

Eden Studios Presents

VOLUME 3

Featuring material for:
Buffy the Vampire Slayer™
All Flesh Must Be Eaten™
CJ Carella's WitchCraft™
Armageddon: End Times™
Terra Primate™
...and more

Your Guide to the Unisystem



UNISYSTEM

Eden Studios Presents

Volume 3

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The fans. You make it all worthwhile!

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A Brief Note from Derek Stoelting, Editor of *Eden Studios Presents* or how I learned to love talking about other peoples' assignments

Welcome to volume three of *Eden Studios Presents*!

Volume one sold out in its first printing.

You clamored for volume two when you discovered that you could pick up a reprint of volume one at the same time.

Now, you ask, "What's in store for volume three?"

Third time's a charm. Or in this case, it's a kind of magic! We've got a great line up for you in this volume: Steve Darlington, John Snead with Alex Jurkat, Kyla Ward, Jason Vey, and Charlie Von Eschen's back with another take on the cover.

Charlie starts us off with a new magic item. We saw some comments on the Eden Studios Discussion Boards requesting more magic items and more Taint – and who doesn't just love adding more of each to their games? Charlie suggested killing two zombies with one bullet and combined the ideas! While the Shadefont is not overly powerful, it's certainly a tempting toy.

In volume two, Jason discussed vampires and vampyres. In this volume, he discusses using Essence based magic in a cinematic world. Two new character types are provided – the Gifted and the Mystic Hero – as well as suggestions for using Chi Mastery for *Enter the Zombie* Shooters and Martial Artists in a cinematic world.

The Scalper continues a line of material produced by Kyla Ward for the Unisystem universe. Check out the Unisystem home page (www.edenstudios.net/unisystem) for more of her works along these lines. The scalper isn't what you expect it to be. The kitty is worse.

We're letting Kyla shine in this volume. Her second feature is the first part of a series of articles detailing a **brand new setting** for use with your Unisystem core books. She designed it for use with both cinematic and standard rules. Everyone from ape-lovers to vampire slayers will be able to use this piece. Magic, a medieval court, intrigue, and more await those who enter the Golden Palace.

The Magic Box probably gives the average gamer more info than they'll ever need in one campaign. But, we know our rabid fans are far from *average*. Due to space considerations, we weren't able to include every spell we wanted to include in *The Magic Box*. Well, now we can. We let John Snead and our very own Alex Jurkat run amok. They've provided more spells from seasons 2 through 6, magic items not in *The Magic Box*, and a handful of brand new spells!

Steve D. serves up a wonderful dish to compliment your *Buffy* or *Angel* game. New Totem Warriors go well with any cinematic game, really, but we think you'll get a kick out of these animal spirits and the direction Steve took with them. The Great Mouse Detective, Buffalo Gals, a Lounge Lizard or two, and a fine Foxy Lady all make appearances.

Finally, we give you new Qualities and Drawbacks from Jarrod Moschner. This is his first appearance in *ESP*. You'll often find Jarrod at Origins and GenCon running events for Eden Studios as one of our stalwart "red shirts."

Looking even farther ahead, volume four material has begun leaking into my "in-box." No announcements, yet. I'm holding off on doing that until I finish working on *Worlds of the Dead* for the AFMBE game line.

Chow!

– Derek

Cover Shot: Shadefont

Centuries ago, just after the Cult of Rending Shadows was brought low for their attempt to bring their mad visions to our reality, a Templar named Manuel Cortasi discovered a strange item – a small box, bathed in invocational energies of unknown origin. A little over a hand span in length and slightly less than a hand span wide and tall, the item was marked by a hole in the top, just large enough for a small fist or unclenched hand. Light would not penetrate this hole. Noting the strange effects of the box, Cortasi spent weeks studying it and could find no indication of hostile magic or intent.

Eventually, Cortasi took the plunge and curiosity won with Cortasi placing his hand through the hole, expecting to be attacked by a minion of the Rending Shadow. What happened was far stranger – he felt a coolness inside the box, and something caressed longingly at his skin. Pulling his hand back abruptly, he noticed a few pinpricks of blood welling around his smallest finger. He began a Shielding Invocation and realized the power fueling the Invocation was not coming from him, but from the box! As the Shield formed, his vision shifted; darkness turned to brightest day, and light fell into shadow. Bile rose in his throat and he felt as if the world had slipped sideways. The Templar stumbled, backing away from the box, realizing after a few steps that his perception, stomach, and his sense of balance were slowly returning to normal. His vision cleared, composure slowly returned, and the Shield fell, as if the box had stopped powering the Invocation.

Shadefont

The Shadefont grants the user a temporary Taint Channeling score equal to her Essence Channeling and the ability to draw up to her Essence Pool in Taint in one turn. However, the Taint flows through Shadefont, not the owner. This power recharges completely every turn and may be used if the cast member is within a few inches of the Shadefont. The box will automatically fuel Invocations, Necromancy, and Disciplines of the Flesh abilities if in the owner's possession when casting. (The owner gains no access to Taint abilities unless they were already possessed.)

Shadefont must drain D6(3) Life Points of blood from an extremity placed inside the box at least once every 53 hours to maintain the user's bond. This damage may be healed as normal.

After Shadefont fuels a power, the owner must make a Simple Willpower Test, with a penalty equal to the amount of power drawn. Failure means the owner gains 1 Madness point with all associated effects (see *Abomination Code* p. 118). Additionally, the box and its user will appear Tainted to those with the Gift when channeling or under if something or someone is under the effects of something powered by Shadefont.

Intrigued, Cortasi experimented with his find until he was confident he had unlocked its abilities. When he was near the box, he could draw on its power as if it were his own, in quantities that would have left him near unconscious, with no apparent ill effect. Moreover, the power seemed to replenish almost instantly. Although the Keys of Solomon, he knew, could only be powered by his personal energy, the only other limitation he discovered was a requirement to place his hand in the box for a few moments every few days sacrificing a small amount of blood each time.

There is no credible record of Cortasi passing from the world of the living. Over 100 years after Cortasi recorded his find, the artifact was stolen from a babbling, man-like creature formed of shadows and tentacles. Since then, the box, which Cortasi named Shadefont, has been seen at various times in the possession of people that have experienced violent accidents or disturbing suicides.

Gifted in the Cinematic Unisystem

Rules Guidelines

by Jason Vey

Introduction

Existing sourcebooks for the **Cinematic Unisystem** present an amazingly workable system for translating standard *WitchCraft* Metaphysics into a cinematic game. However, it can be difficult to create a magic-wielding cinematic character as potent as her standard Essence-based *WitchCraft* counterpart. The designers may have done this deliberately in order to maintain the feel of the *Cinematic Unisystem* through the Sorcery mechanic, or they may have felt that “pumping up” the magic levels in a cinematic game could unbalance the game and draw focus away from the intended hero, an arguably legitimate fear.

While at first it may seem that the lower power level serves to balance the game, this isn't exactly true. In practice, *WitchCraft* Gifted are in fact roughly the same as the lowest powered **Cinematic Unisystem** Character Type, and Lesser Gifted roughly correspond to the cinematic Hero. With that in mind, I sought to come up with a method to let characters gain a bit more in the way of metaphysical abilities, while still being able to afford standard Qualities. The following guidelines present two new Character Types that accomplish this. One is based on the White Hat template, but adds points for Metaphysics while subtracting from the initial Drama Point pool; the other is based on the Hero, modified in a similar fashion.

In addition, below you will find guidelines for using other creatures and Metaphysics from standard **Unisystem** games, including Chi Techniques as presented in *All Flesh Must Be Eaten*. The ultimate goal of this document is to continue the growth and adaptation of **Cinematic Unisystem** mystical options available to Cast Members and Directors wishing to run a far-reaching modern dark fantasy game that is not limited to the “canon” setting in existing cinematic games.

New Character Types

In the *All Flesh Must Be Eaten* sourcebook *Enter the Zombie*, two new Character Types are introduced: the Shooter and the Martial Artist. Neither Character Type is really appropriate for use in an “Essence-less” **Cinematic Unisystem** campaign; however, the “standard” Hero Type may not possess quite the distribution of points to gain all the Metaphysics necessary for one of these characters. Thus, in the interest of play balance, and allowing characters to gain a reasonable number of starting abilities, we are introducing two new Character Types for the cinematic system: the Gifted, and the Mystic Hero.

The Gifted

The Gifted are men and women with an innate flair for magic. These are the wizards, warlocks, and witches whose talent is more innate than even **Cinematic Unisystem** Sorcerers. With a simple Invocation, the Gifted can accomplish astonishing and varied results from their channeling of mystical energies. Some Gifted even possess the ability to commune with and control the spirits of the dead! Gifted Characters may purchase any type of Metaphysics, including Chi Techniques, with the sole restriction that those Cast Members who possess Divine Inspiration may not purchase any other type of Metaphysics.

When using the new Character Types below, the costs for Invocations, Necromancy Paths, Tao Chi Powers, and other 2-point-per-level Metaphysics from existing **Cinematic Unisystem** sourcebooks should be slightly inflated, costing 2 points per level up to level 5, and 5 points per level thereafter. As standard for the **Unisystem**, Metaphysics points may also be used to purchase Supernatural Qualities.

New Character Type: Gifted

Attributes: 15

Skills: 15

Qualities: 10

Drawbacks: up to 10

Metaphysics: 20

Drama Points: 10

The Mystic Hero

Call them superheroes, hedge wizards, latent mages, whatever you like. Regardless, Mystic Heroes possess abilities above and beyond those of normal mortals. In practice, they are roughly equivalent to Hero-level characters in the **Cinematic Unisystem** core rulebooks, with fewer Drama Points and a pool of points to spend on Metaphysical abilities. Mystic Heroes may purchase Drama Points with experience at the same cost as Heroes. Although supernatural Qualities are allowed, Mystic Hero Character Type may only be used to create characters that possess Chi Techniques, not Metaphysics as presented in existing **Unisystem** sourcebooks.

New Character Type: Mystic Hero

Attributes: 20

Skills: 20

Qualities: 10

Drawbacks: up to 10

Metaphysics: 15

Drama Points: 10

Alternately, rather than using one of these two Character Types, Directors may opt to use the Gifted, Lesser Gifted, Shooter, and Martial Artist Character Types from the various **Unisystem** books. However, when using these characters, players must purchase Drama Points during Character Creation, using Quality or Metaphysics points, at a cost of 2 points per Drama Point. In addition, the starting pool of Metaphysics points should be reduced by 5, as there is no need to purchase the Gift Quality for characters in a **Cinematic Unisystem** game.





Metaphysics Points

Metaphysics points are used to purchase Qualities and Special Skills, such as Chi Techniques, that are representative of Metaphysics imported from other **Unisystem** games. They may not be used to purchase standard Qualities; however, standard Quality points (and points gained from Drawbacks) may be used to purchase additional Metaphysics. Such Qualities are hereafter referred to as Metaphysical Qualities.

Chi Techniques

For obvious reasons, we can't include full power descriptions here. If you want the range of Chi Techniques and what they can add to your game, we recommend picking up a copy of Eden's *Enter the Zombie* sourcebook. Use the section on advanced Martial Arts rules and mystic powers to re-create any Martial Arts-style character, from Jackie Chan to Chow Yun-Fat to Neo! So what are you waiting for?

New Quality

Chi Mastery

Variable Supernatural Quality

All Chi Techniques work on the principle of Chi Mastery, a character's ability to channel her inner life force to achieve astounding results. All Chi Techniques are based on Willpower + Chi Mastery. Each Ability has a Power Level, just like spells, which must be achieved for the Ability to function. Most Abilities can be used as "free" actions; in other words, they don't use up one of the Cast Member's standard actions. However, there is a limit to how many Focus Tests a character can make per round of combat. In general, a character gets one Focus Test every round, plus

Table: Chi Mastery Costs

Level	Cost (initial)	Cost (improve)	Extra Attempts
1	2	n/a	0
2	2	3	0
3	2	3	0
4	2	4	0
5	2	5	1
6	5	6	1
7	5	7	2
8	5	8	2
9	5	9	3
10	5	10	3

Etc...

one extra for every 2 levels of Chi Mastery he possesses above 4 (rounded up), as shown on the cost table.

For Example: *Chiang-Lee, a Mystic Hero with a Chi Mastery score of 5, wishes to use her Chi Techniques. She automatically gets one free attempt to use a power, plus one extra Focus Test as shown below because her Chi Mastery is above 4. Now, if her first attempt fails, she gets a second shot at it. If it succeeds, bonus! She can initiate (or try to, anyway) a second ability this round!*

Chi Mastery costs 2 points per level up to level 5, and 5 points per level thereafter at character creation. After the game has begun, additional levels of Chi Mastery cost the equivalent of the next level in experience points, with a minimum of 3 (going from level 5 to 6 costs 6 experience points; going from level 6 to 7 costs 7 experience points; but going from level 1 to 2 costs 3 experience points). The cost for each level must be paid in full: jumping from level 5 to 7 after the game begins would cost 13 experience points. At least one level of this Quality must be purchased at character creation, or the character may never use Chi Techniques.

The Chi Master Costs table shows the costs to purchase levels of Chi Mastery at character creation, costs to improve the Quality with experience, and the number of extra uses of the Quality per round of combat.

Chi Techniques

Chi Techniques were introduced in the *All Flesh Must Be Eaten* sourcebook, *Enter the Zombie*. They represent mystical Martial Arts and “Gun Fu” moves seen in Hong Kong Action Theater-style films, television, and games. Chi Techniques (not to be confused with Tao-Chi, presented in existing sourcebooks) allow your characters to play characters that can go all Jackie Chan or John Woo with the spinning and the guns and the flips, but without the wires and expensive special effects budgets.

These guidelines seek to provide a means by which Chi powers can be used in a **Cinematic Unisystem** campaign, based on the Metaphysics guidelines in existing sourcebooks. As such, the concept of Essence is removed entirely, which results in minor “flavor” changes to the abilities; some become a bit more powerful for the lack of Essence Channeling, while all gain the possibility of a failure at some point in time—particularly if and when the Role of Luck is imported into a **Cinematic Unisystem** game from a standard **Unisystem** book such as *All Flesh Must Be Eaten*. For details on the Role of Luck, readers are encouraged to check out the *All Flesh Must Be Eaten* core rulebook, or the “Quick Start” rules found at <http://www.edenstudios.net/intropacks.html>. If not using the Role of Luck already, Directors may want to think about importing it along with the Chi Techniques, as the possibility of rolling a 1 can act as an important power balance.

Using Chi Techniques

Now for the good part: the actual powers. Each Chi Technique is a separate Metaphysical Quality. The power's cost in Essence per time unit is the cost to purchase the Quality at character creation. After character creation, new Abilities cost double the Essence cost per time unit to acquire. Each ability's function is self-explanatory; all variable values (i.e. powers that require die rolls to determine the result) use the parenthetical value as a set score. Thus, a power that deals an extra D4(2) x Willpower damage in *All Flesh Must Be Eaten* will deal an extra 2 x Willpower in **Cinematic Unisystem**.

Use of Chi Technique requires a Chi Mastery Test, as described under that Quality. The Power Level of each Chi Technique is equal to its Essence Cost per use for a single time unit. A Cast Member attempting to use a power must at least achieve Focus Test success levels equal to the power level of the ability just to make it work. Thus, a Quality that would normally cost 2 Essence per turn is a Power Level 2 Ability. This means that the Mystic Hero must achieve 2 success levels just to initiate the Quality.

