willow. If truth be told Tara is a bit angry that she was killed and in Willow's resulting actions, though she does understand them and has

forgiven Willow. She wishes beyond anything else that it had never happened at all.

If asked about Heaven, Tara will only say she can't talk about it. This is not a dodge, she really can't. She has been *geased* (magically bound) not to reveal what she knows. So she can't write, talk or do anything to let anyone know what the after-life is really like.

Tara can also add +2 to Knowledge checks to any research she assists in. However she can't discuss anything about angels due to her geas.

Tara's new powers are detailed at the end of this adventure.

She can heal any living creature including demons, but not vampires, by placing her hands on them.

Getting Information

After the initial shocks wear off it will be time to hit the books, net or street or all the above. While Cordy's vision and Tara's knowledge is good, it does not tell you where the Knights are or even where the Enochian tablets are.

What Do We Know about the Knights?

The fallen angels are known as the Knights of Elohim. Their leader is Stephan, First Knight of Elohim. The other two are Martin and Iossia. They are renegades and rogues. Once they were the darlings of the celestial choir, and this is part of the reason they fell. They became too prideful with all the praise they were receiving, so they were cast out. Unlike other fallen angels, these three are not rebelling against the Powers, they very much want to be back, they have not and will not admit their fault and ask for repentance. Instead they blame the humans for the reasons the Powers no longer love them. They have decided that if they rid the

cosmos of humans then the powers will have n choice but to love them again.

The Net and Books

There are only about 10,000 websites and citations on the Enochian Tablets and most of them disagree. However some information can be gathered on a successful Knowledge or Occultism skill check. The success level indicates what is found out about the Enochian Tablets.

- | | |
|----|---|
| SL | Information learned |
| 2 | The Enochian Tablets were writing by Enoch, under the tutelage of angels. |
| 3 | Confirms what the cast was told by Tara and Cordy. |
| 4 | It is written in angelic script and contains many True Names. |
| 5 | Contains references to Leviathan as a great Beast. |
| 6 | Last known owner was a sage named E'rif E'nur. |

It is not too much of a stretch to assume that the cast will also want to research the subject of angels. Buffy at the very least would want to know how to kill them.

- | | |
|----|---|
| SL | Information learned |
| 2 | Angels are extremely tough to kill. But some weapons have been known to have some effect. |
| 3 | Angels work in strict hierarchy. Kerubium are at the bottom and are the most human. Sepaphim are higher up. |
| 4 | The only known means to kill an angel's physical form is to put out it's eyes. |
| 5 | All angels have Oaths of Service. They may only break these Oaths if they Fall or if they are Exiled. Fallen angels become demon like, Exiles become human. |

Giles

Of course someone might want to call Giles. England is eight hours ahead of Sunnydale so most of the people Giles will need to talk to may not be available. Of course who calls Giles may be an issue as well.

- If Willow calls and mention Tara's alive Giles will respond with a very critical "what did you do?". A vocal confrontation might erupt (failed Will check on either side) and end with either Willow hanging up on Giles (another failed Will check) or someone else taking the phone. All Knowledge checks involving Willow or Giles will then be at a -1. If both can remain calm Willow will convince Giles that she did not do this. Knowledge checks will be normal.

- If anyone else calls Giles he will still be critical and think Willow did something. He can be convinced though that Willow had nothing to do with it. Knowledge checks are the same as normal.

Giles will also mention that he can't fly out there and be there in time. He tells the cast member that he will call back when he can.

Willy

The bartender is getting the hell out of Dogde, or Sunnydale as it were. If the Slayer goes to his bar she finds him locking up the place and a bunch of fishing gear in his hand. He sees her and comments that he hoped he would be out of town before she showed up. Willy does not take any beating up this time. He is more than happy to tell the Slayer everything he knows, which isn't much, as long as she lets him leave.

He has not heard about the angels, but has heard about Leviathan and he tells the slayer "Look, you are a good kid really. Take my

advice and get out of town. Take your little sister and your band of White Hats and go somewhere else for your own safety. Me, I'm going to a place where only the mosquitoes drink blood and the only thing I have to fight with are the walleye." If pressured about where he is going he says Canada.

Before leaving Willy does turn to the Slayer and says.

"I am sorry about your friend, the witch. That creep was in here the day he killed her bragging about it. I would've done something myself had I been there. She was one of the good ones." He smiles sadly, turns and leaves.

