

Buffy

the vampire slayer™
roleplaying game

THE DRAGON AND THE PHOENIX



Episode 2: The if Dead of Night

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

By Garner Johnson

Additional contributions by Timothy S. Brannan

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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 2: The Dead of Night

Canst thou draw out Leviathan with an hook? or his tongue with a cord which thou lettest down? Canst thou put an hook into his nose? or bore his jaw through with a thorn?

Job 41:1-2

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

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Introduction

Six black robed figures stood in a triple circle drawn in powdered bones which contrasted markedly with their garments. Each had a seemingly glowing white square of vellum displayed on their breasts, suspended by a red pin. On the sheets was a pentacle of Solomon, a star of David drawn in red blood and surrounded by the names of various archangels and god. They held in their hands a glistening cream-colored wand with the words Tetragrammaton and Satanis inscribed along their lengths in silver and gold respectively.

A seventh person was laid out along the ground, their head facing east and their arms crossed over their chest as if already dead. The slight shaking and shuddering from the form belied that condition however. A series of severed left index

fingers surrounded the struggling body in a third circle.

“By the virtue of the Holy Resurrection, and the torments of the damned, We conjure and exorcise thou Spirits of the deceased to answer our liege demands, being obedient unto these sacred ceremonies, on pain of everlasting torment and distress.. Berald, Beraold, Balbin, Gab, Gabor, Agaba!”

The voices were throaty and feral. The barbarous names spoken with a controlled ferocity and constrained will. An mist unnatural for this time of year in Sunnydale softened and dampened the voices so that they did not carry very far.

One of the robed figures moved towards the head of the supine body. He muttered something unintelligible in a masculine voice, and the bone wand suddenly flattened and became knife-like.

“Death calls to death,” the others intoned as the first cut a scarlet line along the throat of the immobile captive.

“Blood and life, return to the Earth,” they intoned again as the crimson fluid pumped regularly onto the cemetery dirt.

“By the mysteries of the deep, by the flames of Banal, by the power of the East and the silence of night, by the Holy Rites of Hecate, we conjure and constrain thou Deceased Spirits to present thyself here

and reveal unto us thy violence and calamity. Alim, Jehoh, Jehovah, Agla, On, Tetragrammaton!”

A burning red light flashed out from the corpse amongst the robed figures into each of the fingers laid around it. A deeper and slowly throbbing red tendril snaked out of each finger and wound its way to thirteen graves nearby. The ground over each began to shake and shortly a hand, the flesh rotted and decayed, thrust upwards. A moment later a large number of cadaverous forms stood in the tattered remains of funeral suits and equally tattered flesh. Bright red sparks glowed in sunken sockets that regarded those that had summoned them.

“Adon, Schadai, Eligon, Elion, Lucifage, Eloï, Satanis, Messias, Ja, Hagios, Ho Theos!” The six chanted three times as they turned outwards towards the zombies they had raised.

“Go forth from this spot and show thy violence and calamity unto the world!” the first commanded.

Initially the zombies seemed to struggle to move forward, but after a moment they turned and began to leave. Slowly at first, but then moving more assuredly and less shamblingly the further away they got. The mist thickened, seemingly swallowing all of the obscene figures.

Director Information

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, Giles and Spike. Players also have the option of picking up a Sorcerer NPC by Act 3.

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, perhaps longish, session to complete, but may be enhanced as the Director sees fit to make it longer.

The overall plot of this episode is that a group of necromancers from the Order of 6 have come to Sunnydale in order to open a gate into the dimension where Leviathan lies dead, in order to use their necromantic magic to siphon off power from the dead god. The Order of 6 is different from anything Buffy and the Scoobies have faced before. They have access to a lot of information from demonic and necromantic sources, are an organized group, and know of the Slayer's existence and the threat she represents. As Director keep in mind that the organization is fairly intelligent and realizes they need to keep the Slayer distracted and out of their way. (For example the sacrifices they must use for their spells were taken from LA's homeless where they will not be missed and to prevent any investigations from aroused suspicions in Sunnydale.) Once they open the portal and absorb the power there, such minor threats as the Slayer are negligible and easily dealt with.

The Order has discovered that the point where Glory tried to return home was not entirely closed by Buffy's sacrifice. Her blood was close to Dawn's, but not the same, and she was not the Key so therefore a weak spot has remained, which can be ripped open through a special ritual that the Order has learned. Note that the Order does not need Dawn as the Key to do this. Nor do they know that Dawn was/is the Key. That is irrelevant to them. All they care about is enacting their ritual and getting at the power beyond.

They have four plans to allow them to succeed at their mission. 1. They will

raise some zombies and set them loose to wreak havoc, thus occupying the Slayer's attention. 2. They have three shapeshifting spirits that can assume the form of anyone whose blood has been spilled within the last 24 hours. They intend to use these beings to confuse the Slayer and Scoobies and sow dissension within their ranks. At the very least they will provide another distraction to mask the Order's true intentions by also threatening to open the Hellmouth thus drawing attention away from the weak point they need to open. 3. They will raise the skeletal remains of the Knights of Byzantium that Glory killed. Their leader's body was transported back home, but the rest of the remains were interred in Sunnydale. These will provide fine guardians with a higher than normal degree of fighting skill. The Knights also blame Buffy for their deaths, after all she had the Key and didn't relinquish it, and some she actually slew directly, so they should fight with more fervor against her. 4. Ben's body itself is also buried here in Sunnydale. The Order will raise this as well, and call Glory back to inhabit it. Glory will be pissed at Buffy for stopping her, while Ben is mad at Giles for killing him. Yes, the Order is playing with a bit of fire here, Glory will keep getting stronger the longer she is back and would eventually slip their control. However, they reason that once the power of Leviathan is theirs, they will have no problem controlling her or sending her back.

Besides being able to animate the dead, necromancy allows for the divination of the future through the dead. This means that if the group does something you as the director did not expect, there is a reasonable chance that the Order DID expect it and could plan a counter ahead of time. As said, this is a foe much more organized and resourceful than any ones Buffy has previously faced.

However, they are not all powerful. There are several things they did not, and

can not, "see" or divine. The first is that Tara is back. Her ties to "The Powers That Be" kept her return secret, so they are not planning on having to face an active witch. Similarly, their information is that Willow has given up magic and is no longer capable of spellcraft. They do not know about the Codex or that Tara is aiding her soulmate with white magic. Again they are not prepared to face this. Finally Giles and Anya are harder to clearly predict. Anya is a Vengeance Demon and thus hard to divine and Giles ties to the demon Eyghon, and his limited power, make him harder to clearly "see" as well. That is partially why the Order wants the shapeshifters to drive these two off or separate them from the group.

As a final note, this episode is designed to probably take about 6 hours, depending on combats, though it could last two sessions. It is also a bit more difficult roleplaying wise as it asks certain cast members to play out a shapeshifter when it takes their forms (to try and help fool the other players as to what is going on!) and some degree of intercharacter angst should also be played out. Otherwise the action factor is fairly high.

The following handouts are included to help each player get into character and give them an idea what their prime concerns are.

Buffy: At the moment Buffy's main resolve is to be a better parent for Dawn. She wants to make sure that Dawn is more involved with the Scoobies and that she sees all that Sunnydale has to offer. Dawn is in high school now and Buffy also wants her to succeed there as much as possible. She is still trying to find the line between being Dawn's sister, her surrogate mother, and her friend. She also still feels guilty about having ignored Dawn last year and is trying to make that up to her.