For the majority of Chi Techniques, the cost listed is "x Essence per y," where x is equal to the Essence cost and y is equal to the time unit that the ability will remain active when x is paid. For example, a Chi Technique's cost might be listed as "2 Essence per turn," meaning that for each turn the Cast Member wishes to maintain the power, he must pay a cost of 2 Essence points. In a **Cinematic Unisystem** game, each additional success level above that required to activate the power adds an additional time unit to the power's duration before a new Focus Test must be rolled.

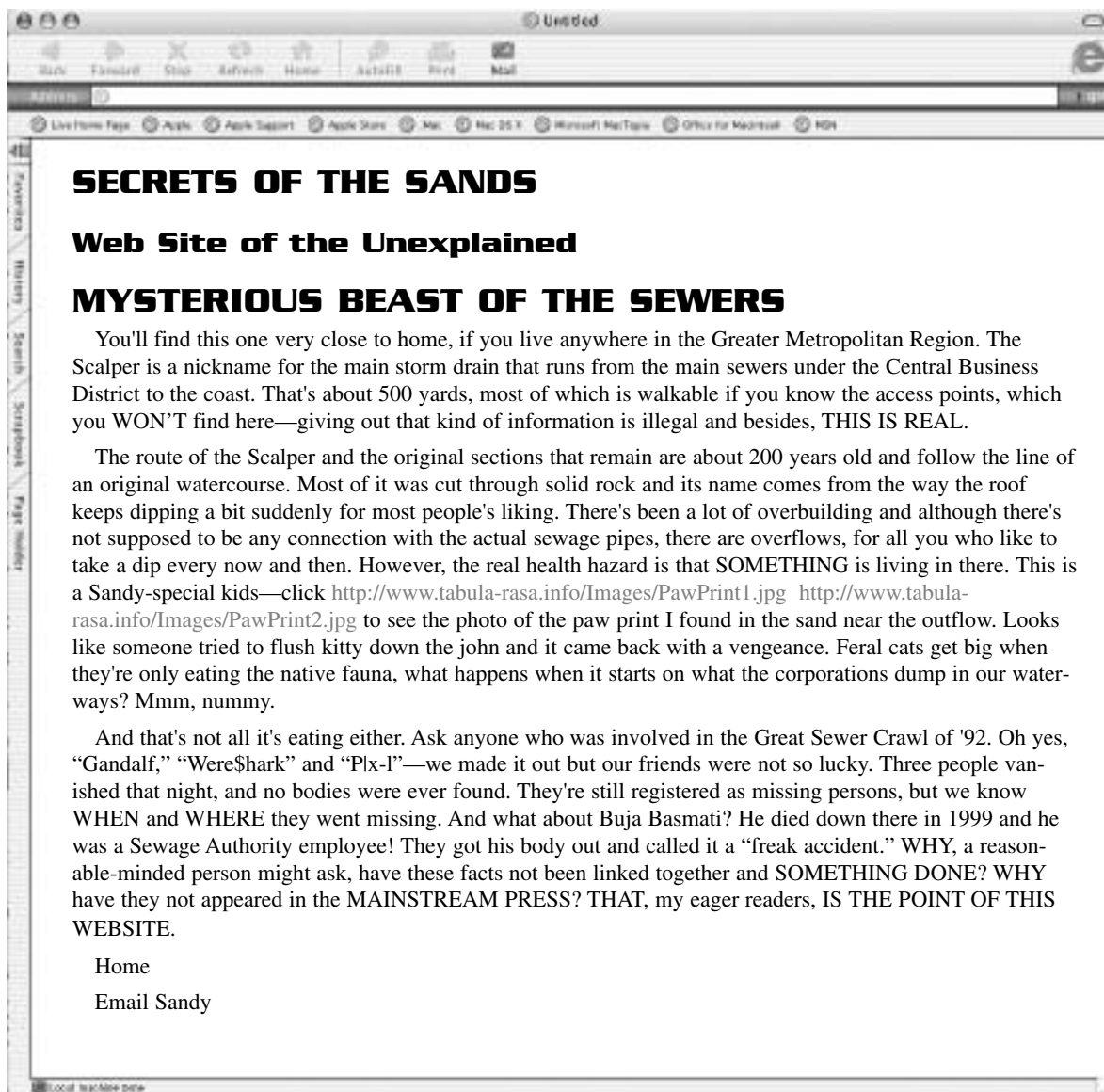
In the example above, the ability in question would be Power Level 2 (because it costs 2 Essence to activate). A Focus Test that achieves 2 success levels would activate the power for 1 round. Each additional success level beyond 2 would maintain the power for 1 extra round.

Please note that for some abilities the time unit is as small as "1 attack," while in others it is per round. Some Chi Techniques do not deal with time units, but with Attribute formulae per Essence cost. For example, a power might cause Willpower damage per 2 Essence spent. In this case, the ability is still Power Level 2, because it costs 2 Essence to activate, but each success level beyond the 2 required to activate the ability does additional damage equal to the user's Willpower. So gaining 3 successes on a Focus task would inflict Willpower x 2 extra damage (Willpower x 1 for the 2 success levels required to activate the power, plus an additional Willpower x 1 for the third success level.)

So, there you have it! Complete guidelines for adding new Metaphysical elements to your existing **Cinematic Unisystem** game. The addition of these powers can enhance any game and add new dimensions to your campaign.

The Scalper

by Kyla Ward



Introduction

The fact that the main storm drain servicing the waterfront is large enough to walk through is not common knowledge. It is not something the general public needs or wishes to know. Only those who are not the general public, such as Sewage Authority workers and thrill-seeking university students, call it the *Scalper*.

Above it, lies one of the more pleasant parts of town. At its heart, cafes and shops front a tree-lined plaza. Its large, granite-look tiles are interspersed with large drainage grills. On pleasant Sundays, a farmer's market is held, complete with a few games and kid's rides. Apartments have overtaken most of the surrounding area, but there are still some quiet, bohemian streets. It is widely regarded as "safe"—free from the crime, drugs, and homeless that plagues other neighborhoods.

To hear anything else, you would need connections with criminals, drug dealers, or people who were once thrill-seeking university students. Such people might say vaguely that the sewer is "dangerous." People have died down there. Some have heard it was a crazy homeless guy, who used to kill other homeless and eat the bodies. Some have heard that a black panther escaped from a circus and went to ground down there. Of course, these same stories can be heard from local school children to whom the *Scalper* is a vague rumor.

Nevertheless, nice people don't go poking round in sewers. To the nice people, this is a place to be proud of, with lovely public spaces, quality housing developments, and truly efficient drains.

History

This has been written assuming a modern campaign setting. For an *Armageddon* campaign, adjust the dates appropriately.

The web site information provided by Sandy Graves is accurate as far as it goes. Serious development of the area began in the mid eighties, when the first apartments were built. This entailed substantial extension and renewal of the sewers, including the *Scalper*. It was around this time that word got around that people who slept in or near the sewers tended not to resurface the next day, and that a drug dealer

who considered the area his turf had likewise vanished.

The Great Sewer Crawl of '92 is not a matter of record, but rather of university legend. The three students who disappeared are indeed missing persons, but their last known location is listed as student housing, rather than a storm drain.

The death of Buja Basmati in 1999 during repairs to area C can be confirmed in newspaper archives and a number of official sources, none of which have anything to say about cannibals or giant feral cats. If the coroner's report can be accessed, the cause of death is a broken neck occasioned by falling. Abrasions on the body are put down to dragging along the surfaces of the sewer in the current. There had been recent heavy rains.

What Sandy doesn't know is that, in the midst of the general rebuilding, a "Certain Party" (to be provided by the Chronicler as appropriate to his or her campaign) was involved in an apartment development on the site of the old Memorial Park. These apartments are now called "Blue Vista." The new foundations supposedly filled in the open storm drain that used to run through the park. Actually, it was covered over and turned into a secret chamber. Access from the apartment building above is highly restricted and secured with locks and guards. Access from the drains below was considered unlikely, but just to make sure, this Certain Party imported *Kitty*.

Location

A city or large town set very close to a large body of water—ocean, river, or lake.

For game use, it is assumed that the *Scalper* runs from the edge of the city center out through a residential, waterfront suburb. At area B (see maps for these locations), the *Scalper* passes directly under a large plaza surrounded by shops and cafes. At area C, it lies below a relatively new apartment complex built on an old park. In all, the sewer runs under apartments buildings, roads, etc. until it reaches the water at area E. This is all within a space of about 500 yards.

Feel free to alter the topography of the *Scalper* to suit your needs—a sewer is a sewer after all.

Entering the Scalper

If the Cast Members get hold of a map of the Scalper or speak to Sandy, the best entrance is directly above the “intercept.” It is a Sewage Authority service hatch located in a quiet alley. The hatch is metal, padlocked and about four-foot square. Beneath it is a five-foot shaft to the roof of the intercept, with metal handholds that continue down the wall to deposit the climber on the ledge above the sewer flow.

An alternative way in is through the drainage grills in the plaza. The only problem here is that the plaza is very public and witnesses can readily summon the police or security personnel from the surrounding shops. A sample security guard (Mike) is included in the Personalities section. See area B for details of the grills.

As area E makes clear, the Scalper cannot readily be entered from the waterside.

The depth of flow given for the various pipes applies to an average, dry day. Rainfall raises the level quickly enough for anyone in the Scalper to notice. Increased flow makes moving safely through the Scalper more difficult and where Simple Dexterity Tests are required, they should be changed to Difficult. It may also submerge the small tunnels in area D.

The only lighting available in the entire sewer area is through the drainage grills in area B. A torch or suitable illumination magic is a must. Groping through the Scalper in the pitch dark also hinders movement and again, Simple Dexterity Tests should be changed to Difficult.

The Scalper is a dangerous place. Although light may be lost as a result of the Cast Members' actions, Chroniclers should only introduce flooding if the party is notably powerful.

The Intercept

This entire area is concrete and smells appalling. Here, two sewer pipes meet on their unsavory way to the treatment plant. Originally, the pipe from the city center continued straight on down the Scalper, releasing raw sewage into the ocean/river/lake. The intercept was built to divert the sewage to the treatment plant and ensure that only storm water from

gutters and roadside drains reached the other end.

If entered, the features of the pipe running from the city center resemble area A with the addition of indescribably disgusting deposits on all surfaces. It runs straight into the heart of the city and stops, possibly at some other Sewer Authority hatch.

The other pipe running into the intercept is concrete and about three feet in diameter. It joins the drainage from the city center and exits via a five-foot diameter concrete pipe, set so low that the increased flow leaves virtually no headroom. In the intercept itself, where the channel is open, the flow is about four feet deep with a strong current. It should be obvious that investigating either of these pipes is a stupid thing to do.

At the time the Intercept was built, it was recognized that during exceptionally heavy rain, the flow of sewage could exceed the capacity of the new pipes. To handle this possibility, sluices were placed in the wall separating the sewer from the Scalper. If the level of sewage ever rises this high, it would spill into the Scalper.

Each sluice is effectively a crawlway about two feet by three feet, placed 4 feet up from the floor. They are the entrance to the Scalper.

Area A: The arched roof is modern and concrete. Beneath the Cast Member's feet, however, is much of the original brickwork. It is possible to move along the one-foot ledges on either side of the flow, although this involves a certain amount of bending. Keeping footing on the ledges during combat or flight requires a Simple Dexterity Test under normal conditions. The flow is usually about one foot deep with minimal current and people may wade along the flow standing upright, with a Simple Dexterity Test similarly required to keep footing during combat or flight. The Chronicler may wish to impose a fresh Test for each new lettered segment of the map.

At intervals, one-foot diameter inflow pipes are set in the walls at ledge level. These run from gutters and roadside drains above.

Area B: This is the drainage system for the plaza—square, concrete, and reasonably clean. The entry points into the nearby area A are set at ledge level. Flow is minimal except on wet days and, apart from not being able to stand upright, movement is

easy. Drainage grills are set at regular intervals in the plaza, letting in daylight or lamplight. The grills are bolted down. It is simple enough to remove them with the proper equipment and sufficient time. Without some serious Mindhands or Spirit Limbs action (minimum of Strength 6; higher Strength or a special success will make it quicker), the bolts can only be removed from above. Releasing two bolts at one end will allow someone to dislodge the grill from above or below with a Difficult Strength Test.

Area C: This is the original construction of the Scalper—small, dark bricks patched in places with concrete. At the entrance from area A, an irregular and low hanging portion of the roof forms one of the head-threatening “scalpers” that give this place its name. Another is located about halfway along. Although most people are able to stand upright in area C, it is only possible to move single file. The flow maintains its regular one-foot level, but the bottom of the drain is only one-foot wide. Although originally flat, the bottom has suffered erosion. A Difficult Dexterity Test is required during combat or flight and if someone goes sprawling they effectively block the passage (unless his companions tread him underfoot, of course).

Area D: These are the original drainage pipes, with the same vintage as area C. They once fed from houses and Memorial Park; now they are blocked off and any flow is simply groundwater seepage. Three feet in diameter, they are impossible to enter save by crawling. The Sewer Authority doesn’t bother repairing them and one has collapsed entirely. Note that this area of old bricks and congealed mud does not stop Kitty, who can make her way through it in about five minutes.

Area E: This is another part of the original drain, its eccentric shape cut through solid rock. The ceiling immediately above the exit from the last segment of area A juts downwards, forming another “scalper.” The floor slopes more steadily until it is totally submerged. This is a direct connection with the main body of water. The surface underfoot is horrendously slippery, requiring a Difficult Dexterity Test just to walk across in normal conditions. If the Scalper is flooding, only ropes or magic will stop anyone who has got this far from being swept out into the wild, wet yonder.

The Memorial Park Drains

Before the development of the suburb in the late eighties, there was a large park on the surface at this point, dedicated to the memory of the soldiers who fell in both World Wars. Its existence is well recorded and any research into the history of the area will turn up old photos, the controversy over its destruction and the exact location on old maps. Such records will mention the storm drain and the settling chamber.

The Settling Chamber: The purpose of this area was to catch large objects that were washed down the formerly open storm drain (now the Secret Room, see below) from the park, to prevent them choking up the Scalper. With a vaulted dome supported on carven buttresses and elegant paving around the central pool, it is a fine example of a Gothic Revival public work. Although the place is damp, footing on the pavement surrounding the pool is good. The pool is choked with long-dead branches and other debris, all slowly decaying under a coating of black slime. Footsteps and voices reverberate softly from the walls. Kitty has managed to catch a few ambiance-seeking Goths over the years.

The Secret Room: The inflow for the Settling Chamber comes from a large, paved drain that was once open to the sky. Girders and concrete cover it now, forming an underground chamber. Incongruously, a prefab portable office trailer, like those usually found on building construction sites, is squeezed inside the room thus created. A small set of steps leads up to the front door of the construction trailer. Two large, metal pipes can be seen extending from the trailer to the ceiling of the Secret Room. Those who listen closely may catch a soft, vibratory hum. The concrete walls of the room are stained with seepage and crumbling with age, but footing on the floor of the drain is good overall.

Investigation will determine that the door of the construction trailer is not only locked, but seems to have some kind of airtight polymer seal. The lock can be picked with a -2 penalty. The seal can be torn off with a Difficult Strength Test, or takes 10 DC to destroy.