Spike

Eventually someone might think to ask Spike. If not then save this information for Act 2 and have Clem get Buffy and bring her to Spike then.

Whenever anyone does visit Spike they'll see he has been severely burned by the angels; he looks like someone peeled the first few layers of skin from him. Clem is caring for him, he says he needs a lot of rest in the dark and some blood from the butcher, which Clem has already picked up. The angels know who Spike is and did this as a warning to the Slayer. She is poking her nose where it doesn't belong. Spike is completely out of commission. Though Spike does try to get up to help, it is obvious that he is in a lot of pain and can barely move.

If Tara attempts to heal Spike (she can't by the way) he tries to get away from her the best he can. In fact he is terrified of her. He tells her he is glad she is back, but please just don't touch him. Clem is also very afraid of Tara, but he composes himself better and avoids any physical contact with her.

Clem offers his help. He is not a fighter, but he feels he should help.

Act 2: **So These Three Angels Walk in...**

This act begins in the Espresso Pump. If you are using Anya as an NPC then relate this information to the group at the end of Act 2. If the cast has not been to see Spike have Clem come visit Buffy now to take her to him. Of course the entire cast will want to come along.

If Anya is being played as a cast member then play through this section and have the other cast members watch.

Anya is in the Espresso Pump, absent minded reading the newspaper drinking coffee. She is usually found here because the Magic Box was not rebuilt and she is bored with the Vengeance Demon life. However her whole demeanor changes, as well as her facial features just before three customers walk in.

The customers appear normal, but they are far from it. They are the three rogue angels. Once they enter and see Anya the two in the back pull out large flaming great swords from seemingly nowhere. Only their leader, Stephan, is calm. He says in a very clear voice to other patrons, "Humans. Leave." Everyone human gets up and calmly leaves.

If Anya attacks then a battle ensues with Anya beat and broken. However if she chooses to kick them out, they leave only to come back later. If Anya talks to them they stay to reveal what they want. Award Anya one experience point if she does this and a Drama point for every bit of sarcasm thrown at the angels (things like hearing bells and asking if one of them just got their wings, calling them fly boys.)

The angels came looking for the Enochian Tablets. Anya can comment how she likes, but she of course does not have them. She can however get them, but the

price is very high. Stephan says that he can make rich beyond her wildest dreams.

The angels leave the Espresso Pump and Anya starts on her own set of contacts. If you wish to role-play her part then she needs a total of 10 success levels in her Wild Card (Demon Facts) skill for her Demonic Contacts. In any case she makes contact with E'rif E'nur and settles on a purchasing price within six hours. Anya can set on this task and rejoin the cast during Act 3. She has a cell phone that her contacts have the number to.

The Plan about a Man

At this point the cast should have also learned enough to track down E'rif E'nur themselves. If they don't then a timely email from Giles will have the name but nothing else, except to remind Willow how much he hates those damned contraptions (computers).

If Buffy has used her contacts then she can try to ask Clem. He does not know, but he does know that all the demony, underworld types do stop in at the bar on the wharf to get the latest gossip over a friendly game of kitten poker. He will also mention that people, very shady types, will also try to sell contraband magic there.

Shaking down the Wharf Bar is not the same as Willy's. First the crowd is a lot tougher. Secondly people and things go to Willy's to hear about what others are doing. People and things go to the Wharf to make sure they are not being talked about. However no matter what they do the Wharf is a dead end. But unfortunately the cast is not allowed to just leave.

Tara's and the Slayer's presence in the cast does not sit well with the other worldly types that frequent this bar. In fact one rather large demon has decided that he

is tired of angels and Slayers. Use the Demon Henchman stats from the core rulebook, increasing the strength as needed. This is meant only as an inconvenience to the cast. Allow the cast to talk their way out if they do a convincing job. If they can talk out of the fight grant them 1 to 2 experience points.

Anytime during Act 2 if the cast wishes to check with Anya she will not be found. Her apartment is empty and the Magic Box is still closed.

At some point during Act 2 Tara will give Willow a special codex of white magic. This will allow Willow to recover her magical abilities with no addition using only white magic. Tara materializes the book out of thin air. New spells from this tome are listed at the end of this adventure.