Buffy is also no longer so distant or distracted by her return from heaven. She knows she let her friends down last year, wasn't at the top of her game as Slayer, and that both of these need to change. She had been worried about Willow and her coming to terms with Tara's death and the fact that she killed two people. With Tara's return Buffy still harbors some doubts about how this will affect her best friend, about her return to the use of magic, and her general emotional state. Buffy wants to make sure that Willow does not return to dark magic and intends to watch and try and be more attentive from now on. Similarly she's also worried about Xander and his relationship with Anya. She thought their love would last forever and that things would really work out between them. She hasn't entirely given up hope that something can still be worked out. Xander may have needed a bit more time before committing.

Buffy is also excited that Giles is returning to Sunnydale. She missed his guidance and wisdom a lot. However, she also is nervous that she hasn't lived up to the ideals he tried to impart to her. She wants to prove to Giles that she is now more grown up and able to handle her life and responsibilities.

Buffy was finally fired from the "Double Meat Palace" and at Xander's suggestion opened a self-defense studio adjacent to the newly rebuilt "Magic Box". Her first class had four times the expected number of students show up.

The biggest question mark in Buffy's life is Spike. How does she feel about the vampire? She doesn't really love him, but she is both attracted and repelled by him. She still blames him for attacking her, but also blames herself for putting herself in that position in the first place. She should have been firmer and more forceful in letting him know things were over between them. She also isn't sure how to react now that Spike's soul has been returned to him. On one hand the situation is a bit too close to her

relationship with Angel. On the other Spike does not seem to want redemption, but to find his own path and still be a part of Buffy's life. If he weren't so useful to her, protective of Dawn and somehow remorseful over what occurred between them she'd have nothing to do with him or just stake him and be done with it. However, she does feel some guilt over how she treated Spike last year, using and abusing him, and so she hasn't formed any solid idea over how to treat the vamp.

If you are using the pre-generated Buffy from the BtVSRPG Core book then you need to make the following adjustments to her stats.

STR: +2 DEX: +1 CON: +2 INT: +1
PER: 0 WIL: 0 Life points should be adjusted accordingly. She also gains +1 extra level of Hard to Kill and gains the Emotional Problems -1 drawback (though she is working this out now). Buffy also picked up the Otherworldliness drawback (-1) after her return from the dead.

Willow: Right now Willow is in heaven. She has gotten back the one thing she never thought would ever return, happiness. She is having a bit of a hard time truly believing that Tara is back for good. She still half expects some perverse higher power to rip her away again and so is trying to keep Tara as close to her as possible. Willow will do anything to protect her and make sure she is safe. She wants no harm to come to her girlfriend, even if that means putting herself at risk to protect her. If she lost Tara again it would utterly destroy her.

Willow is also having some qualms about using magic again. She feels unworthy of getting another chance to help Buffy and the rest of the Scoobies, and also that if she messes up and lets the urge to use the darker magic overwhelm her that she'll lose Tara and herself again. Still, she hates to be useless and not be able to help those in

need. She feels even more compelled to do this now that she has personally killed two people. Neither were innocents, but at times she feels dirty and guilty over what she did. She finally has an inkling of what Angel likely feels, and how hard his path must be. She is also fascinated by Spike. Since his return they have learned that he now has a soul, yet he is able to deal with all the violence and torture he did in the past. And yet, somehow she feels that he is not truly evil, despite protestations to the opposite. If anyone might be able to help her learn how to cope with her actions while under the influence of the dark magic, it might be him.

Willow also feels that she has quite a bit to make up for to the other Scoobies. She almost destroyed the world and threatened all of them. It will take a long time to make things right with them. She also owes Giles a great deal as well for helping her out of her catatonic stupor she spent most of May and June in, helping remove the dark magic from her system and bringing her back from the edge of insanity over the summer. She has a great deal of trepidation about his return, especially over how he'll react now that she is using white magic.

If you are using the pre-generated Willow from the BtVSRPG Core book then you need to make the following adjustments to her stats.

STR: +0 DEX: +0 CON: +2 INT: +1 PER: +1 WIL: +1 Life points should be adjusted accordingly. She also gains +2 extra levels of Occultism and gains the Emotional Problems -3 drawback (though she is also working this out now). She also loses 1 level of occult library (she would have lost it all, but Tara's Codex helps.) Director's Note: Willow also gains 2 levels of sorcery, but at present is unable to use them.

Tara: Tara has recently returned from the dead and chosen Exile from heaven and to be with Willow instead of staying a Kerubim. She has a number of concerns now. First is exactly how she and Willow will interact. She knows Willow loves her and the feeling is returned, but she also knows that Willow has been alone for almost 6 months and that they need to rebuild the intimacy they had previously. Second she also knows that Willow is probably feeling guilty over what she did after Tara's murder. The use of dark magic, the torture and killing of Warren and then Rack. In truth, Tara is not quite as gentle as she always appears. She is worried that she understands Willow's actions too well. She wants to comfort Willow and ease her guilt, but at the same time is also sort of scared by the depths of darkness Willow descended into. She hopes that an exploration of white magic together will help them re-bond, ease Willow's blaming of herself, and increase her self-esteem.

Tara is also worried about what her own future will be. She needs to eventually sign up for classes next year and re-integrate into society, but is feeling some anxiety about this. She hasn't interacted with people a lot lately and fears she has become detached like Buffy did. She will want to try and learn from what Buffy went through and re-establish her friendship with the Slayer. She also will have the tendency to lose herself in being Dawn's mother, that is sort of her kneejerk safe response. However, she knows that that is Buffy's role and one she shouldn't intrude on too much. She needs to find a new way to relate to the younger Summers. The rest of the gang is not as much a concern, though she is worried that Anya's return to Vengeance Demon status could be a bad thing in the long run, and will tear her away from the group. Tara will also view Giles return with favor as she values his wisdom and mature viewpoint and hopes that he can help her

and Willow and provide some guidance to the group that was missing last year.

Director's Note: Tara still has a touch of divine power, though she is not aware of it yet. She can still heal people or herself at the rate of 1 Life Point per hour per CON point. Also vampires and demons can "see" this touch of the divine in her. It makes them wary or even a little fearful of her. Vamps or Demons must make a Fear check on their first encounter with Tara. A failed check means that the victim wants to stay as far away from Tara as they can even if it means leaving the area. (See "*Getting the Wiggins*" in the BtVSRPG Core Rulebook, p. 106)

If you are using the pre-generated Tara from the BtVSRPG Core book then you need to make the following adjustments to her stats.

STR: +1 DEX: +0 CON: +1 INT: +1 PER: +1 WIL: +1 Life points should be adjusted accordingly. She also gains +2 extra levels of Occultism, +2 of Sorcery, +1 in knowledge. She also gains the Emotional Problems -1 drawback (being dead will do that to you), Geas 1 (not to talk or communicate about her time in heaven or the afterlife until her mission on Earth is finished), Otherworldliness (the divine power left in Tara and which scares vampires and such), and 2 more levels of Adversaries.

Xander: Xander is currently in the role of mother hen. He has been watching over Willow, trying to help her readjust to life in Sunnydale and life without Tara. Now that the blonde witch is back, he is concerned that Willow will feel the urge to delve too deeply into magic again, and that she could lose it once more. He has been trying to help make sure Buffy and Dawn make up and drops not so subtle hints when he thinks Buffy is being either overly

protective of Dawn, or not attentive enough. Xander has tried to ignore Spike as much as possible. He still doesn't like the platinum haired vampire, soul or not. He never intends to forgive Spike for what he did to Buffy or what he did with Anya. Xander still feels badly over what he put Anya through, but his fear of commitment is not conquered yet. The fact that she returned as a Vengeance Demon still bothers him and he wishes there were some way to make it up to her and show her that he does still love her. He just needs some time to prove that he will not be his father. Lastly Xander is glad Giles is returning, valuing his ability to keep the group on an even keel and someone who always seems to be able to put things in perspective.

Xander's construction company has rebuilt the Magic Box and Buffy's new studio.

If you are using the pre-generated Xander from the BtVSRPG Core book then you need to make the following adjustments to his stats.