Inside, the construction trailer is cool and the air is fresh. There is an air-conditioning unit, which, Cast Members may deduce, connects to one of the large ceiling pipes. There are working electric lights. The



internal partitions are thin, but reinforced with bookshelves on which a large variety of volumes share space with boxes. The final partition creates living space, with a tiny kitchen, shower and chemical toilet, and a foldout bed against the wall. A spiral stairway leads up through the roof into the other metal pipe. Spectacular amounts of sealing can be noted at the roof—pipe junction.

The Chronicler must determine the exact contents of the shelves and whether this strange abode is occupied. For suggestions, see Plot Hooks, below.

Blue Vista Apartments

If the Cast Members climb the spiral stairs, they will reach Blue Vista Apartments. For the most part, this is an utterly ordinary apartment block. Notable features and the rooms the Cast Members are most likely to traverse on their way from the stairs to the exit are detailed below.

The Locked Doors: At the top of the stairs the Cast Members confront a metal door locked from this side, which can be picked. However, once that is opened, they confront a metal door locked from the other side with no keyhole. To get through this requires Gifted powers or welding equipment. On neither door are the hinges visible.

The Cellar: Once through the Locked Doors, the Cast Members find themselves in a small, concrete chamber with a single, unlocked door. If the characters open it, they enter a very large area holding cleaning carts, fire equipment, broken office furniture and an awful lot of pipes. In the same wall as the door through which the Cast Members have entered is the door to a large, air-conditioning plant. Means of egress from the cellar include a service elevator and a set of stairs.

Taking the stairs leads to a door that will be unlocked during business hours and locked after business hours. Through the door is the Site Manager's Office.

If Cast Members take the Service Elevator it stops automatically on the level above, which is the Site Manager's office. The service elevator contains a security system whereby each floor requires a key to “unlock” it. It can be picked by a successful Intelligence + Electronic Lockpicking/Electronic Surveillance Task.

Site Manager's Office: This is actually part of the ground floor of the building. During business hours, it is occupied by clerical staff. There are two security guards (Mike and his friend) about a minute away in the lobby and they will respond if the clerical staff

call for help—say, upon seeing a group of strange people covered in sewage emerge from the stairs or the service elevator. After business hours, the office is empty but the door to the lobby is locked and alarmed. The alarm can be disengaged by a successful Intelligence + Electronic Lockpicking/Electronic Surveillance Task.

The Lobby: A large, open area with a blue-carpeted floor and glass tile walls. There are two elevators leading up to the apartments above, fire stairs that do the same, and large, glass doors opening out onto the street. As said, there are always two security guards on duty in a booth to one side of the door to the Site Manager's office. The lobby is covered by a security camera, which the guards operate and monitor in their booth.

The real danger that exists in Blue Vista is that the "Certain Party" who created the Secret Room and Kitty may be alerted that the Cast Members have discovered what they were protecting. Especially if the Cast Members didn't notice the security camera in the lobby, or think to secure the tape that has their faces on it...

Kitty

Kitty's vicious. Stuck down a sewer for twenty years, wouldn't you be?

She makes no sound, not even a splash. Her form approximates a large, black panther with a wet, glistening pelt. Only it doesn't look much like fur. More like slime, and by that point she's on you. Alternatively, maybe you don't get to see her panther form at all. Maybe your first "warning" is the ripping pain as the wall seemingly grows claws into your leg, or the sensation of something dropping on you from a ceiling that was empty except for a coating of black slime.

The Scalper is Kitty's territory and the pool in the Settling Chamber is her nest. Whatever else may be going on she doesn't know or care. She doesn't feed in any normal fashion so she doesn't need to hunt and she loathes light and heat, which actually cause her damage. The only time she leaves the Scalper is when she is inadvertently washed out of area E during heavy rains. Then she may prowl around the beach and waterfront in the dead of night until she

finds her way back in. It was as a result of one such episode that Sandy found her paw-print.

Kitty is very protective of her territory. Able to sense any living creature within forty feet, she is quite capable of planning an ambush. Her first priorities are anyone alone or at some distance from their companions—volunteering to take care of the concrete patching alone was Buja Basmati's fatal mistake. She attempts to strike silently and fatally, dragging the body to a side tunnel or spreading herself over it to hide it. She is aware that she can smother people with this technique. If detected, she withdraws.

Kitty never needs to pass Dexterity Tests, no matter what the surface. She can fit up the one-foot inflow pipes, although she cannot use them to circle behind her prey, only to hide. Her preference is to lure people into the area D pipes where she basically has every advantage. In combat, she generally remains in her fluid form, except to chase a fleeing victim or once Cast Members reach the Settling Chamber and confrontation is inevitable. If brought below ten Life Points, Kitty attempts to flee by the most expedient method—going fluid and dropping down the slope in area E.

The reason Buja Basmati's body was retrieved is that his friend, who heard his muffled cry, came to investigate with an acetylene torch. Kitty retreats from intense sources of heat and light until she can plot a way to disable them. She is perfectly capable of dropping bricks, or simply tripping people up. Buja's friend was fortunate that his immediate response was to grab the body and run.

Plot Hooks

The most obvious reason for Cast Members to find themselves daring the Scalper is the rumor of Kitty. On the other hand, perhaps some unusual item scavenged from the outflow by Sandy and put up for sale in the market has attracted their attention.

Alternatively, they have knowledge of the "Certain Party's" involvement in Blue Vista apartments and have heard rumors about a subterranean hidey-hole. The identity of the Certain Party is entirely up to the Chronicler, but the construction trailer would make a wonderful lair for a Vampire

who uses the Scalper as a lightproof thoroughfare to the city center. It would also be a good location for the secret archives of Golding Investment Brokers (see The Schriebach Estate Mystical Place on the Eden Studios website!). It can be a secret meeting place, a nuclear/biohazard shelter or even a prison. It is, of course, not necessary that the conspiracy that created the Secret Room still exists, Kitty and the contents of the construction trailer alone surviving.

Then again, they could have discovered a map of the Scalper in a previous adventure. It could turn up amongst the valuable possessions of the cultist or gang boss they have just defeated. Something interesting just has to be there . . . or maybe it would be the perfect base for the Cast Members to conduct their campaign against the Church of Leviathan. In that case, Kitty is a Tainted monster.

Personalities

Sandy Graves

You can call Sandy many things. "Mad" is popular; so are "bum," "lay about" and "burned-out pot-head." He's thirty going on seventeen and he knows that the government suppressed transmissions from the Mars Explorer that clearly showed a ruined city. How? He has copies, goddamit! Where from? A *highly* confidential source. These UFO pictures are real as well, and did you know that there are more eyewitness reports of the Gray Man of Ben MacDhui than of quarks? Sandy Graves is a man open to possibility.

He wears shorts and a faded T-shirt, adding a sweater and tracksuit pants only in the severest weather. He lives in a run-down bungalow on one of the remaining quiet streets. He shares the house with his slightly deranged mother, and both of them live poorly off payments from his father's life insurance policy. With few material ambitions, Sandy is free to pursue his sources, compile his theories, and spend hours down on the shore. He scours the sands with his metal detector and examines whatever the waves throw up. What he finds he either keeps or sells in an intermittently appearing stall at the Sunday market.

Despite appearances, Sandy is intelligent and shrewd-minded. The Great Sewer Crawl of '92 occurred during one of his four or so unfinished

degrees. The deaths of his friends influenced him more deeply than anything he ever studied, but his general knowledge is both wide and deep. He has contacts around the globe, and the world being what it is nuggets of truth sometimes appear on his web site. He is dedicated, thorough, and stubborn. In an Armageddon campaign, he is much better known and may even have become something of a political figure. He presents a reserved front to people who approach him out of the blue and start asking leading questions—to anyone who appears "official" he may be downright rude.

What he isn't, is willing to go back down the Scalper. Truth is, he doesn't remember much about that night, and given what he ingested beforehand it's not surprising. However, three of his friends didn't make it out and even the chance to prove one of his theories does not incline him to risk their fate.

Sandy Graves

Character Type Mundane (Potential Hero)

Strength 2	Constitution 2
Dexterity 2	Intelligence 4
Perception 3	Willpower 3
LPS 26	Spd 8
EPS 26	Essence 16

Qualities/Drawbacks: Addiction (Choose) -1, Charisma 1, Contact (Drugs/Street) 2, Contact (e-buddy, ex-KGB archivist) 1, Contact (e-buddy, a wandering eco-terrorist wanted in several countries) 1, Contact (e-buddy, actually a Combine agent who finds feeding Sandy rubbish to be highly amusing) 1, Cowardly -1, Obsession (Discover what's really going on) -2

Skills: Computer Hacking 2, Computer Programming 3, Computers 3, Hagglng 1, Humanities (History) 2, Humanities (Catholic theology—don't ask) 1, Language (Greek) 1, Language (Russian) 1, Lockpicking 1, Notice 3, Occult Knowledge 1, Science (Physics) 1, Research 3, Stealth 1, Streetwise 2, Swimming 2, Writing (Journalistic) 2

Kitty

So what is Kitty? A guardian beast created by combining a panther with an Undine (see Abomination Codex, p. 139)? An urban legend incarnate? An especially disgusting zombie? Whatever the truth of it, she's here.

If the Secret Room is actively being used, there is every possibility that Kitty is “programmed” to not attack certain people. Whether a Cast Members can exploit this, or somehow make friends with Kitty by feeding her, is up to the Chronicler.

Kitty

Monster Type Creature of Magic

Strength 5	Constitution 5
Dexterity 4	Intelligence 1
Perception 3	Willpower 3
LPS 30	Spd 30 (panther); 15 (fluid)
EPS n/a	Essence 21
Skills: Brawling (bite D4 x 5 slashing damage) (claws D6 x 5 slashing damage) 4, Dodge 3, Stealth 5 (remember, she is very hard to see)	

Special Abilities

Absorb Essence: Whenever an Invocation is cast upon Kitty she can try and absorb the summoned Essence before it is focused (even if it is fire-based). A Resisted Simple Willpower Test is resolved between her and the magician. If the magician wins, the Invocation works normally. If Kitty wins, the Invocation fails and Kitty adds Essence Points used in it to her current Essence Pool total. She can also absorb Essence by eating recently dead human flesh—this is why most of bodies are never found.

Acute Senses: Although not actually possessing eyes and such, Kitty feels vibration and temperature through her “skin.” This basically ensures she is aware of the precise location of any living and/or moving creature within forty feet. This does not work through walls or other obstructions, and each bend in the tunnel takes ten feet off her range.

Armor: Kitty’s non-rigid structure effectively grants her an Armor Value of D8 x 3



Regenerate: Each Turn, Kitty regenerates Life Points equal to the number of Essence Points she currently has.

Sensitive to Light/Heat: Outside the nice, moist Scalper, Kitty takes one point of damage per five minutes on a dry night and three points on a sunny day. Even in the Scalper, a strong torch or an open flame repels her. She tries to stay out of direct contact by going underwater until she can attack indirectly (as suggested above). Application of an open flame or other heat source that is capable of causing damage (such as a flamethrower, see Abomination Codex, p. 25) discounts her natural armor. So does a laser. If she can be kept in continuous contact with the heat source, the damage she suffers doubles on the second Turn, triples on the third Turn and so on.

Shift Shape: Panther, blanket of slime, and any degree between. Like a feral (see Abomination Codex, p. 34), her transformation occurs as fast as thought and costs 10 Essence Points.

Kitty**Monster Type Lesser Shaitan**

Strength 5	Constitution 5
Dexterity 4	Intelligence 1
Perception 3	Willpower 3
LPS 30	Spd 30 (panther); 15 (fluid)

EPS n/a	Taint 36
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Skills: Brawling (bite D4 x 5 slashing damage) (claws D6 x 5 slashing damage) 4, Dodge 3, Infection 4, Stealth 5 (remember, she is very hard to see)

Special Abilities

Absorb Essence: As above, but if she fails to absorb an invocation that would normally drain Essence, such as Soul Fire, she suffers the normal “explosive” effect of such attacks upon Tainted creatures. She gains no Taint points from using this quality.

Acute Senses: as above.

Armor: Her non-rigid structure effectively grants her an armor value of 1D8 x 3

Sensitive to Light/Heat: as above.

Shift Shape: as above.

Taint: In this version, Kitty possesses Taint Channeling 3, an Increased Taint Pool (+15 points) and the Taint Powers of Infection and Tainted Touch.

Mike the Security Guard**Mundane (Potential Hero)**

Strength 3	Constitution 3
Dexterity 2	Intelligence 2
Perception 3	Willpower 2
LPS 37	Spd 10
EPS 29	Essence 15

Qualities/Drawbacks: Addiction (Tobacco) -1, Contacts (His friends) 2, Fast Reaction Time 2, Hard to Kill 1, Humorless -1, Obligation (Security professional) -1

Skills: Dodge 3, Hand Weapon (Night stick) 3, Intimidation 2, Martial Art (Judo) 2, Notice 3, His other skills are unlikely to be relevant.

Weapons: Night Stick (D6 x 3)

Tasks and Tests:

(In addition to those listed under A - E and "Blue Vista")

All levels assume human characters.

Pick an Ordinary Lock - Lockpicking + Dexterity

Burst a drainage grill open from beneath with main strength - Difficult Strength Test