If she is asked why she is giving Willow the book now she confesses to everyone, but mostly to Willow, that she can't stay with them. That once this is over she has to go back. Let Tara's player know this ahead of time of course. The scene should be emotional for the characters. Give out drama points for anyone that acts this out well. Willow of course will be hurt the most. So much so that it would not be too out of character for her to become more clingy to Tara and not let her out of her sight. If Willow's player can do this convincingly then reward her with another Drama Point.

Act 3: **This is Going to Hurt Like Hell**

At some point the cast does find E'rif E'nur. He will be either at the Bronze or one of the local demon bars. To find him can be chance, or following his trail, shaking down demon informants or even use a good old fashion Cordy vision. She sees him

being killed by three men wielding flaming swords. However, when the cast finds him, he is most certainly alive. He is in fact finishing up a rather large glass of thick black beer at the Bronze. When the cast approaches him he immediately recognizes what Tara is. He comments that they might not serve her kind in here. The sage is in a good mood, if asked about the Tablets he will say that they missed their shot, that he just sold them to a collector of rare texts not more than two hours ago. If the casts asks, he will say the collector was heading back to L.A.

The *E'rif E'nur* sitting at the table is not the true sage, but an illusion by Stephan. Martin and Iossia are currently slicing the real E'rif E'nur into little bitty bits in the back alley. The cast can start off towards L.A. if they wish, or Cordy can use her contacts for a quicker answer. A phone call to Cordy's cell from Gunn, Fred or even Wesley will let them know that the Tablets are still in Sunnydale. This might take a bit for them to get back to the cast though. During this time the cast might stumble upon the remains of E'rif E'nur. This should get them to Anya rather quickly.

Upon getting to Anya's apartment the cast finds the door open and the place trashed. Anya is lying on the floor in a pool of her own blood, she has been very badly beaten up. At this Tara places both hands on Anya's cheeks and begins to mutter a prayer to the Goddess. Anya tries to back away and shows the same fear that Spike and Clem did of her, however she is too weak to move. Tara's hands and eyes glow a bright blue color as Anya is healed. But it is obvious that it is painful to them both. Tara pulls away her hands after Anya is completely healed to reveal her own hands are burned. Willow naturally should be concerned about Tara.

If asked about who did this Anya will tell them that it was Stephan and his Knights. She will also mention that they stole the Enochian Tablets. She suspects that they were going to go after E'rif E'nur as well, since he was the only other person with knowledge of the Tablets. The cast can let her know that they already did. If the Director wishes this scene may be role-played out with Anya's player. Use the stats for the Knights below and have them use whatever Drama Points they need.

At this point the cast now must stop the angels. If they succeeded earlier in discovering what is needed to kill angels now is the time to find weapons. Anya goes to the back of her apartment and brings out something for Buffy. She hands her an ornate box. Inside are four long ornate double pronged daggers. She tells Buffy that these daggers were a gift to her from D'Hoffryn. They can be used to kill angels. At mentioning this Anya looks up at Tara and then away in guilt.

Tara adds (again let Tara's player know this ahead of time if they did not discover this during the research phase) that they are only effective if you can get them in the eyes. The tips are wide enough to put out both eyes on a successful hit. If anyone asks "why the eyes", Anya or Tara will comment "the eyes are the windows to the soul".

Anya repeats the tale of them coming to visit in the afternoon. She then talks about how she found the Enochian Tablets, got the owner to agree on a price and proceeded to try to sell it to the angels. That is when they beat the crap out of her. She tells Buffy that they left a message for her to give. She says, "tell the Slayer to keep out of our business, soon she will no longer have to worry about this world or the people in it."

If asked what the angels plan to do now Anya, Cordy or Tara replies, use the Tablets to end all of creation. She will mention if pressed that they will need a private place that has been consecrated. She offers that the old abandoned Spanish mission out east of town would be the place they would go. Getting to the Mission is another story all together.

A large mob of demons and vampires has gathered in the streets. Many of these are from the Wharf bar. The demon population in Sunnydale is not happy. Angels are running around setting fire to them at random, killing humans, basically making the demons look like Barney. When demons get angry or scared they all have a favorite person to blame. The Slayer. The cast can explain to this unruly mob that they have nothing to do with the angels, but the fact that Cordy and Tara are in the group does not help their case. Though having Anya and Clem might.

Use as many demons, vamps or other nasties as you need to slow the cast down, but not really hurt them. This is an opportunity to show off Anya, Cordy and Tara's new supernaturally enhanced fighting chops. But everyone should be able to have a crack at a baddie. Use the Demon Henchmen and Vampire Minion stats from the Core Book. You might even wish to split the mob into different groups of smaller mobs, each independently trying to get to the Slayer. You may adjust their power as needed.