STR: +1 DEX: +0 CON: +0 INT: +0 PER: +0 WIL: +1 Life points should be adjusted accordingly. He also gains +2 levels of Mr. Fix it. His attractiveness is reduced 1 point due to the claw marks Dark Magic Willow gave him.

Anya: Anya is a Vengeance Demon again, and is torn in several directions. She is still pissed at Xander for leaving her at the altar, but she still has feelings for him and really does not want to invoke vengeance on him anymore. However, occasionally she does say something just to make sure Xander remembers how much he hurt her. Although she has duties as a Vengeance Demon, Anya still runs the Magic Box. She should be enjoying the return to power and immortality more, but her period with the Scoobies has shown her how important love and friendship can be. She really doesn't

want to leave them, but also doesn't know if she truly belongs with them either.

Anya is still blunt, to the point and often tactless, but seems to be more human as a demon than she was since her amulet was broken three years ago. Anya is confused and hopes that maybe with Giles' return her role for the future might become clearer. Until she figures it out, she continues along torn between acting like nothing happened and blaming everyone.

The bright side of her new situation is Anya now charges the Slayer rent.

If you are using the pre-generated Anya from the BtVSRPG Core book then you need to make the following adjustments to her stats.

STR: +3 DEX: +2 CON: +3 INT: +1 PER: +1 WIL: +1 Life points should be adjusted accordingly. The biggest change to Anya is she gains the Ascension Quality (15 points). She gains Fast Reaction time, Nerves of Steel, and seven levels of Hard to Kill. She also gets +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. She is immune to the fire based attacks of other Ascended humans. Anya does not need to eat, drink, sleep or breathe to remain alive, but she does to maintain a façade of humanity. She also has a Major obligation to D'Hoffryn, the demon that granted her ascendance.

Director's Note: Anya poses some interesting problems for Directors. Her return to demonhood has made her very powerful. She can teleport, is very difficult to hurt and not to mention grant wishes. Some Directors might want to have Anya remain a Non-Player Character (NPC), this way she can provide information as needed and also be out of the way when needed. This can always be dealt with having Anya needing to answer a call of vengeance.

Dawn: Dawn started high school this year. It is a much bigger school, with lots of new faces and plenty of chances to make new friends. The question is, will she fit into her own age group, or will she tag along with the Scoobies and her sister? Dawn still idolizes Buffy to a certain extent, but also realizes that she's not perfect. Dawn wants her sister's attention, approval and to be treated like an adult more than anything. Despite that she can still act like a child at times as well. The process of growing up is still going on. Dawn is happy that Tara is back, she missed having her around, and felt terrible for Willow. Dawn will do anything to make sure Willow and Tara remain together and safe. She still likes and looks up to Xander, but doesn't really understand what went wrong between him and Anya. She also doesn't know what to think of Anya being a demon again, but supposes it's something she just had to do. Dawn doesn't have a big opinion on Giles' return, he's old and funny, but she supposes Buffy will be happy to have him back so that must be good. Dawn is unsure of her feelings for Spike. She still thinks he's kinda cute, and having his soul back and not being all mokey like Angel is cool, but she also knows he attacked her sister and crossed a line he shouldn't have. However, Buffy still took her to his crypt for safety, and hasn't just staked him yet so some sort of peace must have been worked out between the two. Whatever happens between Buffy and Spike, the younger Summers still enjoys hanging out with the former Big Bad. It's as close to walking on the wild side as she gets.

Overall, Dawn just wants to be more involved in Scooby activities and to be a full-fledged member. Buffy promised to show her the world, she intends to hold her to that.

If you are using the pre-generated Dawn from the BtVSRPG Core book then you need to make the following adjustments to her stats.

STR: +1 DEX: +0 CON: +0 INT: +0
PER: +0 WIL: +1 Life points should be adjusted accordingly. She also gains +2 levels of Kung Fu due to her sister giving her some training.

Giles: Giles is returning to Sunnydale to act as Buffy's Watcher once again. He still blames himself for some of what happened last year, though he knows that his decision to leave was the right one at the time. Now that Buffy seems to finally have acclimated to life once more, he believes it is all right for him to return. However, should there be any signs that Buffy is becoming dependent on him, or sloughing her responsibilities, he does not intend to let things slide but to call her on it. He will also be much more watchful of her interaction with both Dawn and Spike. Giles still does not entirely trust Spike and believes that unlike Angel, Spike even with a soul will eventually return to his evil ways. Giles knows Anya is a demon once again, but is unsure how to view this. If she truly had no ties or emotional attachments she would have left long ago. Giles is probably the only one to understand that Anya is torn between power and loneliness. He will try and guide her as best he can. Xander is something of a puzzle to him. American males react so much differently than British ones. Giles hopes that Xander's continued maturity will not stop.

Giles other big concern is Willow. He is certain that Tara can handle the power and magic that she has learned, but remains worried that Willow will not be able to resist the call of the dark magic. Her potential to be a danger to the world is great. Giles knows she has a kind and gentle heart, and is determined to nurture that side of Willow once again. He also feels that by stressing

the computer arts Willow seemed so good at, he might be able to distract her from the use of magic. Giles will view Willow's return to magic with some fear and hostility. It isn't safe for her or the rest of the group.

If you are using the pre-generated Giles from the BtVSRPG Core book then you need to make the following adjustments to his stats.

STR: +0 DEX: +0 CON: +0 INT: +1
PER: +0 WIL: +1 He also gains +1 levels of Sorcery and Occultism due to his involvement with the English coven.

Spike: Spike now has a soul, but he is not Angel. He is not out for redemption, nor does his conscience seem to have grown very much. He would like to punish Buffy for spurning him, but he would also like to win her back. He regrets attacking her, but is still confused why she let things go so far. The Slayer could have stopped him at any point. In the end Spike values Buffy's approval because she has been the only one to treat him like a person, a man, and perhaps even an equal. She may not be able to love him, but gaining her respect and trust back is important to Spike for it will restore a lot of his respect for himself. To that end he intends to be as useful and helpful as possible. He will not press the personal angle unless she seems open to it. The Slayer may never be his girl, but he can still be a valuable part of her life. He is able to still act with force and some degree of malice, but the need for outright cruelty and viciousness has faded greatly. In the final analysis Spike might be the most practical member of the group, able to do whatever is necessary at the time.

Spike's view of each of the other Scoobies has changed only slightly. He still thinks Xander is mostly a wanker, and blames him for leaving Anya at the altar. Clearly he hurt her immensely and doesn't deserve her regard, which he so clearly still

has. If Spike's needling can make Xander more of a man, than that is all for the best. As for Anya, if she decides that she wants vengeance, than Spike is more than willing to aid her in it. If she wishes to try and reclaim whatever they had, that is fine as well. Spike thinks her return to demonhood is an obvious attempt to deal with her pain but that she needs to decide whether she is a demon or a human rather than switching between the two. As for Willow, Spike is not sure what to make of her. He missed her descent into dark magic, but approves of her torture and slaying of Warren. He obviously deserved much worse and if Spike had been in Willow's position, he would have reveled in it. Still, some souls are not made for these sorts of things and he is relatively certain that Willow falls into that category. He hopes to win favor with Buffy by helping Willow deal with her guilt. Tara is a different matter. There is something...pure about her that makes him nervous. It's not that he fears her or doesn't like her, he is just a little uneasy around her. Now Dawn is a different matter. Spike likes the "niblet" more than he is willing to admit. She shows a great deal of courage and determination under adversity, doesn't flinch from the dirty work, and that reminds Spike of himself a bit. Maybe how he could have been, if things were different. Spike will protect Dawn for his own reasons, and scoring points with Buffy or not is not part of the equation in this case. Spike views Giles as an authority figure and because of this will always give him a hard time. What's the use of being a rebel if you can't tweak the only adult that's around after all?