Spot one of the 'scalpers' in time - Simple Perception Test

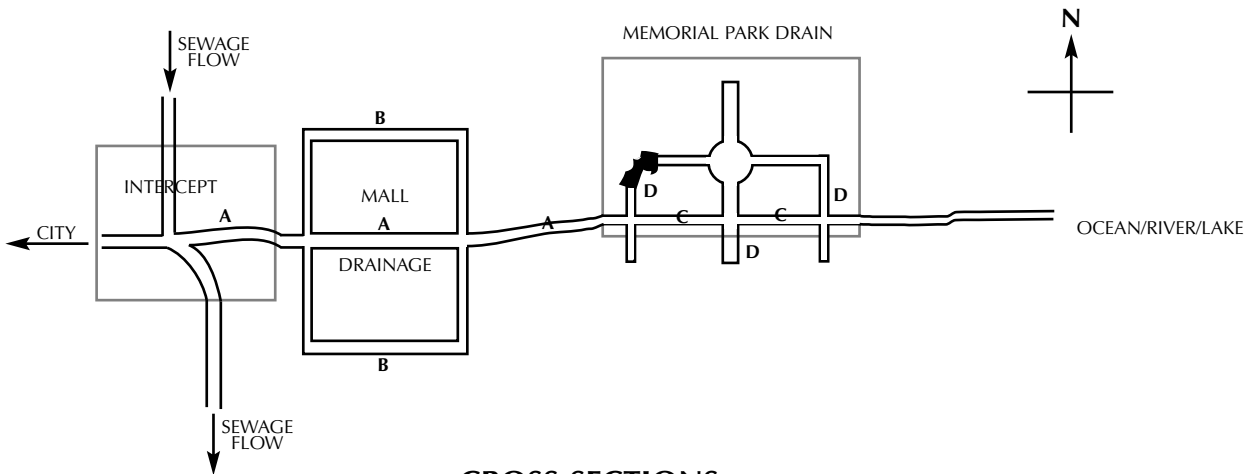
Spot Kitty - Difficult Perception Test

Keep footing on Kitty - Difficult Dexterity Test

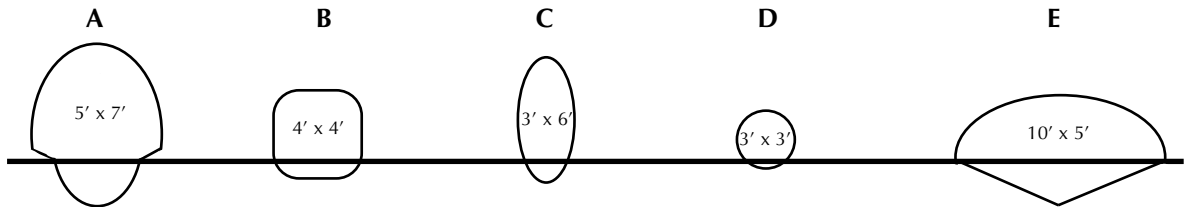
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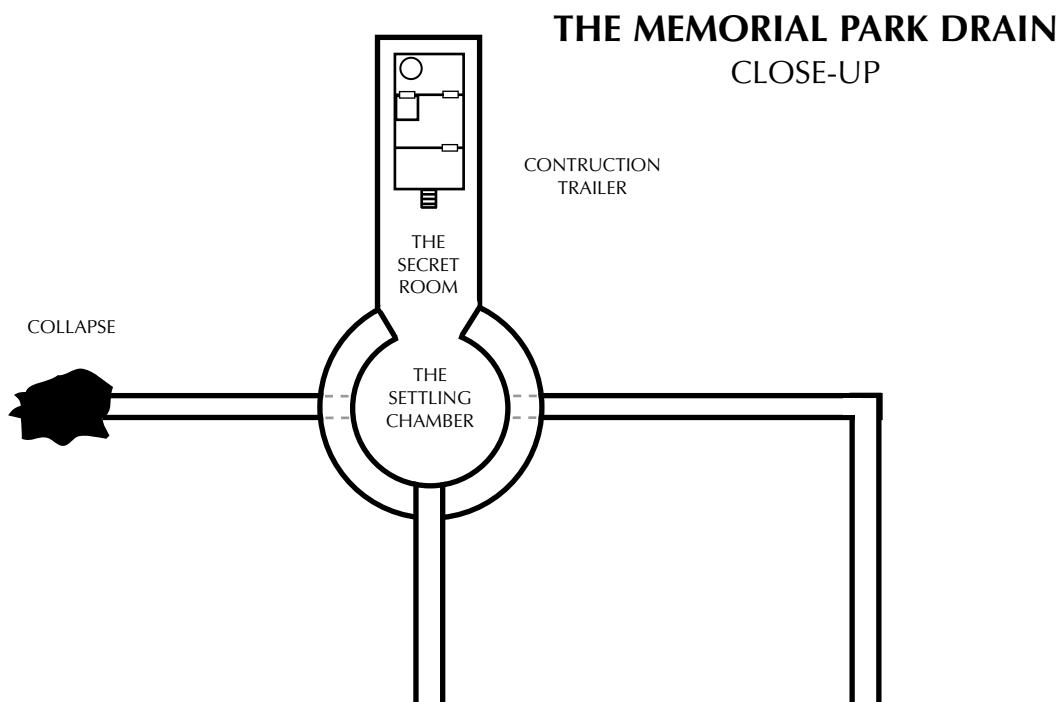
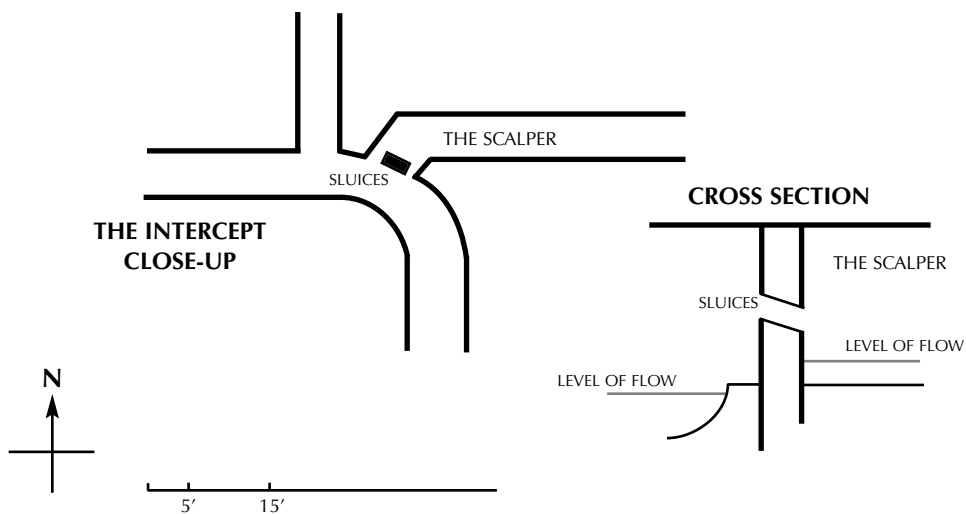
OVERVIEW

SEE MAP 2 FOR DETAILS
ON BOXED AREAS



CROSS-SECTIONS





The Court of Chimera

A Unisystem Campaign Setting

by Kyla Ward

Part One: Welcome to the Palace

You have wandered far in many worlds and many guises. You have fought evil, won riches and renown, overcome all the challenges that nature and the unnatural have presented you. Perhaps you think there are no real challenges left.

Well, this is the Golden Palace. Wipe those feet! Stand up straight! You can leave your weapons with the Hosteller. This is the place where dwell those who rule this land. Here you will find people who do not care what dangers you have overcome, but are happy to use you to further their own schemes. Who know that a quick wit and willingness to gamble are just as important as strength and good aim. Who are willing to have you murdered in your sleep for a perceived insult. Here is power and influence, luxury and intrigue, treachery, conspiracy and the chance to fulfill your grandest dreams.

This is the first of a series of articles covering the Court of Chimera, a customizable setting that can be the basis of an entire new Unisystem campaign or a change of pace for an existing one. It consists of an operational seat of government for a medieval/renaissance-type realm, where the characters may interact with the powers of the world and, with luck and skill, among them. Please note, it is not a reconstruction of any historical Court or era, although historical material has been drawn upon.

Chimerical games are principally games of high stake intrigue. Characters are among the nobility or gifted commoners with access to the throne. To achieve their goals, characters must be proactive in information gathering, trickery, flattery, and every form of manipulation. When combat takes place, it will often be clan-destine, or in the situation of a tournament.

The material herein is principally for prospective Chroniclers. It describes how to customize the setting and the physical layout of the Golden Palace, which starting characters should not, as a rule, have knowledge of. The next article concentrates on cre-

ating characters that fit into the chimerical setting. Further installments will feature the workings of the Court, sample adventures, and the secrets that lie behind the facade.

So welcome the Court of Chimera. We hope you gain as much from your stay as we do!

The Chimerical Realm

The Court of Chimera is the glory of the Chimera family, who have ruled this realm for generations. The Golden Palace is their hereditary seat. King Calcidon has ruled for 5 years, since the death of his mother, Queen Marcia. He and his consort, Princess Demara, preside over an assembly of dukes, marquises, barons and knights (in descending order), and the odd representative of a city or guild.

The power structure of the realm is that mix of hereditary landowners (nobles), independent cities, and wealthy merchants which was current in Europe for so many centuries; not textbook feudalism but still a long way from democracy. The various bodies all owe obligations (and taxes) to the crown; the crown owes them protection, governance, and has the actual ownership of all the land held by the nobility. The throne must officially recognize all inheritances; theoretically, even a duke only holds his family lands by the king's goodwill. The rights of an independent city (such as election of its own mayor and payment of taxes directly to the crown, rather than an intermediary noble who takes his cut) and of the merchant to freely conduct trade are also granted by the king. It is to be noted at this point that the crown maintains the realm's only professional army and is also responsible for minting the only legal coinage. The Chimera family has a good record of managing the delicate balancing act between allowing too much control to slip into other peoples' hands and frustrating them so much that they rebel.

Primogeniture (i.e.: inheritance by the first born male) is law. The exemplar duke, for instance, was his father's eldest surviving son, and received his title and rulership of the family lands. His siblings

technically received nothing (although the duke is expected to support them).

Although the majority of official positions are in male hands and male military personnel are the rule, women have the right to own land and property and inherit titles in the absence of male heirs. King Calcidon's mother, for instance, ruled in her own right. The Duchess Delacey is a major powerbroker at Court. There are successful female merchants and women can and do ascend to positions of power within the established religion.

The economy is based on agriculture, although some cities specialize in manufactured goods such as cloth and glassware and others resell goods acquired by merchants from foreign lands. Most merchants live in independent cities to share in the tax benefits, although some nobles do engage in trade.

Beyond that, there is substantial room for preferences.

The Land

As the focus of the game is the Court itself, it is not necessary to detail every nook and cranny of the realm. However, a decision should be made as to about how large it is. Area impacts on how much land and therefore, very directly, what kind of wealth, is owned by the crown direct and by the average duke, marquess, baron and knight (the proportions the Chronicler should allow and the actual productivity of land will be covered in a later installment). It affects how many major cities exist in the realm. More land definitely means more wealth and more cities, but also more bureaucracy and more independence for anyone out of the crown's direct control.

These articles presume a more or less European terrain and climate; winter snow in the north, but mild enough to plant two crops a year in the south. The wildest country is forested mountain, and maybe a peat bog or two. If the Chronicler decides to change this, she should bear in mind the consequences on such things as dress, diet, and the appearance of the grounds.

Speaking of winter, the chimerical calendar is assumed to be the usual 12 months, 4 seasons. In these articles, dates will be given as day/month/season, i.e.: the 23rd day of the 2nd month of spring. Feel free to create your own month names.

Technology

Although a roughly renaissance cap on technology is assumed, that still leaves some decisions to be made.

Printing presses: these make an enormous difference to the general level of literacy and the speed of transmission of news and general information. If printing presses exist, all noble characters receive the Literate/Numerate Skill for free.

Gunnery: this may exist or not in the Chimera setting, it's a matter of taste. By gunnery, what is meant are cannon, muzzle-loading muskets and pistols; all single shot and requiring a lit fuse. A sword is still the mark of a noble.

Having said this, the Chimera setting could accommodate steampunk — zeppelins, steam-driven carts, and ridiculously elaborate hydraulic elevators — with only moderate adjustments.

The Unisystem can handle most permutations of technology. Additional material, including statistics for appropriate gunnery and medieval medicine, will be presented later in this series. Those seeking steampunk are directed to the Gadget rules of *Pulp Zombies* or the "Gadgets & Artifacts" chapter of the upcoming *Beyond Human*.

Magic

If so, how much and what kind? Magic is not essential in the Chimera setting, but it can certainly be accommodated. There is no reason that any of the Metaphysics from *Witchcraft* (Magic, the Sight, Necromancy and Divine Inspiration) wouldn't fit, although some of the Covenants are less appropriate than others (such as the Nomads, Pariahs and Mockers). Exotic individuals will of necessity represent culturally specific Covenants such as the Order of Shambala and the Storm Dragons, unless the setting is being modified substantially.

Alternatively, a chimerical world might feature magic as found in the *Buffy the Vampire Slayer Roleplaying Game* and the *Angel Roleplaying Game*. There might still be arcane societies, but magic would overall be a much more individualistic affair.

The Chronicler must determine the general attitude to magic in the chimerical world. Magic may be

considered a useful - if possibly dangerous resource or an abomination to be rooted out. If magic *per sé* does not exist, some Supernatural Qualities and Drawbacks may still be available if the Chronicler so chooses.

Allowances will be made for magic and the lack of magic in these articles. In a magic-free world, there may be recourse to such things as mesmerism and ingenious clockwork mechanisms.

Religion

If the only form of magic in the chimerical world is Divine Inspiration (and presumably its infernal opposite), then magic *is* religion. If, however, the dominant religion does not allow for miracles, priests and magicians will likely find themselves at loggerheads.

These articles assume that religion is not an overly powerful influence upon the Court. Queen Demara is pious and maintains a chapel and a religious advisor, but the religion has no established role in the government. This could easily become a point of contention, especially if people outside of the Court have less liberal views. A more or less conventionally moral religion is suggested, such as a mild form of Protestant Christianity (that permits female deacons) or the Roman pantheon.

Races & Monsters

These articles assume human protagonists. However, this isn't set in stone. The Bast and the Ferals from *Witchcraft*, able to appear as human, would make very interesting additions and a Vampyre would also be manageable. Further possibilities include making those of the royal bloodline Inheritors, as described in *Armageddon*, or the receptacle of some of the powers from *Beyond Human*.

Are there goblins and faeries in the woods? Dragons and giants in the mountains? Whole nations of brutish subhumans (who may or may not be ape-related) on the borders? Or do people just believe there are? A certain amount of the supernatural does exist in the Chimera setting. Whether people believe in them or not, ghosts and a number of things that live on past death in their material bodies are quite real.

System and Power Levels

All the **Unisystem** games are basically compatible, and as demonstrated above, these articles call on whatever seems most appropriate from all of them. At this point, what it comes down to is how powerful in terms of Attributes, Skills and access to Qualities are the characters when the Chimera campaign begins?

In these articles, non-player characters are built as **Cinematic Unisystem** cast members. It assumes that all starting characters are mid- to upper-level in starting points. Bast, Feral, or Vampyre characters (and the *Witchcraft* shape-shifters and blood-drinkers are probably better suited to the setting than the *BtVS* equivalents) are of compatible power. They can be built with the *Witchcraft* rules but all characters must use Backgrounds and Skills as will be presented in Part 2. If *Witchcraft*-style magicians are required, build them as Gifted.

When *Witchcraft* and cinematic characters are being used in the game:

- anyone with Metaphysical Points does not receive Drama Points
- Essence Points are calculated for cinematic characters by totaling their Attributes in the usual fashion
- *Witchcraft* characters may choose Combat Maneuvers freely

If the game involves characters from a pre-existing campaign entering the setting, adjustments may have to be made to the non-player characters as presented herein. Do not adjust Abilities; rather, increase Skill Levels and numbers of Skills to keep heavy-hitters such as Captain Gerard capable of confronting the new arrivals.

In playtesting, cards were used rather than dice for resolution, proving both successful and atmospheric. Thus, all damage is given as flat numbers.

Using Chimera in existing Unisystem Settings

You may not wish to start a new campaign, but the Court of Chimera has many potential uses. It is an easy answer to what may reside beyond the gateway in *Witchcraft* or *Armageddon*. It would also make a fine dream realm within the Sephiroth of Hod. With a gothic makeover and the substitution of Essence for gold, it could be a Death Duchy in Geburah. Back on earth, it could be used as the headquarters of some vast organization, such as the Templars, or of one of the divine generals in *Armageddon*.

Of course, having the Golden Palace overrun by zombies would be easy to arrange (perhaps the *Army of Darkness* setting is one of the northern provinces), and if you really, really want to have it populated by apes, the "Apeopolis" scenario in *Terra Primate* is a natural.