When they get done with the distractions they find the Knights of Elohim standing in a great circle. Stephan is reading from the tablets, Martin and Iossia are chanting. Once he is interrupted, say by a kick to back of his head, he stops to fight the cast. This would be a fine chance to take out one of the angels. Stephan has his back

to you, but there is a clear sight to Martin and Iossia. Normally they could hear the cast coming a mile away, but they are so engrossed in their work and so confident that the demon mob will take care of them that they are not paying any attention. So for this round anyone attacking gains a bonus of +1 due to surprise. If an angel is successfully hit then fire shoots out of his eyes like a flare and his whole body is consumed by flames. One second later there is nothing but fine black ash where the angel stood. For hitting the eyes use the same rules as a Stake to the Heart at -1 due to smaller target.

On a physical level Buffy is evenly matched with them as is Anya and to a lesser extent Clem. If Cordy is still with the cast she joins in the fight as well. Xander and Dawn are no match for them physically, but that has rarely stopped them in the past. Tara and Willow will use magic. This will be the first chance that Tara can help Willow with white magic. In fact Tara prefers that Willow would stay out of the conflict altogether, but Willow should not leave her side.

The combat should be swift and furious. Think "Crouching Tiger, Hidden Dragon" meets the "The Matrix" meets "Hellraiser". The angels are armed with flaming swords, hopefully someone remembered to bring some melee weapons. Fighting the angels is hard work since the cast cannot effectively kill them by normal means. If an angel drops to below zero life points it will regenerate enough in a round to get up again. Plus, normal weapons only do 1 point of damage per hit regardless of type. The idea here is the cast can overwhelm them with sheer numbers of attacks until someone successfully hits them in the eyes. Willow and Tara can use telekinesis to hold

the angels or even hit them in the eyes with a dagger.

In fact at some point if it looks like Buffy and her gang might win one of the angels decides to attack Willow with his celestial fire. Tara sees this and pushes Willow out of the way and takes on the brunt of the attack. Soon she is bathed in fire. The angel shouts with glee, "I killed her!"

The angels can not use this attack on innocents, so Xander (not exactly an innocent, but he has never personally killed anyone) and Dawn are immune to it. Buffy and Willow are the obvious targets. Both have taken a human life in the past and both are human. Tara and Cordy are immune to the effects due to their ascension. Clem and Anya are also vulnerable due to their demonic qualities. Of course the cast will not know this.

Act 4: Run And Tell All Of The Angels, This Will Be All Right

Tara walks out of the flame in her full celestial form. She seems taller and is surrounded by a corona of bright light. Her eyes are completely glowing a bright blue. She does not have wings, but her form is obviously angelic. This scene is also enough to grant anyone a +1 to attack the angel that attacked Willow and Tara. Typically that will be either Martin or Iossia. Stephan should be the last one standing. If a successful hit is made on him he will try to cover his eyes to prevent his soul from leaving. He will manage to get out before he disincorporates "this is not over Slayer. We will have the Creator's Love back. You and your little band of mundanes and half-breeds can't stop us!". There is a flash and a scream and his body is consumed by celestial fire.

The battle is over, but the war has just begun.

While the cast is gathering everything up after the fight and checking on everyone something else happens. There is a soft glow of golden light which gets brighter and then coalesces in the to the form of a tall middle aged woman. She is strikingly beautiful with short blonde hair and piercing green eyes. She wears a simple robe of white. She turns to the Slayer.

"Greetings. I am Luna, Seraphim of the Fifth Order. We thank you for your efforts in stopping the Knights. You have, once again, saved the world."

At this point Luna offers to heal anyone that needs it, including Anya. But that does not go over very well with everyone. Cordelia looks at the angel critically.

"Ok. I know something about Seraphim. You did not come here just to thank us."

"No", she replies. "Tara. It is time for you to return. You are needed elsewhere."

Allow everyone to protest this. The most vocal should be Willow and Dawn. Luna will state that Tara's time on Earth is over, and she needs to be where all pure souls go.