If you are using the pre-generated Spike from the BtVSRPG Core book then you need to make the following adjustments to his stats.

STR: +0 DEX: +1 CON: +0 INT: +0 PER: +0 WIL: +2 He also gains +3 Kung Fu and +2 Getting Medieval. While Spike

has a soul, it has not affected him much statwise, the changes are from the previous season and surviving the test.

A note on magic

One of the themes of this episode is the nature of magic. What makes magic black, what makes it white? Even after setting some distinctions the lines will be blurred as necromancy and blood magic will be used by both the bad guys and the white hats. In truth most magic is neither good nor evil, black or white. It is the intent of the wielder that makes it one way or the other. Think of magic as a gun, it can be used to either holdup a bank or stop a bank robbery. However, there are certain things that can only be classified as evil magic. These are spells that require unwilling human sacrifices of blood or death, something that creates vampires or other undead, or those which specifically torture and kill their targets in a vile manner. Spells that subjugate, break or destroy another's mind are also usually evil as is anything that destroys the soul of another. Finally making a pact with dark forces that wish to harm mankind for magical power is also considered an evil act. Any of these can lead a witch or warlock down the road to addiction to the thrill and power of dark magic.

White magic is different from dark magic in that it usually works within the natural order, though sometimes at a speeded up rate, counteracts black magic, or is almost entirely passive in nature. Things like chants, charms or herbs of protection that keep evil magic at bay, speeding up the growth of plants by two or three times their normal rate, creating a small defensive barrier around oneself to keep harm away, releasing the energy contained within an evil spell thus dispelling it, bestowing a blessing for general good fortune, charms, chants or herbs to cause evil to bypass or overlook someone; these sorts of spells are pure

white magic. They cannot be used to harm anyone. Almost everything else is gray to some degree or another. Transmutation of the elements is usually allowed a white witch or warlock for all things are really one, and altering the elemental form of inanimate material does not go against the true natural order of the universe. BUT even this could be used for harm, and if so would no longer be white magic.

In Willow's case she can no longer use telekinesis, telepathy or any of the combative magics she has used in the past. She is currently restricted to spells that are passive and cannot be used to attack someone. She can transmute the elements with Tara's aid, but even then if there is any intent for direct harm the spell, as learned through the Codex, will fail. Even the tiny Tinkerbell light is not natural and something that is currently beyond Willow, though she still has the means to find Tara when she needs to. However if she did need some light she could transmute some air into fire to create a light. Of course she better have something to contain the fire for it will not just float in the middle of the air, fire doesn't typically do that.

The director may wish to discuss some of the above with Willow and/or Tara's player's prior to the start of the game.

Previously on Buffy...

Tara returned from the dead, sent by "The Powers That Be" as a Kerubim, along with Cordeila to help the Scoobies defeat some renegade Angels, the Knights of Elohim, from unmaking the world. To aid in this mission Tara has also brought a Codex for Willow to study to help control her dark magic urges. Their search for the Angels and Enochian Tablets leads to a fight in a demon bar, Anya getting attacked, and eventually a confrontation at a mission outside of town. After defeating the Angels, Tara chooses Exile from Heaven in order to

stay with Willow, and is once again made mortal.

Teaser:

Willow and Tara are together in the Summer's home practicing spells, learning some of the new white magic contained within the Codex. Have them discuss how they view magic and its purpose then practice a spell. Suggest a simple transmutation of the elements (turning some dirt to fire then water then air and then back to dirt) within a small brazier. (Have them make a Perception + Occultism to work together. Each Success level adds one to their resulting spellcasting roll as the pair are more in synch with each other. Then have them make the usual spellcasting roll to get the spell right.) Have them do two elements before suddenly the spell goes awry, similar to the floating rose spell. This could be too much water suddenly splashing all over the area or a sudden huge jet of fire. Have the two discuss what went wrong and make Perception + Occult roles to notice that some seriously evil magic just occurred somewhere in Sunnydale. Since it's late, Buffy is already on patrol, and they have classes tomorrow, they'll have to wait 'til later to tell the Slayer what happened.

Meanwhile, Buffy and Xander are in one of the cemeteries on patrol. Have them talk about how weird it is that Tara is back, what this might mean for Willow, her return to magic, and what they think about Giles coming back tomorrow. They come across a couple newly risen vamps. The fight should be short and then have them notice the open graves, a lot of open graves. (If they stop to count there are 26 total!) They may also notice (Perception + Notice rolls) what looks like an obscured circle and the traces of some symbols in an area where it looks like a ritual was enacted amongst the open graves. They do not recognize any of this and will have to research them later. It is too dark and foggy

to follow any footprints which in any case seem to also have been hastily concealed. Perhaps tomorrow afternoon they can come back and investigate more fully.

Act 1: The Rumors Of My Death Have Been Greatly Exaggerated...

The group is split up the next afternoon with everyone to meet at the Magic Box in a bit to discuss what was found last night: Cut to each group, give them a chance to talk/roleplay to get into character a bit. Willow is just leaving class and Tara meets her outside. The two intend to go get some mochas before heading over to the Magic Box. Xander has left work early to get Dawn and is currently at the Magic Box with Anya. They are sort of avoiding each other and still trying to come to some conclusion on how to treat each other. Dawn is in the back room after having been picked up from school by Xander. Dawn is complaining to Spike about not being allowed to go anywhere or be treated like an adult. Buffy is at the airport picking up Giles. They obviously haven't seen each other since Dark Magic Willow and their greeting should be a bit awkward. Give each group maybe 5 minutes or so to roleplay, but if things get slow cut to one of the other groups.

As each group is talking they are all attacked by seeming muggers with strange knives. The attacks continue until almost everyone is hit by the blades and then the attackers back off and flee. Buffy and Giles will be attacked by the most. These are humans and if any are captured the police should be called. Any prisoners will claim they are desperate for money. Any further questioning will lead to the mugger in question suddenly collapsing to the ground as if their bones have turned to jelly, which is exactly what happened. Have at least one group come up with a knife at the end of the encounter (probably Buffy and Giles.) As a director note remember it is the cultists mission to bring back the blood of as many of the Scoobies as possible. They aren't stupid and will pick up the blood blade of a fallen comrade and flee if necessary. You

might have the first round be a surprise on Buffy and Giles and then just have the attackers flee.

They all should meet back at the Magic Box and discuss the strange attacks. Research on the knives will discover:

Success Levels	Result
1	They are forged in an ancient style not found often today.
2	They are designed more to wound than kill a person.
3	These are ritual blades used for blood magic spells.
4	They are very old and probably of European manufacture.
5+	They were last known to be used by an obscure group of greatly fear magicians known as the Order of 6.

Research on the Order of 6 will discover:

Success Levels	Result
1	They are European in origin, probably in Italy, and were greatly feared and shunned.
2	They were formed in the late 1400s with personal wealth and power as their goal.
3	They were hunted by the Inquisition for use of blood and black magics, but oddly with little success.
4	They usually operate in cells of six members. The Order has many cells.
5+	Their specialty is Necromancy and they were reputed to be able to deal with all sorts of undead.

A little more research on Necromancy will give the following:

Success	
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Levels	Results
1	Necromancy is the art of diving the future through the dead. It also can involve re-animating corpses as zombies or skeletons. It is considered one of the most blasphemous and abhorrent of the black arts.
2	Necromancers often have to make blood sacrifices to power their spells.
3	It is reputed that Necromancers of skill and power have the ability to control undead through their art, including vampires, ghosts and various obscure forms of spirits.