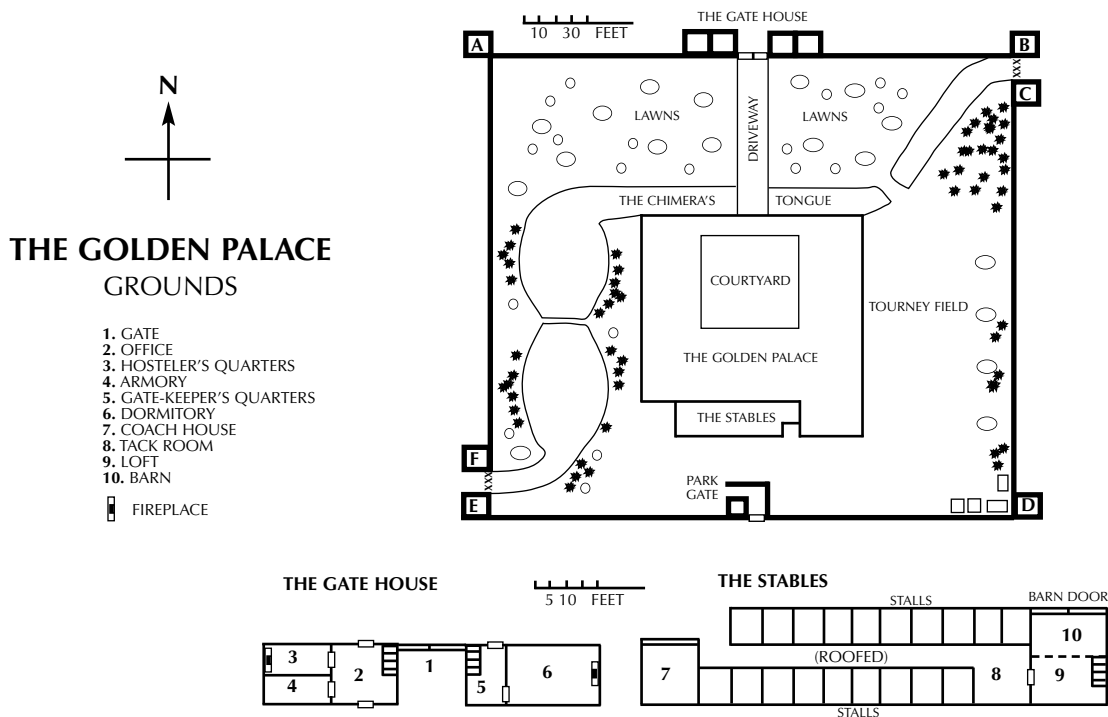
The Golden Palace

Location

The Palace is set in walled grounds some distance from the capital city, for reasons of both tradition and prudence. Through the grounds runs a small river, the Chimera's Tongue, the tributary of a larger flow that supplies the city. Backing onto the grounds is a large area of woodland, preserved for hunting. Most of the farmlands around are owned directly by

the crown and form the main source of supplies, other than the luxuries brought in from the city.

The Golden Palace takes its name from the saffron glazed tiles of its roof and the honey-colored sandstone of its facade. This is a comparatively recent development; the tiles, façade, and most of the west wing are only 50 years old. Before that a smaller but much more utilitarian fortress occupied the site. Parts of it survive, principally in the east wing.



Grounds Key

Outer Wall: The wall runs the entire perimeter of the grounds, part of the renovation and expansion of 50 years ago. It is 8 feet high and 2 feet thick, made of weathered brick. At any one point it has an Armor Value of 6 and takes 60 points of Damage to break through. The wall is only intermittently maintained and parts may be weaker than this. In places it is covered with ivy.

Towers: Locations A-F are square brick towers, 12 feet high with the same AV and Damage Capacity as the wall. Each has a lower floor with a wooden door that can be barred (4 Success Levels to break, ignore the first SL in any one roll, Barrier Value total) and a flat roof accessible by wooden steps. The roof is protected by battlements with a BV of 6 (to missile weapons, nothing else can actually reach).

The lower floor of A was hastily converted a year ago into secure quarters for the gift brought by the newly appointed eastern ambassador. The gift as a whole consisted of a lion, a goat, and a python, but the python escaped somewhere and the goat did not survive the initial accommodation mix-up. A locked iron gate secures the door (AV 10, DC 70, BV 6). Two unliveried servants have been given a raise and appointed "lion keepers."

The pairs of B/C and E/F about the inflow and outflow of the Tongue. Between them runs an ironwork grill, reaching from the top of the tower to the usual water level. The grill is bolted securely to the brickwork (AV 10, DC 70, BV 6). The grills are maintained and protected against rust. At this point, the river runs through an excavated channel about 20 feet wide and 10 feet deep.

B is generally unused, but acts as emergency accommodation in the event that guests overflow from the palace proper. This is frequent during tournaments.

C & E are guard posts, with a pair of Golden Guards on duty at all hours of the day and night. Lanterns light guard stations during the night and a brazier is provided during winter. The lower floor of C is used to store tourney and general martial equipment; targets, barriers, etc.

D houses the palace smithy. The roof is still accessible, but the smith and his apprentice sleep there. Sheds sprawl out from the tower proper, for storage of charcoal and works in progress.

E also houses the gardener, his two assistants, and their equipment.

F has been allowed to degrade into an ivy-covered and exceedingly picturesque "ruin," for the delectation of those using the garden. It has a reputation as a meeting place for clandestine lovers.

Cinematic versus Not

For those running standard **Unisystem** rules, not the cinematic variety, there is an easy way to determine a character's combat Skill scores. Simply take the Score, subtract the appropriate Attribute + 6 and you're all set. It's just that simple.

The Gate House: Another 2 square towers flank an impressive, bivalved gate. The decorative ironwork of the gate incorporates the Chimera arms. The gates are opened and closed manually by liveried "gate-keepers," of which there are 2, plus the overseeing Hosteller and, at all times, 2 Golden Guard. When closed, a 10-foot iron bar, giving an effective AV of 15 secures the gate. The bar is shot into an enclosed channel, so cannot be "picked" by lifting it through the decorative ironwork. Otherwise, treat as another grill.

Below each tower is a single-story building. On the west side, the Hosteller (who answers to both Steward and Chamberlain) has his office and living quarters. The office is accessible through a heavy, barred door in the external wall (4 SL, ignore 1st, BV total). The office's internal door grants egress to the palace grounds. It is equally solid but has a lock to which the Hosteller keeps the key. It is here that all visitors must present their credentials, from dukes and their entourages to carters hauling supplies. The difference is that a noble will be invited into the office and served wine. Once they are ticked off the Hosteller's list, or confirmation is obtained from the Steward or Chamberlain that access may be granted, the gate is opened.

Typical Golden Guard

The 28 strong Golden Guard is legendary. Not usually men of noble birth, the guards are promoted from the army. Conditions in the Guard are rigorous (to maintain their standards) but the pay and retirement benefits are excellent and the status gratifying.

The Guard proper comprises 2 divisions of 14, each including a Lieutenant. The two divisions alternate 12-hour shifts at guard posts noted throughout the Palace key. The changing of the guard occurs at 6:00 AM/PM, as determined by the clock in the Armory.

Golden Guard uniform consists of half plate (metal breast plate, greaves, vambraces, and helmet) providing an armor value of 8 with Heavy encumbrance. Each breastplate bears the chimera arms in gold and black enamel. Boots and assorted leatherwork are fawn with gold fittings, undertunics are white and cloaks saffron yellow.

All Guards on duty carry small horns and flares with which to signal each other.

Hero

Attributes: Str 4 Dex 4 Con 5 Per 2 Int 2 Wil 3

Ability Scores: Muscle 14 Combat 17 Brains 10

Life Points: 46

Drama Points: 10

Combat Maneuvers

Name	Score	Damage	Notes
Crossbow Shot	17	16 slash/stab	Ranged attack modifiers apply
Dodge	17	—	Avoid getting hit
Musket	17	17 bullet	Ranged attack modifiers apply
Sword	17	16 slash/stab	
Halberd	17	20 slash/stab	
Punch	17	8 bash	

On the west side, there is an actual hostel for the accommodation of unranked visitors (musicians, merchants and such). The dormitory-style accommodation is a cut above most inns. The gatekeepers clean the hostel and tend the guests with the assistance of the Hosteller's wife.

No non-noble may carry a weapon past the Gate House. Next to the Hosteller's office is an armory where a messenger's blade, etc. may be left. The guards enforce this rule as necessary.

Beyond the Gate House, a wide, graveled drive leads straight to the palace proper. Carts delivering supplies to the kitchen follow an offshoot to the east.

The Lawns: On either side of the drive, up to the banks of the Tongue, is a well-tended lawn spotted with huge, old trees. These trees have a "pie-plate" shape resulting from decades of trimming. They

might provide cover enough to shoot someone traversing the drive, but it is impossible to sight a useful mark in the palace, or to use the trees to cross the Tongue or scale the wall or any of the towers. The bridge over the Tongue is solid stone.

The Tourney Field: The bridge leading to the field across the Tongue is wooden but solid. It regularly takes the weight of laden carts.

Just to the left of the bridge is a kind of grove of fragrant shrubs. This is where the palace laundry is hung to dry. Both the laundry and the kitchen have direct access to the tourney field by stairs and, where noted, steam and fumes rise from the kitchen and laundry vents.

The tourney field itself is hard, sparsely grassed, and marked with cart tracks. It hosts training by the Golden Guard and the more athletic nobility, as well

Master Alaun, the Hosteller

Alaun was a lieutenant in the Golden Guard before a leg injury forced his retirement 7 years ago. The Captain (and a little crawling) secured him this position. He is now a petty-minded bureaucrat who believes he is essential to palace security. He wears his official robes (black velvet with the Chimera arms embroidered in gold), even in the summer's heat.

His virtues are his thoroughness and his total devotion to the Chimera family. Nothing untoward will ever knowingly get past him into the grounds. Nevertheless, he has been known to hinder messengers who arrive seeking lesser nobility by insisting upon confirmation of their identity, or refusing to send word to their masters until it is "convenient." He makes musicians and other performers "audition" for him, and routinely insults and delays scholars, priests and any other non-ranked persons who have been summoned to the palace, all in the name of security. He bullies his gatekeepers, who loathe him, but his ties to the guard keep him safe.

His wife is 10 years his junior and remarkably pretty and agreeable. Rumor accords her either the patience of a saint, or affairs with the Smith, Steward, and half the Golden Guard.

White Hat

Attributes: Str 2 Dex 3 Con 4 Per 2 Int 2 Wil 2

Ability Scores: Muscle 10 Combat 10 Brains 10

Life Points: 34

Drama Points: 20

Combat Maneuvers

Name	Score	Damage	Notes
Dodge	10	—	Avoid getting hit
Pistol*	10	9 bullet	Ranged attack modifiers apply
Sword	10	8 slash/stab	
Punch		4 bash	

* if applicable

as laundering and kitchen deliveries. When archery practice is underway, the ringing of a bell, by order of the Chamberlain after a regrettable incident that no one wants repeated, precedes the loosing of every volley. During off-hours, servants sometimes gather for a game of kickball.

Of course, come a tournament, all of that changes.

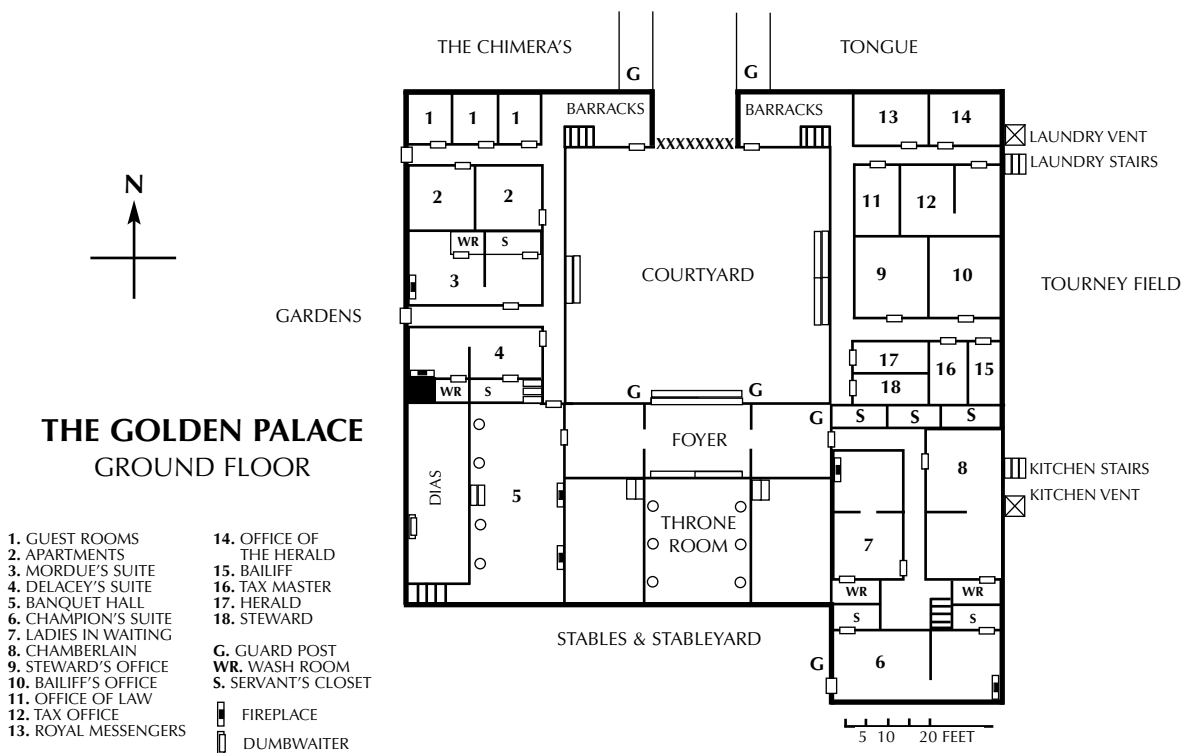
The Gardens: The western side of the grounds is very different. Here the Tongue spreads into a series of large, shallow pools, crossed at their narrowest by a wooden bridge, around which the turf grows lush and banks of flowers surround elegant gazebos. Planting is arranged so that something is always blooming. Corridors in the west wing open directly onto the garden and it is a popular place for the ladies in particular to spend their time. As a rule, any servants found here are the personal attendants of

their lord or lady, musicians, or the unobtrusive gardening staff. Permanent residents include the fish in the ponds and 2 pairs of peacocks.

The Stables and the Park Gate: The grass of the garden gradually gives way to trampled earth. This entire area is for the convenience of the horses and their attendants. It is here that any hunt assembles before proceeding out of the Park Gate.

Built of brick in a defensive style, the Park Gate has a heavy wood door with an eye slot and a bar (4 SL, ignore 1st, BV 10).

The stables have 19 permanent stalls. The Stablemaster and grooms (liveried servants) sleep in the loft; at the near end is the coach house containing the royal coach.



Palace Key: Ground Floor

Unless otherwise stated, all floors are stone flags and all doors are wooden and close with a latch. Where locks are specified, doors are 4 SL, ignore 1st, BV total. The residents keep keys and a complete set is located in the Steward's office. Ceilings are wood, reinforced with beams. Windows are diamond-shaped lattices with heavy leading and are (theoretically) unable to be opened. At any one point, the outer wall of the palace is 5 feet thick (AV 10, DC 80). Inner walls are 2 feet thick (AV 6, DC 60).

The Palace does not have sewerage as such. Tiled washrooms are provided for some residents, but these contain a chamber pot and a hipbath that must be filled by hand.

The Courtyard: The drive runs through the front wall of the palace via a tunnel, just wide enough to accommodate the royal coach. Above the entrance is carved the Chimera arms, fully 6 feet high in golden sandstone. To either side hangs a large lantern. Beneath each is a guard post, manned day and night. The tunnel can be closed at each end by a portcullis

(AV 10, DC 70, BV 6). The portcullis is controlled from the Armory.

Walls on all sides surround this square, graveled space. All stonework is sandstone, all doors golden oak. Directly opposite the entrance are the yellow-tiled stairs leading up to the double doors of the Foyer, also topped with a carved chimera. These doors may be barred from the inside and are shut ceremonially at sunset. Two Golden Guard flank the steps at all times.