As Tara moves closer to Luna's out stretched hand (she knows she has to go) allow the players time to remember what they may have learned about angels. If they can't recall allow the whole cast at this time make a Knowledge roll, adding what ever success level they got when researching angels as a bonus. Anya and Cordy gain an automatic +2. The first to get 2 or more success levels should say "Exile". That is except for Tara who is still geased.

This gets both Luna's and Tara's attentions. Regardless who says it first Anya straightens up and says louder and clearer "Exile. Tara chooses exile!"

Luna focuses her attentions on the demon and Anya is visibly shaken. "You demon, can not make that claim for her." She turns to Tara and asks her "Do you choose exile?"

Tara knows what exile is. She renounces her celestial status to become fully human again. If she chooses not to then have teary farewell between the cast and the two angels ascend back to their heavenly dimension.

But it is expected that she chooses yes, then play the next part.

Luna says "Tara you understand that you will be human again. You can be hurt and die. You will be judged again. The Powers found your soul to be good and worthy of celestial status. That may not happen next time. Are you sure?"

It is expected that Tara will say yes.

Luna switches forms to her pure celestial one. She stands over 7 feet tall, she is surrounded by a bright gold corona, her eyes are also glowing gold. A set of a large, white, feathery wings come from her back. Her voice is loud, commanding and echoes from every corner in the Mission.

"Tara, Kerubim of the Fifth Order. You are hereby exiled from the Binah and all of the Heavenly realms. Your powers are gone. You will live out your remaining days here on Earth and stand before Judgment again on the merits of those days." Luna's eyes glow brighter and a bright gold light surrounds Tara. She stiffens, cries out and the light fades from gold to silver to blue and it is gone. Tara collapses onto the ground.

Luna shifts her form back to her "human" one. She reaches out to help Tara up and tells her "welcome home child." She reaches out and touches Willow's cheek, and says "take care of her". She glows brightly again and is gone.

The cast moves away from the Mission. Anya grabs the Enochian Tablets. Cordelia begins to complain that she has no one to drive with her back to LA. But in all honesty she does not seem to mind. They get to the outside in time to see the sun rising on a new day; Tara's new birthday.

Epilogue:

It's The End Of The World As We Know It And I Feel Fine

Getting back to the Summers' home is no problem. Everyone is ready to crash. Dawn goes to her room, Xander even opts for the couch. Willow and Tara return to the room that was once again theirs.

Have any of the cast members who think of going to the kitchen first spot the answering machine with one message. If no one does, have the phone ring right before Buffy heads to bed. It is Giles.

If they are talking have Buffy relay the events to him. If she mentions that Anya has the tablets he says he wants them and have her hold them for him. Giles is stunned and positively thrilled at all the news, but he has something on his mind that has had him cleaning his glasses for the last hour. He relates this to Buffy or it is also on the machine.

"Buffy, I have been going over the writings here, and Enochian is very hard to read, I don't have Wesley's skill in translation..." An 'out with it Giles' would be an appropriate here.

"Yes" he continues. "This Leviathan. He is featured in all of these End Times prophecies. A creature or god of astronomical power. If this is what is coming then we need to do everything we can to stop it."

Buffy will certainly say something along the lines of 'that is what I do' or even 'must be Tuesday.'

Giles continues, "Buffy. This is important. It says here the reign of Leviathan begins a 1,000 years of darkness. Now this part I am still not sure about, but given what happened with the Master and Glory..." again 'spit it out Giles'. "well the passage says 'Leviathan will reign a 1,000 years. His birth will be heralded with the death of the Slayers'". Yes. Both of them.

Wrap-up

Upon completing this Episode, Cast Members should be awarded a base two-four experience points with bonuses as described above.

Drama Points can be given out according to the guidelines given in the BTVS RPG Core book, also with bonuses as described above.

New Quality

Ascension

15 Point Quality

Ascension is what makes normal everyday humans into something else. Their life essences are replaced with the forces of pure good or evil. This is what makes humans into vengeance demons or into angelic servitors.

Note: This is listed as a 15 point quality, but Directors should have a valid and dramatic reason to allow a character to take this. Also note, this not the same a *True Ascension* which is what the Mayor was trying to achieve in Season Three.

When a character ascends they get a whole slate of goodies, and an equal portion of obligations and troubles. Ascension can be either divine or infernal. With divine ascension the character is known as a Keribum, which is sometimes confused with an angel. The character is certainly angelic,

but they are still mostly human. Infernal ascension is easier to come by, they're more demons and evil gods handing out demonic ascension. The character becomes some type of demon. Vengeance demons are the most obvious, but others can be done as well. Legends also tell us of humans that became something else, like the Valkyries or the Einheriar.