At some point they should discuss what happened last night. If Willow and Tara talk about their spell going awry, Giles should be very upset. A argument concerning Willow's continued use of magic and the dangers this represents should erupt with everyone putting in their two cents. Buffy may recall the open graves and the ritual signs and symbols. For Willow, Tara and Giles to be able to make any conclusions about these, they will need to go there and investigate directly. Depending on how this goes it could be worth a Drama Point each for the players involved.

Buffy and Xander will also mention the open graves at some point.

Act 2: Into the Eyes of a Stranger

The group heads to the cemetery and investigates the ritual and symbols. Perception + Notice are necessary to be able to copy down the site. Perception + Occultism will only yield that a magical circle was drawn and then the symbols laid along its length. It will be necessary to look in the books to ascertain what these mean. However, 4 Success Levels on the original perception check will allow them to follow the tracks if they so desire. The tracks also

suggest that the creatures that rose were zombies, not vampires due to the shuffling gate.

If the group follows the tracks they will soon scatter. They can however follow a larger group of the zombies that headed more directly in town. They did not travel very fast, and seemed to hide in a clump of trees during most of the day. Since it is now cloudy and mostly overcast they must be moving again. The tracks lead to an evening soccer or football game at one of the lighted parks. A group of six zombies is attacking as the cast arrives, people are fleeing and screaming (which the gang might hear before they actually get there.) A short fight with the zombies should result in them all being dispatched and the people saved. However, the group should realize there are a lot of zombies about and they scattered all over Sunnydale.

At this point the director wants the group to split up. Either they should split to track the other zombies, and this will take forever with the others all separated, or some can patrol while the book types head back for a little research on the circle and symbols. You can have any NPC cast suggest the split if the group doesn't think of this. All the director cares is to get them into at least 3 groups. Also mention that Anya has bookwork to finish at the Magic Box, and that Dawn has homework that needs to be finished for tomorrow's class and that Tara often helps her.

Those that follow more zombies should make Perception + Notice rolls to find a few more, which are easily destroyed (no need to play that out) since they are alone. You might want to describe a bit of the incidental carnage the zombies have caused though. Houses attacked, families ripped apart. But no brains eaten!

Because, the shapeshifting spirits which have been following the group, they will use this time to appear as various members to try and confuse anger and further distract the cast. It can be anyone

that the muggers took blood from, though Tara, Giles and Xander work best. Have the player whose character is being impersonated actually play the shapeshifter and give them the following information to work from:

Tara: Go to Willow and tell her that you are thinking Giles may be right. That the temptation to use magic will be too dangerous, and she might be a threat to Dawn or any of the others if she continues. That you don't know if you can trust her to use magic responsibly and that she should give it up. You would hate to make her choose between you and the magic, but you need to know she loves you and not the return of power. The ultimate goal here is to get Willow pissed at Tara, upset and hurt, and maybe even angry with Giles for butting in.

Giles: Go to Buffy and say that you have discovered that the symbols are similar to magic that Jonathan and Andrew worked last year. Be confrontative and suggest that if Buffy had really been paying attention to her duties last year, this wouldn't have happened. Perhaps it is time for her to find the remaining two nerds and deal with them? If Spike is present give her some grief over her continued association with him. He is obviously too big a distraction for her and that interferes with her responsibilities. Say that if she insists on being treated like a child then you forbid her from seeing Spike anymore. Stress the disappointed fatherly role and how much you believe Buffy needs to grow up. Try and get Buffy to the point where she doesn't want to speak with you anymore and encourage a rift between Buffy and Spike.

Xander: Say you came back early to discuss your relationship. Ask Anya what her intentions are. You are still not ready for any permanent commitment and if she

can't handle that than why is she still staying here? She's a demon now and the Scoobies fight demons. Maybe she is hanging around because she wants more of Spike. Tell her not to worry there as Buffy has him all covered and Spike doesn't settle for second best. Suggest that Anya would be better served out wreaking vengeance than hanging around here, after all there is no forgiveness in her otherwise she wouldn't have become a Vengeance Demon again. If she does show signs of having feelings for Xander or wanting to get back together make it clear that you couldn't even begin to have a relationship with her while she's still a demon. The idea is to get her mad enough to leave.

Director's Note: use at least one shapeshifting spirit, preferably two, and all three if you can work it. If any of the above are NPCs than you obviously have to play out the shapeshifter's actions. Remember that you can always have someone else be impersonated, with the goal being to splinter the group or just delay them through anger. This might be a bit difficult to manage roleplaying wise and if you think your group isn't up to it just have the shapeshifters impersonate whichever cast members are NPCs. If the Players do a very convincing job in sewing dissention then they should be rewarded a Drama Point each. If the other players figure out what is going on before hand convincingly then they should be awarded an Experience Point each.

Researching the ritual is relatively easy and success will tell them that the circle is a variation of Solomonic magic used to raise spirits or perhaps the undead and thus necromantic in nature. The circle protects the caster's from the summoned creature's wrath since they can't cross the circle. The symbols raises the dead that died suddenly and have a particular hatred for the living due to their untimely demises. It does

not seem to specifically control them and the zombies would be left to their own devices. It was done with great skill and fairly quickly suggesting a powerful foe. It is also obvious from the layout that six members were involved, as was a human sacrifice. If they check no one has been reported missing in Sunnydale in the last few days. If they investigate the sacrifice more this line is obviously a dead end since the sacrifice was brought from LA. Note that the body was taken to be raised later and so has not been found. These guys are a serious threat. Have Willow make a straight intelligence roll to think up looking in the Codex for a counterspell of some sort. Willow and Tara might be able to dispel the magic animating the corpses and Tara might be able to learn a spell to make it easier to track down the remaining zombies. Research in the Codex will require an Intelligence + Occultism role as per the standard spell research rules.

Director's Note: *Dismiss Undead* is presented at the end of this adventure.

Willy will also have some info if anyone asks him: That some new magicians are in town and that the locals are all in hiding or out of town. The vampires especially fear being controlled or taken over which these guys seem to be able to do, and that any vampires who have seen them say they stink of blood magic. Once they have some of your blood their spells are almost impossible to resist. Spike's street contacts will get something similar. Either should also mention that as a matter of fact there is a rumor of a new guy from Europe in town, staying at one of the nicer hotels who some have seen in the cemetery last night carrying a white (bone) wand.

Investigation of the last man will result in the name Simone Charret, but no real background on who he is, though if the Watchers are consulted they believe he is a necromancer who was last in Egypt or the Mediterranean area and that he has been associated with several necromantic groups, but never stays with them for long.

The Act should end with Spike, Willow, and Tara all sensing a spell being cast from the cemetery. (Perception + Occult roll) It is definitely necromantic in nature (which why Spike can also sense it) and spreading throughout the town. It seems to be centered at the ritual point the group just investigated earlier.

As an alternative have the investigation of Simone divulge that he has left his hotel at sundown and that various people/vamps/demons saw him go back to the cemetery with the open graves.

Act 3: I Gotta Bone to Pick With You

At the cemetery Simone is indeed casting a spell. The group is likely to interrupt, and Simone will plead with them not to interfere, but they probably will anyway. Initially Simone will try and get the group to leave as it is dangerous in the cemetery at this time. He will say that this is no place for young adults and that they should go home. (Keep in mind that though Simone knows what a Slayer is and has met some, he does not know that Buffy is the Slayer nor would he recognize her anyway. He assumes they are just a bunch of college students dating or taking a shortcut.) Once convinced that Buffy is the Slayer and that they are hunting the zombies as well he will tell them that he is indeed a necromancer, but not one of the Order of 6. He is a solitary practitioner who has been following the Order of 6 for some time and is here to try and stop them. He is not entirely certain what they are up to but they can talk about that later. Right now he was summoning the zombies so that he could lay them back their graves. Now, thanks to the group, they are returning, but will have to be destroyed. On cue, the zombies start shambling forward. Have a nice fight here, everyone should get to chip in, and eventually the zombies will all be defeated.