Guests below the rank of Marquess are actually received at the stairs to the west, also tiled but narrower and leading up to the offices of the Court officials. A further set of stairs leads down into the Servants Hall. To the east, more stairs lead to the Guest Wing.

The Courtyard is used for the changing of the guard. At 6:00 AM/PM, the new guard assembles, then disperses to individual posts. The old guard then returns to the Courtyard and assembles likewise before going off-duty. It is also sometimes used for official greetings and farewells of important guests.

Otherwise, nobility and servants alike freely cross it. At night, lanterns hung above each stairway light it.

Foyer: The yellow tiles continue across an expansive room, carved sandstone arches around ornamental sandalwood panels and white drapes to a vaulted ceiling. A pair of oak doors carved with double chimeras studded with gold lead into the throne room. These doors may also be barred from the inside but generally just stand shut. Furnishings consist of carved oak benches and small tables set along the walls, one of which bears a large clock of carved ebony and gilt. Huge, gilded candlesticks stand at intervals, and there are narrow windows in the south wall that do not open. This room is seldom actually occupied.

The east and west doorways are covered with drapes, generally tied back. Both side-chambers are basically the same; furnished and decorated as the Foyer but with an eye to actual usage by nobles and officials waiting on the royal family, and people wanting a comparatively formal place to sit and talk. Business deals, marriage negotiations and really, really high stake card games are conducted here.

The door in the east chamber is lockable, as it leads to the Royal Apartments. A Golden Guard is always on duty.

Throne Room: This magnificent chamber rises from polished yellow tiles 2 stories to carved fan vaulting. The chamber has 3 sections; the central aisle is tiled and runs up to the black marble dais on which stands the gilded throne of Chimera. Behind it hang golden-toned tapestries that utilize real gold and precious stones, showing the eponymous ruler winning victories over various allegorical beasts. Above it is a magnificent stained glass window, central motif the golden chimera. Clerestory windows run the length of the room at this level, providing light. There are also golden candelabrae and 2 magnificent golden chandeliers (plain cartwheel style — no crystals).

Columns edge the central aisle, supporting the vaults. There is also a low, brass rail. Past this on either side, the floor level drops 3 feet and becomes polished, oak boards. Wooden steps join the central aisle on the south wall. The walls are decorated with ornamental sandalwood panels and white drapes and are lined with cabinets containing trophies and an impressive display of gold and silver plate. During ceremonies, these galleries hold all but the highest-

ranked attendants. The western gallery has lockable door to the Banquet Hall.

When not in use, the throne room is closed.

Banquet Hall: Another magnificent 2-storied hall, with a not quite central row of columns to support the vaulting, and clerestory windows along the high south wall. There are two fireplaces in the east wall and carved, bronze candelabrae. On the west side of the columns stands a permanent wooden dais, 4 feet high with central steps, above which hang two bronze chandeliers. In a niche in the west wall, a dumbwaiter connects with the Sub-Kitchen.

In the corridor between the dais and the south wall are stairs leading down to the Sub-Kitchen. This corridor also gives access to the underside of the dais, where benches, trestles, and tabletops are stored. In the north wall, stairs lead up to the first floor.

On an average day, tables are set up near the fireplaces and on the dais, and noble guests and court officials may take their meals here (the privilege of dining here is sometimes granted to unranked guests, such as a visiting priest or a musician who was especially pleasing). It is also a place to talk and play cards — off-duty Golden Guards may sometimes be found here. During a banquet, the royal table is set on the dais. After the meal, the lower floor is cleared and the dancing begins.

The Guest Wing: In the west wing of the castle is accommodation for noble guests. Some, such as Princess Demara's mother, the Duchess Delacey, and the Marquess Mordue reside in these suites more or less permanently.

Throughout this section, the walls are covered in white plaster and ornamented with tapestries. Floors are covered in carpets. Palace servants tend the rooms.

The large suites (Delacey's and Mordue's) have lockable doors. They are broken up by carved wooden screens and include a fireplace, a tiled washroom, and a closet bed for maid or valet. There are windows looking out onto the garden in the west wall. Each is furnished in extraordinary luxury. The Duchess has white carpets, a wooden limning of her late husband and fresh flowers brought daily from the garden in priceless china vases. The Marquess has a stained glass window of his family arms, has covered the

wall behind his bed in peacock feathers and upholstered everything that could be in black leather.

There are 2 smaller apartments that are usually granted to couples and 3 single rooms whose windows overlook the Tongue. None of these have fireplaces, so braziers are brought in during cold weather. They all have standard furnishings; beds, chests, table and chairs, wooden candelabrae.

The cross-corridors all end in lockable doors giving access to the Garden.

The Royal Apartments: Entrance is restricted to those who have accommodation within and their guests. Throughout this area the walls are plastered, except for the south wall of the entrance corridor that is covered in oak paneling. In this wall are concealed 3 small chambers, which are servants' quarters. The servants that sleep here are liveried servants attending the royal complex.

The Chamberlain, Sir Palomyne, and his wife occupy a large suite with windows in the east wall looking over the Tourney Field. It includes a fireplace and a tiled washroom. Everything is rich but tasteful, including valuable tapestries, carved oak and substantial amounts of gold plate.

The Chamberlain is in charge of the Court proper, including receipt of petitions, the guest list and access to the royal family. He is King Calcidon's cousin, and second in line to inherit a duchy. His wife is a Lady-in-Waiting to Princess Demara.

The other 3 Ladies-in-Waiting, including the Lady Leonie, occupy the other large suite. This suite also contains a fireplace and a tiled washroom. The only window breaks into the stairwell, where some illumination is received from the skylight above, and the door is usually left open to catch the same. The ladies still rely mainly on candles, amplified by mirrors and cut glass. With such effects, plentiful tapestries and dainty carved furniture, the suite is very attractive.

The stairwell leads both up to the royal family's actual quarters and down, rumor has it to the wine cellar. Egress is by a thick, wooden door that is always locked.

On the far side of this is the so-called Champion's Chamber. Tradition allots these rooms to either the Royal Champion or an adult heir. Calcidon himself occupied these rooms until ascending the throne.

This may be one reason they are currently, officially unoccupied. They include a fireplace, a tiled washroom, and a chamber for a valet. Calcidon keeps his favorite weapons and hunting equipment here, together with a number of dogs. He frequently withdraws to these rooms of an evening, usually with friends and several bottles of wine. A door leads out into the Stable yard, and in lieu of a champion, a Golden Guard is always posted there.

The Court Offices: In the east wing of the castle are also the offices for the various arms of the Chimerical government and housing for officials.

Housing consists of four small rooms with plastered walls. Furnishings are bed, chest, desk and chair and candelabra, but there are carpets on the floor, the coverlets are fur and the candelabrae silver (except for the Steward — see below). Palace servants tend these rooms.

Offices consist of rooms of varying sizes with plastered walls. The large offices — Bailiff and Tax — are partitioned by wooden screens and quite lavishly furnished with desks, chairs, shelves, and carpets. The Tax Office is especially ornate. There are windows in the east wall of these offices. The Office of the Herald and the Messenger's Room have windows overlooking the Tongue. The clerks/apprentices of the Court officials usually sleep in the offices on folding beds.

The Steward is responsible for the day-to-day running of the palace.

The Bailiff is responsible for the management of the royal estates; that is, land owned directly by the Chimera family.

The Tax Master assesses and collates all taxes from all over the realm and oversees the mechanism that collect them.

The Master of Law is responsible for collating the laws of the realm and their interpretations, and records the appointment of Magistrates.

The Herald officiates at Court ceremonies and tourneys, but he is also responsible for the maintenance of records of noble descent within the realm and their coats of arms. The current Herald is a handsome woman — an ex-lawyer with a wonderful voice.

Master Shayne, the Steward

At 35, Shayne is tall and thin and already noticeably gray. He is the son of servants, chosen and trained by his predecessor, who died last year of a winter chill. He has lived in the palace all his life and is completely devoted to his job. He may wear the black velvet robes with the golden chimera like his peers, but his room is plain: he saves his money and keeps it in a locked chest under his bed. A regular amount goes to his widowed mother, whom he arranged to have retired in comfort on a royal estate close by. He generally eats in the Servant's Hall.

His knowledge of the palace and what is going on at any one time is unparalleled. He knows all of the servants by name as well as their current duties. He knows precisely what is in the stores and what has to be ordered, when. He is so caught up in getting things done that visiting nobles and his fellow officials tend to slip him private matters, such as clothing their personal servants or ensuring that a delivery reaches the City docks, and he simply takes care of it. Servants with problems know to come to him because he always takes them seriously. He is a wonderful negotiator and can generally resolve any household dispute.

He is unmarried, but a number of maids are trying desperately to catch his attention. He is also badly in need of an apprentice.

White Hat

Attributes: Str 2 Dex 1 Con 2 Per 4 Int 4 Wil 2

Ability Scores: Muscle 10 Combat 7 Brains 15

Life Points: 26 **Drama Points:** 20

Special Abilities: Influence 1

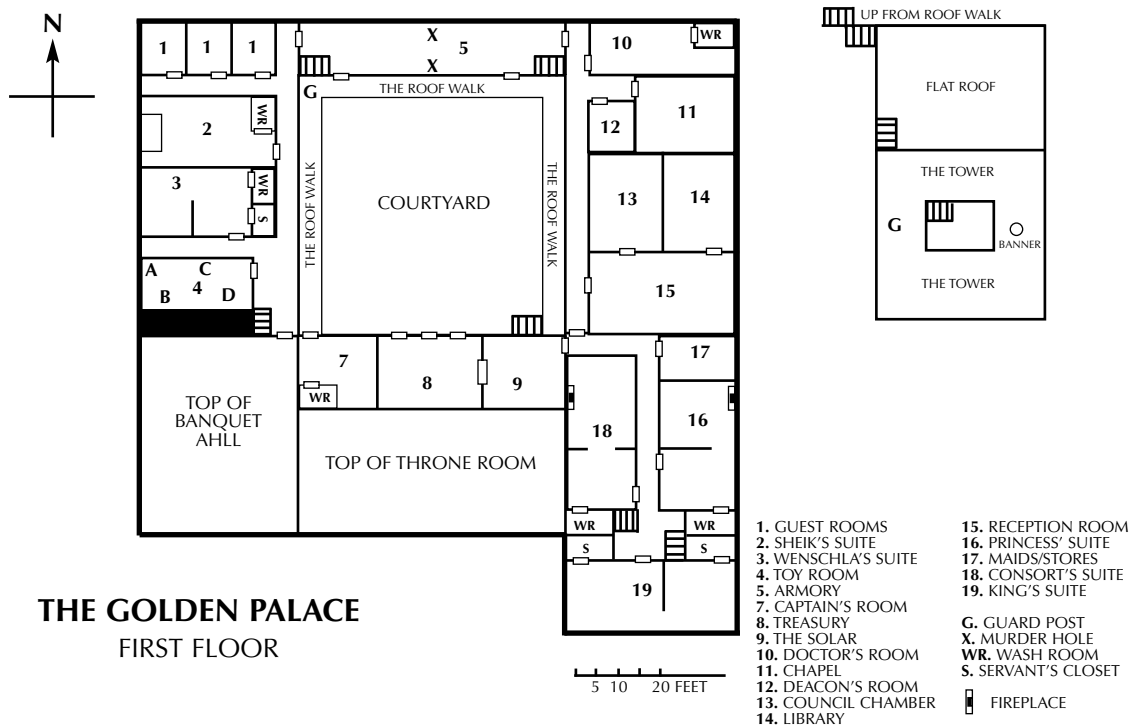
Name	Score	Combat Maneuvers	
		Damage	Notes
Dodge	7	—	Avoid getting hit
Punch	7	4 bash	

The 4 *Royal Messengers* share a well-appointed chamber at the south end of the west wing. They wear livery with riding leathers. All were chosen for a combination of looks and riding ability. They are on call 24 hours a day for errands that can range from finding the Chamberlain because the Steward needs to speak to him, to taking a letter to a city on the south coast. Between times, they live it up shamelessly.

The Barracks (ground floor): The 2 halls to the east and west of the courtyard entrance tunnel house 7 Golden Guard each. They are severe stone chambers with a bed for each soldier, a chest standing at the foot. The only signs of luxury are the glass windows in the north and south walls. Each hall contains a stairway leading up to the Armory and down to the

basement level of the Barracks. The halls and stairs can be sealed off from the rest of the palace by 2 amazing, sliding wooden doors (AC 15, DC 20, BV 20). Made of thin panels reinforced with metal, they contain slots for missile weapons. When not locked across the end of the hall, they stand rolled up in a niche. Pulling a door along metal-lined channels in the floor and roof and locking it into place is a matter of seconds. It is one of the innovations of the architect/ engineer/toy maker that supervised the palace's reconstruction 50 years ago.

Each hall has a door into the Courtyard.



Palace Key: First Floor

Unless otherwise stated, all floors and ceilings are wooden, all doors are wooden and close with a latch. Where locks are specified, doors are 4 SL, ignore 1st, BV total. The residents keep keys and a complete set is located in the Steward's office (with the exception of the Treasury, of course). Windows are diamond-shaped lattices with heavy leading but close with a latch and are able to be opened. At any one point, the outer wall of the palace is 5 feet thick (AV 10, DC 80). Inner walls are wooden (AV 4, DC 30).

The Armory: The Armory proper and the Captain's quarters occupy the area above the entrance tunnel. Stonewalls are pierced with heavy, lockable doors (AV 10, DC 15, BV 10) containing slots for missile weapons. Immediately outside each end are the stairs from below, where a guard is always stationed.

Windows line the north wall, set just above the carved chimera, and provide a view all the way to the gatehouse. The windows in the south wall command the Courtyard. The controls for raising and

lowering the portcullis are here, and there are 3 murder holes in the floor (usually covered). Gleaming racks of well-tended weapons fill the rest of the space, except for the large, centrally positioned clock that dictates the changing of the guard.

Doors in the south wall lead onto the Roof Walk, a 5-foot ledge running along the west wing, the Armory, and the east wing. There is no railing. At the east end of the Walk, stairs lead up to the Tower. Day and night, 2 Golden Guard patrol the Roof Walk and the Tower.

The Tower: Comprises the flat roof of the royal apartments and the actual battlemented tower that rises above them and all other parts of the Palace. It is here the Chimera banner is raised and lowered at 6:00 AM/PM, to the sound of the horn that signals the changing of the guard. The view is spectacular, but the only people who have access are the Golden Guard and the royal family. An amazingly large area of clear glass is set in the stonework, a skylight that illuminates the stairwell below. Accidents over the years indicate this glass is unusually tough.

Captain Gerard

At 46 years of age, Gerard has been Captain of the Golden Guard for 10 years. Though his hair is badger-gray, he is still as broad and tall as any of his recruits and, rumor has it, stronger. Like most Golden Guards he was a commoner, and has earned his position by merit. He has undertaken missions for the crown in all parts of the realm and the King trusts his opinion on more than military matters. As Captain, he wears a helm with gold trim.

The Captain appears terrifyingly gruff, and he is certainly hard. He is also scrupulously fair, devoted to his men, and loyal to the crown. He is a good judge of character and has the knack of command — on occasion, nobles have found themselves following his barked orders. His tactical sense is superb and he knows every nook and cranny of the palace. He is often heard grumbling about what is needed to make the place really secure.