- Ascended humans receive the following Attribute bonuses: Strength +3, Dexterity +2, Constitution +3, Perception +1, Willpower +1.
- They gain Fast Reaction time, Nerves of Steel, and seven levels of Hard to Kill.
- They gain adversaries of all sorts. Divine ascension brings the automatic recognition and enmity of every vampire and demon around. Infernal ascension also brings the enmity of Slayers, Watchers, Initiative agents, Demon hunters, other demons and vampires! That Hard to Kill bonus is looking small now!
- +1 free level of Getting Medieval and Kung Fu skills.
- Damage is regenerated at a rate of one Life Point per Con level every hour.
- They are immune to the fire based attacks of other Ascended humans.
- Ascended humans do not need to eat, drink, sleep or breath to remain alive. They can do all of these things, but they do not need to.
- All ascended humans have a Major obligation to the Powers that granted them ascendance.
- They also gain one additional power as per their ascended type.
 - Keribum may heal 3 points of damage per 1 point of

Willpower they have. This can rid a person of disease, regrow limbs, remove tattoos. It however has no effect on the undead. Healing demons can be done, but touching them still causes damage at 1 point per touch.

- Vengeance Demons are given the ability to grant one wish of another. This power needs to be judicially ruled by the Director. Vengeance demons also gain the ability to teleport themselves any distance.
- Others gain the ability to become invisible at will.
- Ascended Seers gain prophetic visions that don't blow holes in the back of their heads. They also gain a limited healing ability, 1 point per 1 point of Willpower.

An ascended human gains a code of service from this quality, the major obligation listed above. The only ways out of this are to Fall, to become evil if they are good or Exile, to become fully human. Anya, for example, was Exiled by D'hoffryn when Bizzaro-Sunnydale Giles destroyed her amulet.

Slayers and Vampires cannot gain the Ascension quality as they are already in a fashion ascended.

New Spell

The codex of white magic that Tara summons up for Willow contains mostly instructions of how to live with magick without dabbling into the dark magicks. But there are a couple of useful spells as well. New spells from this book will be presented in each episode.

Turn Aggression

Quick Cast: No

Power Level: 5

Requirements: a chant repeated by two or more spell casters

Effect: This spell when cast grants allied combatants a number of levels of Hard to Kill equal to the combined Willpower of the casters. So for example Willow and Tara cast this spell on Dawn, Xander and Buffy. The girls Willpower scores are 5 and 4 for a total of 9. They can hand out 9 total levels for the duration of the spell, they opt for 3 each for Dawn, Xander and Buffy. They could have opted to give Dawn 4, Xander 3 and Buffy 2. The drawback of this spell is the casters are completely vulnerable to attack and cannot take any other actions. The spell lasts a maximum of 10 mins per the combined willpower score.

Supporting Cast Descriptions

Clem

Clem is demon, but don't hold that against him. He is friends with Spike and likes the Scoobies. Clem is not a fighter, his idea of a good night is some buttered popcorn and an all night "Knight Rider" marathon. He enjoys a good game of kitten poker and is not above cheating a little.

Name: Clem

Motivation: To stay out of trouble

Critter Type: Demon

Strength 6, Dexterity 5, Constitution 6, Intelligence 4, Perception 3, Willpower 3

Life Points: 70

Ability Scores: Muscle 18, Combat 15, Brains 9

Drama Points: 10

Qualities: Fast Reaction Time, Hard to Kill 4

Drawbacks: Demony form (unattractive -2)

Maneuvers

Name	Score	Damage	Notes
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Kick	15	14	Bash
Punch	16	12	Bash

Stephan, Martin and Iossia

The three Angels, the Knights of Elohim, are the main baddies in this episode. The cast needs to stop them before they can read the Word for the Undoing.