GM Sidebar: Simone Charret:

Simone is a Frenchman age 56. He is 5'9" with short black hair and a neatly trimmed beard and mustache that is shot through with gray. He wears dark clothes that seem dress casual, and good for moving about in cemeteries.

His parents were killed by vampires when he was 12 and he vowed that he would do anything he could to try and avenge their deaths and see that no one else suffered a similar fate. This vow and research into the nature of vampires eventually led Simone to the occult and specifically the practice of necromancy. Simone reasoned that one who could divine the future through the dead might be able to predict when and where the undead would appear, and through necromantic powers befuddle them long enough to dispatch them. He could also raise the spirits of those slain in unusual circumstances to discover if vampires were involved. That such practices are viewed as abhorrent and blasphemous by most, or that his soul could be at risk, did not faze Simone. He quickly mastered Cornelius Agrippa's Fourth Book, the Heptameron, Ebenezer Sibley's works and then continued on into more dangerous grimoires like Red Dragon and Edward Kelley's secret journals and beyond. When he was skilled enough at this darkest of arts, he went back to his home town where his parents were killed and raised their spirits to find out who it was that killed them. He then hunted and killed the vampires, exposing them to the sun's purifying rays.

Since that time Simone has continued to learn and traveled Europe and the Mediterranean helping people and hunting vampires. He discovered the Order of 6 quite by accident, stumbling on one of their necromantic operations. Simone quickly concluded that these were they type of men and women who reveled in the dark arts and had signed infernal pacts with various dark forces. Simone won the initial

magical confrontation, but was injured in the process and made a powerful enemy out of the Order. Of course Simone has heard of the Slayer and even met one (Nikki) over twenty years ago while traveling in New York. He respects the power and purpose of the Slayer, but feels that most do not travel far enough to help those in remote areas. He continues to despise those that use dark arts for their own purposes, and maintains a deep seated dislike for vampires. Although driven and determined, possessing an iron will, Simone is not entirely a hardened hunter and still enjoys much of life, having a great weakness for dance and ballet as well as a love of cooking. Once Simone's trust is won, he can be a valuable ally.

Simone knows that the Order of 6 have come upon some ancient text gathered by the Inquisition that mentions a dead god which is yet not destroyed and which will rise again. In Egypt through a ritual summoning the servants of one of the Egyptian Gods (he is not sure which) they discovered that there is a dimensional gash in Sunnydale, and that through it they may access the power of this dead god and elevate themselves to near deific levels. He knows that besides the ability to raise the dead, command almost any undead, the Order is especially good at blood magics. Their spells are definitely evil in nature as they all involve blood let from themselves or more usually unwilling sacrifices. This gives their magic great power and effectiveness. Simone has long held that this could be a weakness, but has never been adept at the lighter magic that would be required to take advantage of this.

On any perception check both Willow and Tara will detect the aura of Dark Magics all about Simone. Note, Simone's eyes never turn black when he casts.

After the fight Simone will head back to the Magic Box with the group.

This might be another good spot for a discussion on the nature of magic and what it is that Simone is doing, dark magic or not? He will tell the cast what he knows concerning the Order, their research, the dimensional tear and that he believes they seek to use their power over the dead and undead to absorb its power, making themselves into demi-gods. He fears the Order is almost ready to start the final ritual. (See sidebar for more details.)

At this point everyone should be thinking Hellmouth. They might decide to go there and check it out. If not, have Spike, Simone, Tara, Anya and Willow sense (Perception and Occultism) that something is being done to the Hellmouth.

When they go to the Hellmouth in the basement of the new High School, they will find what looks like six robed necromancer types in a big circle casting a spell to open the Hellmouth. A fight should ensue, three of the “necromancers” are vampires under control of the Order, the others are the three shapeshifters that impersonated various of the Scooby gang. This might come out during the fight. At the director’s option the Shifters might actually change shape to help sow dissension. The blood sprits have the same physical stats as the character they are imitating.

After the group wins they might start to doubt these were really the necromancers they were looking for. As they leave the high school and are away from the Hellmouth a bit, Simone will sense that another necromantic spell was completed while they were occupied. He thinks it was at one of the other cemeteries. (If anyone asks Simone sensed this spell because it is similar to what he does. The Scoobies only sensed his spell because it affected the entire town, trying to draw the zombies back. This one was more localized.)

He can lead the group there and see more open graves, even greater numbers than at the previous cemetery. Looking at

the tombstones will show these were the Knights of Byzantium which Glory killed. Simone turns to the group and says that he senses another use of blood magic and necromancy to create a portal at...

He is cut off as a formerly shapely hand thrusts out of his chest. His body will fall to reveal the rotting, undead form of Glory standing behind him.

Director’s Note: You do not HAVE to kill Simone here, the choice is yours. If you want to use him again in a future adventure or have him as a sort of recurring character use the following instead: Simone’s words turn into a shriek as he suddenly goes flying through the air, hitting headfirst with a sharp crack against one of the tombstones about twenty feet from where he stood. In his place is the smirking, rotting, undead form of Glory. Simone suffers from a cracked skull and concussion in this case and once taken to the hospital will not wake up until after the adventure is over. Even Tara’s healing will fail to fully revive him and she should be told that injuries involving the brain are the most tricky to repair. The main point here is that he should be incapacitated after Glory’s attack.

The former HellGod attacks and knocks Willow and Tara for a loop and then beats on Buffy. During the fight Glory should taunt Buffy that there is no way she’ll win this time and that Glory will not be so forgiving to her friends. “The little red haired witch will be the first to be torn apart!” (go ahead and have a short fight here, but don’t have Glory kill anyone!) She stops when she comes across Giles and suddenly reverts to an undead Ben form. Ben will stare wide eyed at Giles and declare, “You killed me! In cold blood when I couldn’t resist! Murderer!”

At this point Ben will run for it, and is surprisingly fast. If anyone chases and gets close have Glory take over again and

zip away laughing that they'll meet again when she's stronger.

Act 4: Bring Out Your Dead!

The group should deal with the revelation that Giles killed Ben. How do they feel about that? How do Buffy, Willow and Xander react? Have the group play this out and if any cast members are NPCs have them act outraged if necessary to get things started. A comparison of Giles actions and those of Willow's should come up.

While this discussion occurs the group will probably return to Magic Box to research the possibility of another portal and maybe check with Willy or Spike's contacts. Willow and Tara should be looking up blood magic and how to protect against it in the Codex (have them role Intelligence + Occultism as normal) The players might hit upon the point where Buffy made the ultimate sacrifice in The Gift. If not Willy knows things have been especially dangerous in that section of town and that there have been whispers of an army of undead moving about in that location wearing armor and carrying swords. If the players do not go to Willy's or hit on the solution, have Clem show up seeking the Slayer and protection. While he was out looking for food he saw a large number of desiccated Knights heading towards the former work site and tower that collapsed last year. He fears that whoever is controlling them is planning something big.

After some nervous looks the group should end up going to that spot where they will discover that the tower is still not rebuilt. The area where the portal once was does glow faintly and shimmers as symbols flash into being around it. Have the players make Intelligence + Occultism to realize it is being opened slowly (duh!) but is not fully open yet.

Unfortunately the remains of the Knights of Byzantium now guard the

location. There are probably about 50 Knights all told, though they are spread out in groups of seven to eight to patrol the surrounding area. The Knights still wear their armor, tattered tabards and carry their rusted and pitted weaponry. Their flesh is mostly gone though that which remains seems stretched, glows a faint greenish, and has an iron-like consistency. The players will have to fight through the skeletons to get at Order. They can try and sneak by, but the Knights sense the life force of the living and this should be very hard. ALL of the characters would need to make Dexterity + Crime (or Acrobatics) rolls at 6 levels of success for this to succeed. If they don't one group of Knights will attack them. Other groups will show up every 4-5 rounds or so.