The Captain is a widower. His much-loved wife was a lady-in-waiting (therefore of noble rank), and died 3 years ago of a wasting disease. By special arrangement, his daughter (Lady Leonie) has her late mother's rank and position. It is anticipated that when the Captain retires, he himself will be created Baron and granted an estate.

Experienced Hero

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

Ability Scores: Muscle 16 Combat 24 Brains 15

Life Points: 50 **Drama Points:** 20

Special Abilities: Influence 2, Resources 2

Name	Score	Combat Maneuvers	
		Damage	Notes
Crossbow Shot	24	16 slash/stab	Ranged attack modifiers apply
Dodge	24	—	Avoid getting hit
Rifle*	24	17 bullet	Ranged attack modifiers apply
Sword	20		
Halberd	25		
Punch	24	10 bash	

* if applicable

The Captain's Room: The quarters occupied by the Captain of the Golden Guard are more spacious, but scarcely more luxurious than those of his men. They do include a desk with gold candlesticks, and a leather map of the realm on the wall.

The Doctor's Rooms: If magic is permitted, the Doctor may also be the Court Magician. Anyone of noble rank or the Golden Guard may attend the Doctor in his office; he frequently visits downstairs to tend the servants and has been known to make "suite calls."

The Doctor compounds his medicines in his office. There are shelves, chests, and a large table.

Servants whisper of the strange and macabre contents of the shelves. There is a tiled washroom beyond the office and a short passage leads to his private chamber.

The Chapel: A short passage leads past the Deacon's own room to the Chapel proper. There is a beautiful stained glass window in the east wall. The candelabrae and religious fittings are gold. The walls are hung with white and saffron curtains, and wooden limnings of religious subjects. The place is always spotless.

The Deacon's small, windowless chamber is modestly appointed but contains a desk and books, and a

number of small tokens of the Queen's favor. The Deacon herself leads religious services and is the official tutor to Princess Alida.

The Reception Room: This magnificent chamber is used by the royal family to entertain official guests. The walls are carved oak hung with precious, historical tapestries. A gilt chandelier hangs from the ceiling, and the fireplace is golden marble. Magnificent carved furniture stands on luxurious rugs, supporting elaborate gold plate and glassware. A virginal (keyboard instrument), card boxes, and chessboard all conspire to amuse. On the main table sits an marvelous artifact, a jeweled statuette of a bird that moves its wings and head and sings a musical trill. It is considered to be the work of the Architect.

There are windows in the east wall. Sliding doors in the north wall lead to the Council Room and the Library.

The Council Room: The sliding door is a mate to those which protect the Barracks, although more ornate. The room may strike the entrant as smaller then it should be, and the atmosphere as strangely dead. Between the actual walls and the visible paneling is 5 inches of solid cork. This room is used for discussions of policy, and features a round table inlaid with a map of the known world in semi-precious stones.

The Royal Library: The best private collection of books in the realm is here, on handsome wooden shelves. Light comes from the windows in the east wall and lanterns suspended from the ceiling to within inches of the reading tables. Fresh parchment and inks are kept in the desks towards the south end, as copying and correspondence takes place here, along with Princess Alida's lessons.

The Royal Suites: A lockable door leads into the Royal Suites. It leads to a chamber that doubles as storage for gowns and linen and the quarters of the 2 royal maids. The suites occupied by the Consort and the Princess are separated by a corridor that leads to the stairwell.

Princess Alida's suite is traditionally the royal nursery, and some of the finery looks a little worn. It has windows in the east wall, a fireplace, and a tiled washroom. There are pale carpets and drapes, and the wooden panels are carved with cats, monkeys, swans, and other animals.

Princess Demara's suite is lit by clerestory windows along the west wall, edging over the roof of the Throne Room. It has a fireplace and a tiled washroom. The colors tend to greens and blues. Much of the furniture, although rich, is very old. There are wooden limnings of a religious nature and some tapestries; nothing fancy.

In the stairwell, stairs lead up into this room (surrounded by a railing) and a further, narrow stair leads to the roof of the tower (the door is usually locked). In the roof is a massive, glass skylight, scarcely supported by leading at all, providing excellent illumination.

The door to the King's Suite leads off from the stairwell. These rooms are still very much as they were when the late Queen occupied them; red, gold, lots of heavy, carved oak, and everywhere the image of the Chimera (whole and component parts). There is a fireplace and a tiled washroom. His valet sleeps in a closet in the wall.

The Solar: This room is used as a kind of private lounge for the royal family, with a lockable door. By day, the windows in the north wall provide illumination; for the night there are bronze candelabrae. There are chairs and low tables here, often scattered with sewing work. Everything is good, but not ornate. A lockable door leads to the Treasury.

The Treasury: Everyone knows what this chamber, marked on the outside by arrow slits instead of windows, contains: the innumerable chests holding the royal fortune. And that's all anyone except the King, the Treasurer and the Treasurer's clerks knows. The acting Treasurer is the Marquess Mordue.

The Upper Apartments: Throughout this section, the walls are covered in white plaster and ornamented with tapestries. There are windows in the west wall, providing a delightful view. Floors are covered in carpets. Palace servants tend the rooms.

One large suite accommodates Lord and Lady Wenschlaas, the northern ambassadors. There is a fireplace, tiled washroom, and a small chamber for their 2 servants. The furnishings are fairly standard, although the place is crowded with memorabilia from their homeland and the various pelts, antlers and heads the pair have taken in hunts during the 7 or so years of their tenure.

The other large suite accommodates the eastern ambassador, Sheik Ashaan. The Sheik only arrived last year (with lion) and the suite has been substantially redecorated for him. The fireplace has been boarded up and there are no chairs. Lavish pallets lie on the floor and the room is divided up by hanging veils. A small dais has been erected under the windows, where he sits to receive visitors.

The 3 other chambers are used for important guests. They have windows in the north wall. None have fireplaces, so braziers are brought in during cold weather. They all have standard furnishings; beds, chests, table and chairs and bronze candelabrae.

The Toy Room: This spacious and completely white chamber — walls, ceiling, and floor — houses a collection of curious devices. Cousins to the singing bird in the Reception Room, they too are the work of the Architect. Subsequent additions include peculiar shells, eggs and a reputed unicorn's horn, but the devices are the stars.

A is a sandalwood and ivory virginal that plays a seemingly infinite repertoire of tunes by itself.

B is an engraved golden casket set on a plinth that, when opened, emits a brisk breeze.

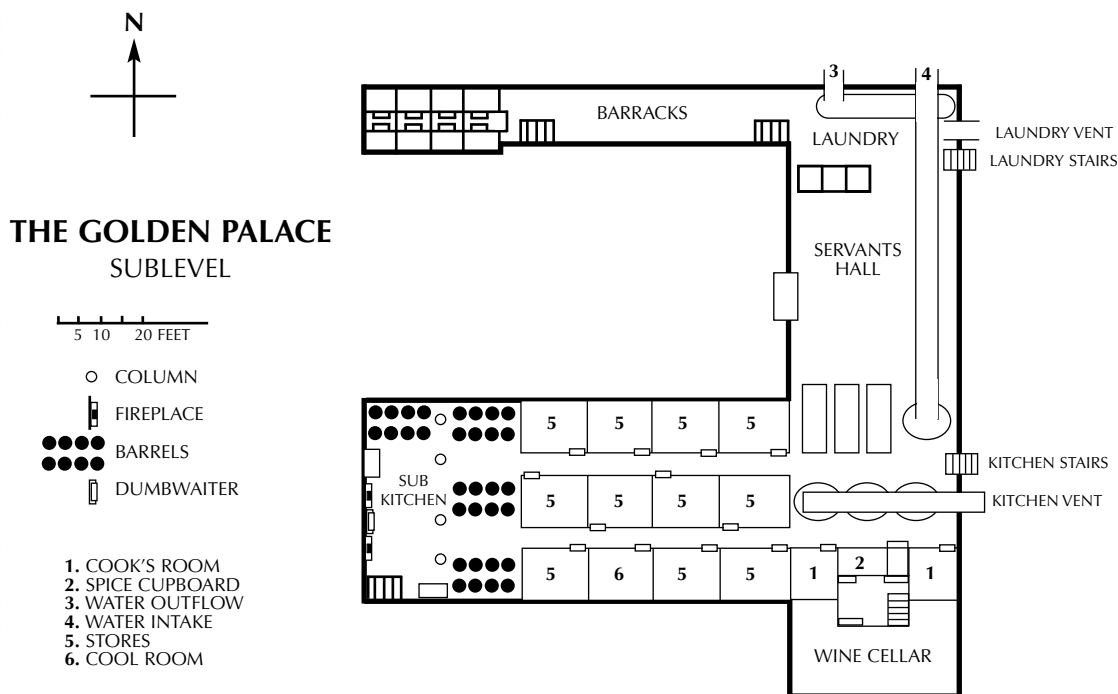
C is a life-sized dog of black metal with faceted red stones for eyes. The dog responds to commands to "beg," "roll over," "fetch," and "heel" within the room. Upon the further command of "sing," it "sings" in a tone reminiscent of a deep woodwind instrument.

D is an animated chair. It works like this: a newcomer to the palace is persuaded to take a seat on the red-velvet upholstery to admire the rest of the artifacts. The arms then lock around him and the chair perambulates about the room on its carved lions feet. It responds to the captive's struggles by tilting back and forth and rising and falling sharply. After completing a circuit, it releases him.

Palace servants clean the room and the devices, but they appear to need no maintenance. After 50 years, they all seem as good as new.

Palace Key: Sub-Level

Unless otherwise noted, walls and floors are stone; ceilings are stone. Doors, where they exist,



are wooden and some are lockable (4 SL, ignore 1st, BV total). Windows are all clerestory and some can be opened. They are diamond-shaped lattices with heavy leading. The outer wall is solid earth sheathed in stone. Inner walls are stone and 2 feet thick (AV 6, DC 60).

The Servants Hall: It is in this huge, smoky, echoing vault that the majority of the palace servants eat, sleep and spend their leisure talking and playing dice. It is reached by stairs from both the Tourney Field and the Courtyard. It is lit by some lanterns and also by clerestory windows on both sides. Trestle tables and benches line the floor; after sunset, pallets are rolled across them. Servants keep their belongings in chests that line the walls.

The Kitchen: This is not separated from the Servants Hall by anything other than tradition and terror of the Head Cook. That is enough. The kitchen

is near constantly busy, preparing meals for both the high and low life of the palace. Bread is being baked before sunrise, pans are still being washed at midnight. There are five Cooks, each with 2 apprentices, and a varying number of children acting as scullions. The Cooks are entitled to wear livery, but only do so on formal occasions.

Along the north wall are ranged the ovens. Along the east wall, spits turn and cauldrons seethe over a charcoal pit (the main source of heat for the entire area). Above them, a massive copper duct channels the fumes out through a vent in the Tourney Field.

Nor is this the only amenity. Running along from the Laundry to the tubs at the south end of the Kitchen, a huge copper pipe carries water, fresh from the Tongue. This system is another of the innovations of the Architect.

Typical Palace Servant

There are liveried and unliveried servants in the Palace. Liveried servants have permanent, often specialized jobs and their own accommodation. Livery comprises a brown doublet and hose, or gown, with the Chimera arms embroidered in yellow and black. Women wear a white linen cap. Such garments are provided and replaced as necessary by the palace.

There are about 30 unliveried palace servants, including the Cooks' apprentices and the Launderers. Servants with no regular duty are assigned jobs on a daily basis, which may range from scrubbing down the Banquet Hall to unloading carts, from chopping wood to sewing. A further 10 or so people who lodge in the Servant's Hall are either children, or servants now too old for more than occasional duties.

Unliveried servants wear brown dresses, or doublets and hose, and calico aprons and caps. Those who tend the rooms of nobles and wait at their meals wear spotless white aprons and caps. Such garments are provided and replaced as necessary by the palace. Servants who perform exceptionally well are awarded pewter pins of the Chimera badge, which they wear on duty.

Many servants, both liveried and unliveried, were born in the Palace to the previous generation of servants, and may have been outside it only seldom. As well as board and clothing, they receive a wage.

White Hat

Attributes: Str 3 Dex 3 Con 3 Per 2 Int 2 Wil 2

Ability Scores: Muscle 12 Combat 9 Brains 10

Life Points: 34 **Drama Points:** 20

Name	Score	Combat Maneuvers	
		Damage	Notes
Dodge	9	—	Avoid getting hit
Punch	9	6 bashing	

In the north wall is a door to which only the Cook has the key, leading as it does to her own chamber, the spice cupboard and the wine cellar. The Cooks share a chamber further along the wall, at the start of the Stores.

The Laundry: At the far end of the Servants Hall, separated only by a general dislike for steam and funny smells — as well as washing, soap making takes place here. The Head Laundress leads a team of 5 female and 5 male Launderers.

The Head Laundress controls the inflow of the pipe from the river. There is also, at this end, a truly amazing mechanism that allows dirty water from the tubs to be pumped back out. If the campaign involves magic, this is a likely place; otherwise, the main task of the male Launderers is to operate a huge treadmill. Either way, the incident with the bright orange water and all the dead fish is bound to recur sooner or later.

The Stores: 2 long corridors connect the Kitchen to the Sub-Kitchen. During mealtimes, these are a flurry of activity as servants manning small carts transport dishes to the Banquet Hall. Between times, the cooks enter to retrieve supplies from the storerooms, or roll out a tun of ale from the barrel store.

Especially notable is the Cold Room, for which the Architect must again be thanked. If possible, this is magical; if not, iron sheeting, straw insulation, and snow renewed every winter maintain the freezing temperatures. The door is lockable. On one side is the buttery, on the other fruit is mainly stored.

However, not all the storerooms contain provisions. Here and there, most often behind locked doors, are to be found such things as spare linen, the massive royal tents, and the decorations that each Spring Festival transform the Banqueting Hall into a forest glade.

The Sub-Kitchen: Contains stairs to the Banquet Hall and also a Dumb Waiter that serves the dais directly. Fairly spacious, it holds a line of stoves (to keep things hot) and a cupboard of basic supplies — bread, ale, and fruit. Between meals, this is where the nobles send their servants to obtain a quick snack.

In the other cupboards is a large part of the Chimera cutlery — serving dishes, platters, wine jugs. Some of this stuff is silver and the cupboards are locked; the Butler holds the key.

The Butler sleeps here on a folding bed, as does the Head Laundress and 4 of the more privileged palace servants. These women clean silverware, wait at the royal table, and are notable seamstresses. Rumors about them and the Butler are rife.

The *Butler* answers to the Steward. He is responsible for maintaining order amongst the servants and setting their duties.

The Barracks and Dungeon: The sub-level of the Barracks matches the ground floor, save that between the rows of beds is a space with tables and chairs for the Guards' leisure, and the sliding walls are almost always kept closed. The place is lit and ventilated by clerestory windows in the Courtyard.

Through the wall to the west lies the dungeon. This does not see regular use. It consists of a central passage lined with bare, stone cubicles with lockable doors.

Why Come to Court?

Chimerical campaigns generally begin with the characters' first arrival at Court. So the first question is, why?

The answer to this question shapes the campaign. A noble may arrive unheralded seeking an audience with the King (for which she may have to wait some time), but all others must have some kind of invitation or summons. Is one character a noble, come to make some petition or resolve a dispute? Is one character a merchant or other commoner, come to try and bridge the gap between wealth and title? Is one character, even, a new servant seeking to rise in the palace hierarchy, or with some darker, secret ambition? Each character should enter the game with clear goals already in mind. In general, the more vital and challenging the goal, the better.