Name: Stephan, Martin and Iossia; the Knights of Elohim

Motivation: to gain their place back in the eyes of the Creator

Critter Type: Angels (Seraphim)

Attributes:

Strength 8, Dexterity 5, Constitution 6, Intelligence 4, Perception 5, Willpower 4

Life Points: 90 (94 for Stephan)

Ability Scores: Muscle 22, Combat x, Brains 10

Drama Points: 7

Qualities: Attractiveness +2, Fast Reaction Time, Hard to Kill 8, Nerves of Steel

Drawbacks: Adversary (demons, other angels, vampires, just about everyone) 7

Special Abilities: flight, celestial fire, healing, can only be killed by putting out their eyes

Maneuvers

Name	Score	Damage	Notes
Sword	22	32 + 1/turn	slash, stab, fire damage
Celestial Fire	22	—	Fire damage, x2 for demons and vampires.
Dodge	22	—	Defense action
Grapple	24	—	Resisted by Dodge
Kick	21	18	Bash
Punch	22	16	Bash

Helpful Tables

Success Levels

Roll	SL	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	

Spell Side Effect Table Roll a D10 and add the Spell's Power Level.

Roll Total	Result
4 or less	Phew! Lucked out, and the spell still works.
5-7	The spell is delayed. It appears the spell failed, but it will work normally at a time of the Director's choosing (ideally, a dramatically appropriate time).
8-10	The spell works, but it's less effective than expected. The duration, damage or effect is halved (if not applicable, then the spell is delayed as above).
11-13	The spell works, but the caster is damaged by its energies. The magician takes five Life Points of damage per Power Level of the spell.
14-15	The spell affects the wrong target (the Director decides who gets to be the lucky recipient).
16+	Spell has a completely unexpected effect. The magical energies run rampant, often causing physical damage to the area or summoning dangerous entities from beyond our reality. This also happens if the spell is disrupted during a critical point.

Magic Table

Dispelling	Success Levels (Power Level – 1),
Sorcery	Sorcery Level added to Spellcasting, maximum +5; quick casting possible,
Spellcasting	D10 + Willpower + Occultism, If failed, no result; If Success Levels < Power Level, Spell Side Effect Table; If Success Levels ≥ Power Level, successful casting
Telekinesis	D10 + Willpower + Sorcery, Success Levels equals Strength of effect Damage: Success Levels x 2, Bash or Slash/stab

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Buffy

the vampire slayer™

roleplaying game

LIFE POINTS 71

DRAMA POINTS 20

EXPERIENCE POINTS



CHARACTER NAME Tara Maclay

CHARACTER TYPE Hero (Keribum)

DESCRIPTION Ascended Human witch

ATTRIBUTES

STRENGTH	<u>5</u>	INTELLIGENCE	<u>3</u>
DEXTERITY	<u>4</u>	PERCEPTION	<u>3</u>
CONSTITUTION	<u>5</u>	WILLPOWER	<u>5</u>

SKILLS

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

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____

PERCEPTION (DIO + PER + NOTICE) _____

QUALITIES

Ascended (15 points)	Hard to Kill +7
Attractiveness +2	Honorable (Serious)
Empathy +1	Nerves of Steel +1
Fast Reaction Time +1	Sorcery 5

DRAWBACKS

Adversaries (lots) 5	Otherworldly
Geas	
Love	
Minority (Gay Wicca)	

COMBAT MANEUVERS

MANEUVER	BAST BONUS DAMAGE	NOTES
Dodge	<u>7</u>	Defensive action
Magic	<u>15</u> Varies	By Spell
Telekinesis	<u>10</u> *	Bash or Slash/stab

* 2 x Success Levels

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	



THE DRAGON AND THE PHOENIX

*"Did you want to be alone?" Buffy asked, moving closer to Willow and the grave.
"I already am." the red-head managed to get out before succumbing to crying.
Buffy cradled her friend's head and held her close. She looked down at the headstone
and whispered as a single tear rolled down her cheek as well, "Happy Birthday Tara".
The headstone read,*

*Tara Maclay
1980 – 2002
Loved by Willow
Loved by us all*

In television shows and in RPGs characters die. Very few of these deaths have polarized the fans and caused such controversy as the death of Tara Maclay.

"Eventually, this story will end for all of them. Hers ended sooner. Or did it.....?"

No, it didn't!

This first episode in a series of adventures allows you the fan to put things right; to see and play the return of one of *Buffy the Vampire Slayer's* most beloved characters.

This is the first freely available complete BtVSRPG adventure by veteran game designer Timothy S. Brannan, author of the first published BtVSRPG adventure *The Dark Druid*.
Now you can be a part of the action and drama.

This adventure requires the use of the "Buffy the Vampire Slayer Roleplaying Game" Core Rulebook.

Episode 1: Will We Burn in Heaven?