Director's note: the idea here is for the group to be challenged by the Knights, not easily defeating them, but not overwhelmed or forced to use all their drama points. Keep this in mind when you have the Knights attack the group and as more are added in. Some can be too far away to get back in time. You can also use or not use the Knights' drama points to make things closer or not.

The Knights also blame Buffy for their deaths. They whisper as they fight that it was the Slayer's fault they died. If the Key had been destroyed, none of them would have died. A few who Buffy killed directly will murmur incessantly, "You killed us, we fought for the Lord to protect the innocent and yet you killed us."

Buffy should have to make some Willpower checks here or lose a dexterity point for each failure. Any points lost will return once the Knights are defeated.

As the Knights are finally being dealt with, Glory will reappear more stylishly dressed, though her flesh is still pocked and rotted and she is definitely undead. She says, "Ready for round 2? Cause this time you don't have a hammer!"

Even if the group sneaks past the Knights, Glory, who is near the Order at the center of the debris that is left of the tower, will still find them before they reach the center and the Order. They cannot sneak by her and the Knights will show up every 4 rounds or so.

Glory should be too strong for Buffy and Spike, but Willow and Tara acting together should be able to use the spell they learned in the Codex to dispel the spell that brought her back. A very powerful dismissal as it were. This will require them to work together (Perception + Occultism again) for two rounds and then cast the spell. A total of 8 Success Levels are necessary to succeed or they have to start all over and try again. The others will need to keep Glory off of them for the preparation rounds as the spell takes more time in Glory's case than it did with any of the skeletal Knights.

After dealing with Glory the group will crawl through the ruins and find the Necromancers standing in a cleared out area (the Knights pushed the debris to the side earlier) beneath the glowing portal. They are standing in a Solomonic triple circle similar to the one from the introduction, and will easily hear the group approach as the rubble shifts and clatters beneath them. The Order will sense a dark and familiar aura around the group. One of them will say, "Death is all around all of you! It permeates your pitiful beings and actions. Few of you are innocent now!"

They will then each pull out one of the knives from the first act and use it to quickly cast a spell which results in a black cloudy skeletal torso in the classic image of death in thin tattered robes wielding a scythe to suddenly form around the cast. Anyone who has taken a human life is completely helpless, no rolls are made. The death image will start to draw their energy into it's scythe, reducing their Life Points by 1/6 of each person's original total each round. Xander and Dawn can try and attack it, but it will ask them why they defend those that

have killed? Meanwhile Tara, who also has not killed a human and who still has a divine spark left in her, should be told that she thinks she might be able to drive off the image that assails the group. She will need to make a Willpower + Occultism role with 8 successes to succeed! If Xander and Dawn do a good job defending the group's actions, and they can also roll Intelligence + Influence to aid in this, but make the players actually come up with some valid arguments, then the image's power will weaken a bit making it easier to dismiss. Reduce the total successes Tara needs to 5 or 6 depending on how good a job they did. If Tara is successful the image will fade back to a nebulous black cloud which will re-enter the rest of the party and restore any lost hits the image took. Buffy only will also hear a whispery voice say, "No one eludes me thrice."

At this point the director has two options with where to go.

Option A: The cast can fight the necromancers. Their circle protects them from missile weapon attacks, deflecting aside any shots at them with ease. The group can try and cross the circle, but will be repelled by a shimmering blood red wall that will contain a vague image of the person trying to cross and they will take a D10 damage. A Perception + Notice roll, 3 successes will note that there is a blood red symbol drawn along the circle, one for each of the cast who was damaged in the first act. If someone was not damaged, they can get through on a contested roll: Willpower + Influence versus the leader's Intelligence + Occultism.

Otherwise to get through the group must break the circle. This can be done in several ways, but keep in mind none of the group should be able to physically cross the circle and just smudge it with their foot! They could try kicking dirt over the circle. A fair amount will be needed to actually cover it and the Order can summon a small

breeze to try and keep the dirt at bay. A beam or some concrete can be tossed over the circle itself or maybe swung into the ground in front of the circle to obscure it. That will work though keep in mind anything thrown at the necromancers directly or used as a missile weapon will be deflected away from the circle. Buffy can't just toss an I-beam at the Order and get the circle by default. Finally Willow and Tara could try and transmute the air into water to try and wash the circle away. That should also work. A big wind won't work as the effects won't carry through the circle, it could be an attack on the occupants. However, a large amount of water created above it will pass through since it is obviously not dangerous. Also remember while the group is trying to figure this out one or two of the Order could be using spells on them, though most, if not all, should be continuing the chant to open the portal.

Option B: The necromancers to finish their spell as the players come upon them. (Of course this could also occur if they can't think of a way to get through the magic circle. Don't help them with that either, it's not the end of the world if they fail, this time.) Describe a ball of whitish energy similar to that seen in *The Gift* only tinged with a blood red color. A fetid wind will pour out of the opening and everyone must roll Dexterity + Acrobatics with 4 successes or be blown to the ground. A distant hissing and slithering will be heard and the sound of something humungus shifting in some liquid will also carry through the clearing. The Order will raise their arms to intone their spell only to find that the power they seek is too terrible and strong for their human forms to contain. Sickish green-blue tendrils that resemble a bundle of snakes with dead white eyes will shoot out of the portal and into each necromancer. Their bodies will rapidly bloat, rot and decay as if they had been

floating at sea for days, and then fall to the ground with terrible liquidy squelches as they lose all coherency. Leviathan's power is too much for any mortal to contain!

Whichever option is chosen, the cast will still have to deal with the either partially opened gate, or one that is fully open. Impress upon them the need to act quickly before more tendrils or something worse comes through. They might even here the sound of something big and serpentine splashing towards their world.

The only way to shut the tear is by using Dawn's blood. It was hers that truly opened it and only hers can truly close it. An Intelligence + Occultism role here will give this fact if none of the players actually comes up with it. At this point Buffy may object but Anya or Spike should realize that blood is necessary. If Dawn's player figures this out on her own then the Director should award her two extra Experience Points and possibly an extra Drama point if it is played well. Not a lot mind you, just a single point of damage or so from a shallow cut on the hand or arm. It will take Willow, Tara and Giles acting as a circle of three to fully close the rift. Dawn is necessary for the blood, but everyone else is mostly there to watch. Have each of the principles role Willpower + Occult with the group needing 14 total successes to close it. If they fail, more of Dawn's blood is needed, a full 5 points worth and they can try one more time with the total necessary up to 16. Failure again should lead to everyone dieing and the power of Leviathan bursting forth into the world. Which may or may not herald the apocalypse.

Epilog

On the way back group should have to discuss what the death spirit said. Are they all guilty and deserve to be punished? Was the blood magic that they used evil or not? Does Willow feel any greater urge to

cast dark magics? Any of the NPC cast members could start this discussion by worrying about the black shadow that oozed back into them. Players that do this well should be awarded an extra Drama point.

As they walk and talk they come upon a small black and white kitten crossing the street and a car veers to hit it. Dawn sees this first and before the car can hit it have her make a Willpower + Wild Card (which is now a 3) roll. If successful it somehow seems to make a fantastic leap out of the way of the oncoming car and yet lands very gently amidst the group. Dawn should realize that she did something but doesn't know what and looks scared. Anyone who makes a Perception + Notice check with 5 successes might also note that something unnatural did occur. While the group stares at the rescued kitten, Tara immediately swoops it up, dubbing it Miss Kitty Fantastico 2.

END

Wrap-up

Upon completing this Episode, Cast Members should be awarded a base three-five 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 Drawbacks

Geas

1-5 point Drawback

A Geas (Gesa) is a magical taboo that has its roots in the Celtic tradition. A cast member must always follow her Geas or a calamity will occur. The nature of this calamity should be up to the director, but it should

never personally be life threatening. Unlike a curse the Geased person can violate the taboo by force of will, but must pay the price.

A Geas of 1 point is something the character is never likely to break, such as never owning a black cat. A 5 point should be something that the cast member cannot avoid, such as always accepting any invitation to dinner offered.

The player and the director can work out the details of the Geas. How did the cast member become Geased? Is it magical taint? Karmic debt? They must also figure out how the Geas needs to be paid off. The director should not allow the player to "buy off" the Geas with points, they must actually do something; like lay the bones of a long dead relative to rest, or travel to some distant land and bring back some water from a sacred stream. Or maybe there is a time limit, such as when they reach their 30th birthday.

Otherworldliness

1 point Drawback

There is something about you that is just not right. You have the taint of another world, dimension or plane. While this is not a problem under most normal circumstances, how often does that happen? Other otherworldly characters and creatures can detect this on you making it impossible for you to pose as 100% human. This is often most associated with returning from the dead (such as Buffy and Tara) or spending most of your time on another plane (like Fred). Note: Demons and Vampires that are 'native' to the Earthly plane do not have this drawback nor do they detect it on others as well as 'out of towners'. To others with this drawback it also gives the cast member a -1 penalty vs. their Notice checks against you. Conversely the cast member gains a +1 bonus on Notice checks when looking for others with this quality.

New Spells

Boiling Blood

Quick Cast: Yes

Power Level: 6

Requirements: A command word and a drop of blood from the target in line of sight.

Effect: This spell causes the target's blood to boil within their veins. The target must make a contested Constitution (not doubled) role against the caster's magic or suffer 1/3 of their total hits as damage. Thankfully this spell may only be cast once per target. The effects last for a number of turns equal to the caster's sorcery levels.

Dismiss Undead

Quick Cast: Yes

Power Level: 5

Requirements: A chant calling upon the gods and goddesses of light (Seker for

Egyptian myths or Brigit for Celtic for example)

Effect: This spell breaks a necromancer's control over undead minions. The caster(s) must make a successful task check versus the necromancer's sorcery level for each target creature. Multiple undead may be so dismissed, but with a -1 penalty per creature over 1 attempted. If successful the undead monster is returned to its natural state, a normal corpse.

Slivers of Bone

Quick Cast: Yes

Power Level: 4

Requirements: A command word and a bone wand

Effect: This spell fires out a bone spike at a person. Sorcery levels are used to determine to hit and the spike does that same damage as a stake. It is not however wood and can't dust vamps.

Supporting Cast Descriptions

Name: **Order Thugs (the muggers)**

Motivation: to carry out the orders of the Order of 6 and get paid.

Critter Type: Human

Attributes: Strength 3, Dexterity 3, Constitution 3, Intelligence 2, Perception 2, Willpower 2

Ability Scores: Muscle 12, Combat 13, Brains 10

Life Points: 40

Drama Points: 4

Qualities: Hard to Kill 2

Drawbacks: None

Special Abilities: None. Note they carry the special knives given to them by the Order of 6.

Name	Score	Damage	Notes
Big Knife	10	10	Slash/stab
Dodge	10	-	Defense action
Punch	7	6	Bash

Name: **Animated Zombie**

Motivation: to show the world their hatred and violence.

Critter Type: Zombie

Attributes: Strength 4, Dexterity 2, Constitution 3, Intelligence 1,

Perception 2, Willpower 2

Ability Scores: Muscle 14, Combat 11, Brains 10

Life Points: 38

Drama Points: 0-2

Qualities: None

Drawbacks: None

Special Abilities: Aren't destroyed till -25 Life Points, Parts continue to crawl and move if amputated.

Name	Score	Damage	Notes
Choke	11	3	Must Grapple first, Defend at -2
Dodge	11	-	Defense action
Grapple	13	-	Resisted by Dodge
Punch	11	8	Bash

Name: **Skeletal Knights of Byzantium**

Motivation: Serve the Order of 6

Critter Type: Animated Skeletal Undead

Attributes: Strength 6, Dexterity 4, Constitution 5, Intelligence 2,

Perception 4, Willpower 3

Ability Scores: Muscle 18, Combat 15, Brains 13

Life Points: 69

Drama Points: 2-3

Qualities: Hard to Kill 5

Drawbacks: None

Special Abilities: Chain Mail: armor value 6

Name	Score	Damage	Notes
Sword	11	24	slash/stab
Parry	11	-	-2 vs missile wpns
Dodge	11	-	Defense action
Punch	9	12	Bash

Name: **Order of 6 Necromancer**

Motivation: to become a demi-god through stealing a dead god's power

Critter Type: Human

Attributes: Strength 3, Dexterity 3, Constitution 4, Intelligence 6,

Perception 4, Willpower 7

Ability Scores: Muscle 12, Combat 12, Brains 17

Life Points: 50

Drama Points: 5

Qualities: Occult Library 5, Hard to Kill 3, Nerves of Steel, Sorcery 9 (+5 Spellcasting)

Drawbacks: Adversary (Church, Wiccans, others) 3, Attractiveness -1

Special Abilities: Various Necromantic and Blood Magics.

Name	Score	Damage	Notes
Sword	6	12	slash/stab
Parry	6	-	-2 vs Missile Wpns
Dodge	6	-	Defense action
Punch	5	6	Bash
Magic	21	Varies	By spell

Name: **Glorificus (Glory)**

Motivation: to kill the Slayer, her friends and then everyone else

Critter Type: God in an undead human body

Glory's stats can be found in the Buffy the Vampire Slayer RPG Core Rule Book.

The major difference is now she is an undead corpse. She has all qualities and drawbacks associated with being undead.

Name: **Simone Charret**

Motivation: to avenge parents deaths by killing vampires

Critter Type: Human

Attributes: Strength 4, Dexterity 4, Constitution 4, Intelligence 6,

Perception 5, Willpower 6

Ability Scores: Muscle 14, Combat 15, Brains 17

Life Points: 57

Drama Points: 10

Qualities: Attractiveness +1, Hard to Kill 5, Nerves of Steel, Occult Library 4,

Sorcery 8 (+5 Spellcasting), Contacts 4 (Twilight Order, House of Thanatos).

Drawbacks: Adversary (demons, vampires, Order of 6, others) 4, Obsession 2,

Honorable 1, Recurring Nightmares 1

Special Abilities: Necromantic and other spells

Name	Score	Damage	Notes
Sword	9	16	slash/stab
Decapitate	4	16	x5
Parry	9	-	-2 Missile Wpns
Dodge	8	-	Defense action
Punch	8	8	Bash
Magic	18	Varies	By spell
Stake	9	8	
Through heart	6	8	x5 vs vamps

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THE DRAGON AND THE PHOENIX

"Adon, Schadai, Eligon, Elion, Lucifage, Eloi, Satanis, Messias, Ja, Hagios, Ho Theos!" The six chanted three times as they turned outwards towards the zombies they had raised.

"Go forth from this spot and show thy violence and calamity unto the world!" the first commanded.

Initially the zombies seemed to struggle to move forward, but after a moment they turned and began to leave. Slowly at first, but then moving more assuredly and less shamblingly the further away they got.

The mist thickened, seemingly swallowing all of the obscene figures.

Zombies. The Walking Dead. Yet these are all too familiar to our heroes and sometimes dead and buried does not mean 'Rest in Peace'.

This second episode in a series of adventures allows you the fan to fight these horror show monsters and those that would raise them for power.

This is the second freely available complete BtVSRPG adventure and the first by Garner Johnson, author of Willow and Tara fanfiction and contributor to GURPS, The Morrow Project and Squad Leader games.

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 from Eden Studios.

Episode 2: The Pend of Night