Taking a servant character is quite feasible, so long as she is right kind of servant. A cook, who is expected to remain in the Kitchen working for up to 18 hours a day, has little leisure to be pursuing personal schemes. Likewise, the duties of a Golden Guard are restrictive. But a maid tending the rooms of nobility and the personal servant of a noble have a great deal of potential, and such a character would be an asset to any group of conspirators.

Nevertheless, nobles and servants do lead different lives. For that matter, it is likely that any two noble characters will have different interests, and the game therefore at any moment may scatter to different sections of the palace. A certain amount of this is inevitable and ways of handling it will be discussed in a later article. The important thing is to ensure the characters are connected to begin with and have reason to keep rejoining each other throughout the game. The best way to achieve this, of course, is to ensure they have a goal in common as well as personal ambitions.

For example, a Baron who has just come into his title and his lady sister have arrived at Court in order that the King may recognize his inheritance. With them is his valet. During the process of getting through the gate, they meet a talented limner who has been summoned to assist the Herald (painting shields and such), who offers to paint the Baron's portrait in hopes it will lead to a royal commission. All of these characters share the goal of ensuring the Baron's investiture (which his cousin is naturally attempting to thwart). In addition, the limner has the ambitions of her art, the sister seeks a permanent

position at Court such as Lady-in-Waiting, and the valet aspires to office. Add the Baron's marriageability and a few personal secrets, and this is an ideal foundation for a Chimerical campaign.

The Chronicler should discourage conflicting goals amongst the player characters. Not everyone can marry the Princess Alida, and it is probably unrealistic for everyone to gain a duchy; in any case, a spread of ambitions, like skills and backgrounds, allows the characters a broader collective influence. The Chronicler should also beware of characters with goals including bringing down the monarchy and replacing it with a parliament or preparing the way for an invasion, unless that is where she wants the campaign to ultimately go.

Equally, the Chronicler should be careful about forcing goals upon players to fit in with her vision of the campaign. The object is, of course, to come up with a character that the player is happy to play. Such things should be matters of delicate and respectful negotiation on both sides — bribes, flattery, and blackmail optional!

Putting the Cauldron on a High Boil

More Spells and Magic Items for use with *Buffy the Vampire Slayer* RPG

by John Snead and M. Alexander Jurkat

Canon Alert

Most of the spells shown on the TV show are not named. For those, we labeled them as we saw fit (yep, we are a presumptuous bunch). Only those marked with an asterisk (*) are taken directly from the show.

More Spells from *Buffy the Vampire Slayer*

Season One Spells

Making the Vessel

Source: 1.2 The Harvest

Quick Cast: No

Power Level: 4

Requirements: Both the caster and the vessel must be vampires. The vessel bites the caster's wrist. The caster draws a three-pointed star on the vessel's forehead with the blood from this bite.

Effect: Until dawn, all blood drunk by the vessel nourishes the caster. The vessel gets no nourishment from this blood and will be quite hungry by the end of the night. This spell is rarely cast—it is only useful for vampires who are unable to hunt or must rebuild their strength.

Aspect Analysis: Caster must be vampire (-1), recitation (less than a couple minutes) (+1), noticeable scope (one target) (+1), target must be vampire (-1), long duration (+1), no special ingredients (for vampires) (+0), major effect (+3).

Summon Hyena Spirit

Source: 1.6 Pack

Quick Cast: No

Power Level: 6

Requirements: A pack of spiritually powerful hyenas, Masai ceremonial garb, a magic circle drawn in blood, and an aggressive or predatory act performed where the hyenas can see it.

Effect: Once the ritual has been performed, the hyena spirit possesses the first person or group of people who participate in a predatory or aggressive act within the magic circle. A person possessed by the spirit gains +1 to Strength, Constitution, Dexterity, and Perception, becomes far more predatory, and generally behaves like a hyena with human intelligence. The physical changes happen immediately; the mental changes are fairly gradual and often require up to two days to fully take effect. Once these changes have taken place, the possessed develop a strong desire to hunt, kill, and eat people. Anyone with a Willpower 2 or less ends up acting in a rather stupid and instinctual manner. Characters with above an average Willpower remain as smart and cunning as ever, making them extremely dangerous. Such people enjoy killing and preying on the weak, but have enough sense to do so in a manner that will keep their activities hidden from the authorities. Regardless of Willpower, the possessed remember everything they did while the spirit inhabited them. The hyena spirit can be transferred from one person or group of people to another by simply performing the same ritual in the presence of the people currently possessed by the spirit.

Aspect Analysis: Recitation (less than a couple minutes) (+1), severe scope (2-10 people) (+2), permanent duration (+3), way-rare ingredients (-3), major effect (+3).

Season Two Spells

Vampiric Revivication

Source: 2.1 When She Was Bad

Quick Cast: No

Power Level: 7

Requirements: This spell can only be cast on vampires who possess the Revivability Quality (see *Monster Smackdown*, p. 19). The mortal who was nearest to the vampire when it was destroyed must be sacrificed and her blood poured on the vampire's bones.

Effect: This spell returns a revivable vampire who has been destroyed to its previous state of undeath, unharmed, and ready to rock.

Aspect Analysis: Ritual (couple of minutes) (+1), noticeable scope (one being) (+1), limited to vampires with Revivability Quality (-1), permanent duration (+3), rare ingredients (-2), awesome effect (+5).

Restore the Undead

Source: 2.10 What's My Line? - Part Two

Quick Cast: No

Power Level: 5

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

Effect: This spell can restore a badly injured vampire to full health, regardless of the injury or damage suffered. This spell drains life from the sire to heal the injured vampire—if used on a sufficiently damaged vampire, the spell could kill the sire. If the spell is ended early, the subject is partially healed; this may allow her to recover more rapidly from the remainder of her injuries. Ending the spell early also ensures that the sire survives and recovers fully in a day or two.



Aspect Analysis: Recitation (less than half an hour) (+0), severe scope (two beings) (+2), only affects vampires (-1), permanent duration (+3), rare ingredients (-2), major effect (+3).

Ending Diane's Hunt

Source: 2.16 Bewitched, Bothered, and Bewildered

Quick Cast: No

Power Level: 3

Requirements: A personal object of the target, a large symbol representing the sex of the target in red chalk, a candle with the target's name written on it, a boiling cauldron (or beaker) with herbs, a picture of the target, and a fifteen-minute ritual that calls upon Diana, the goddess of the hunt.

Effect: This spell reverses the effects of the Passion of the Huntress spell, ending the target's obsession. Lots of Witches have gotten more money or favors by offering to remove that spell than by casting it in the first place. This spell won't remove the target's memory of being madly infatuated, and she often blames the person she was infatuated with. Love spells are bad news all around.

Aspect Analysis: Ritual (15 minutes) (+0), noticeable scope (one being) (+1), instant duration (+0), unusual ingredients (-1), severe effect (+3).

Season Three Spells

Spell of Demonic Ascension*

Source: 3.14 Bad Girls, 3.19 Choices, & 3.22 Graduation Day - Part Two

Quick Cast: No

Power Level: 3

Requirements: This spell is formed of three parts. The first, the Rite of Dedication, requires the supplicant to recite while kneeling in an inverted pentagram with five candles burning at each point. The second, the Ritual of Gavrok, requires the Box of Gavrok. The last, the Ascension, occurs on the one-hundredth day after the Rite of Dedication. This entire process can only be attempted once every century.

Effect: This spell transforms the caster into a huge and deadly true demon (snake aspect may be optional). The transformation takes place 100 days after the Rite of Dedication, but during that time nothing can harm the caster. Any damage taken is ignored and all wounds heal within seconds. Even if the caster is blown up with a bomb, within seconds, he reforms out of the pieces his body was ripped into. Sometime during the 100 days of invulnerability, the supplicant must devour a dozen of the deadly spider-like demons contained in the Box of Gavrok. Thank god for invulnerability, no? If the caster does not eat the requisite Gavrok demons before the 100 days have elapsed, the spell fails and the caster once again becomes a normal human.

Aspect Analysis: Intermittent ritual (several minutes spread over 100 days) (-1), noticeable scope (one being) (+1), permanent duration (+3), way-restricted use (once a century) (-5), awesome effect (+5).

Protective Amulet

Source: 3.14 Bad Girls

Quick Cast: No

Power Level: 1

Requirements: A small black pouch filled with herbs that have been set in the light of the full moon. This spell can only be cast during the third day of the full moon. Whoever wears this pouch gains the benefits of this spell.

Effect: This is a more limited version of the secret protection spell. Each time the wearer is hit, the charm absorbs two of the Life Points inflicted. The charm can absorb a number of Life Points equal to the caster's Willpower times the Success Level she rolls when casting this spell. For example, if the caster's Willpower is five and she rolls two Success Levels, the charm can absorb ten Life Points of damage (more specifically, two points from each of five attacks). Once the charm has absorbed its maximum number of points, it is useless.

Aspect Analysis: Ritual (a few minutes) (+0), noticeable scope (one being) (+1), creates magical item (+1), somewhat restricted use (-2), noticeable effect (+1).

Soul Reave Spell

Source: 3.17 Enemies

Quick Cast: No

Power Level: 10

Requirements: Throw a vial of blood that has been specially blessed on the target and say a short Arabic incantation.

Effect: This spell removes the soul from any vampire or other demon that managed to regain its soul. This is extremely painful; the victim suffers a -10 penalty to all her actions during this time. The length of time that this takes is a number of Turns equal to the Power Level of the Spell minus the Success Levels over ten (minimum of two Turns). If this is done to an ensouled vampire, it reverts to its old mean and vicious self. If this is done to a human, she gains a new mean and vicious self. This spell does not work on humans or any other beings that naturally have souls, only on creatures that have gained or regained their soul using magic or other supernatural means.

Aspect Analysis: Recitation (couple of minutes) (+1), noticeable scope (one being) (+1), creates magical object (+1), permanent duration (+3), unusual ingredients (-1), awesome effect (+5).

Season Four Spells

Beer of Savagery

Source: 4.5 Bad Beer

Power Level: 3

Requirements: A somewhat involved alchemical process using typical weird beakers, tubes, and bubbling liquids.

Effect: The enchanted beer becomes especially potent—anyone who gets extremely drunk on it transforms into a Neanderthal-like semi-human savage. Reduce the imbiber's Intelligence and Willpower to one; increase her Strength, Constitution, and Perception by one. The character is completely consumed with primal drives, like the desire for food, sex, and of course, more beer. The savages produced by this spell are not particularly violent, but if they are threatened or if someone gets in their way, they may become so. Also, to an

extent, they still recognize friends and enemies. A beer-created Neanderthal likely wants to hurt her enemies and stay near her friends. These effects last until the character sobers up. Getting drunk on this beer always results in a really nasty hangover (not to mention the other baggage that comes along with being Savage Girl). Enterprising magicians might devise a version that works on other beverages (Jell-O Shots of Savagery?).

Aspect Analysis: Lengthy ritual (several hours) (-1), noticeable scope (one being) (+1), creates magical item (+1), long duration (until sober) (+1), unusual ingredients (-1), severe effect (+2).

The Sacrifice of Three*

Source: 4.11 Doomed

Quick Cast: No

Power Level: 4

Requirements: The bones of a child, a bottle of man's blood, and the Word of Valios. There must be three casters and three living sacrifices (which may be one in the same).

Effect: When all three sacrifices have been made, a nearby Hellmouth will open. The actual result of that is pretty much up in the air. It's a safe bet that it would be very bad though.

Aspect Analysis: Multiple casters (-2), ritual (less than half a hour) (+0), severe scope (one Hellmouth) (+2), permanent duration (+3), rare ingredients (-2), major effect (+3).

True Shape Restored

Source: 4.12 A New Man

Quick Cast: No

Power Level: 5

Requirements: Herbs, candles, and the person the caster wants to help. This ritual takes about ten minutes.

Effect: Many spells can be found that transform people into everything from dogs to demons. This spell gives people back their rightful form. It can only be cast by the person who performed the transformation in the first place. If this spell works, the

target is instantly restored. A variation of this spell might work if cast by someone other than the original transformer, but the Power Level would rise by three.

Aspect Analysis: Recitation (ten minutes) (+1), noticeable scope (one being) (+1), permanent duration (+3), way-rare ingredients (original caster) (-3), major effect (+3).

Become the Ultimate Paragon*

Source: 4.17 Superstar

Quick Cast: No

Power Level: 5

Requirements: A special magic bone and a four-hour ritual where the caster carefully draws a magical symbol on the ground in blue paint. The caster can only cast this spell on herself—she can't use it to make someone else into a paragon. This spell can only be cast on February 1.

Effect: This spell transforms the caster into a paragon of humanity and marks her body with the magical symbol she drew to cast the spell. Add +3 to all Attributes and skills. Also, the caster gains Hard to Kill 6 and Good Luck 6 (which replenishes each hour). The caster's hometown is transformed. Everyone in this region suddenly believes that the caster is the most perfect person who has ever lived, and illusory evidence of her multi-talented prowess abounds. Movie ads proclaim that she is a star, her name is on everyone's lips, and local newspapers and magazines regularly run features on her. Everyone in the town also finds her to be unbelievably charismatic. This spell can only be cast by ordinary humans; it automatically fails if cast by demons, half demons, or even Slayers. In the end, this spell is nothing more than an illusion and it lasts no more than a month. It also comes with a heavy price—one full day after the spell is cast, a demon appears. This demon is marked on its forehead with the same magical symbol, has Attributes and Life Points equal to the caster's, and level 7 in Acrobatics, Getting Medieval, and Kung Fu. At first, this monster simply terrorizes the town. For the next week, it gets continually closer to the caster, eventually terrorizing everyone who comes near

her, while leaving the caster strictly alone. Finally, after two weeks, it begins to stalk the caster and attempts to attack her and any of her friends or associates at any opportunity. The demon's health is tied to the spell. Each third of its Life Points lost decreases the spell bonuses by the same amount (Attributes and skills decrease by one, Hard to Kill and Good Luck by two). If the demon is killed, the spell immediately ends. Even worse, if the demon is imprisoned, it sickens and dies within 24 hours—the spell weakens as it sickens and ends when it is dead. When the spell ends, all effects on the caster and everyone else instantly vanish. Over the next three days, all memory that the caster was ever a celebrity gradually fades. At the end of this time, she once again is an ordinary person, bereft of both fame and influence. Some people, especially other magicians, may retain some memory of the spell's affects and will believe that the caster is a fraud and a poser, even if they don't remember exactly why they believe this.

Aspect Analysis: Very lengthy ritual (four hours) (-2), noticeable scope (one being) (+1), awesome scope (one city) (+5), very long duration (+2), rare ingredients (-2), restricted use (-4), awesome effect (+5).

Slayer's Enjoining

Source: 4.22 Primeval

Quick Cast: No

Power Level: 2

Requirements: This spell requires the Slayer's Watcher and one to three other people who are emotionally close to the Slayer and who have fought vampires at her side. This spell must be cast when the Slayer is nearby and it cannot be cast more often than once every three years. Attempting to cast this spell more often causes it to automatically fail—the spirit of the First Slayer doesn't appreciate being bothered too often.

Effect: This spell calls upon the spirit of the First Slayer to join the essence of the participants. Once cast, each person involved adds half of her highest Attribute and three of her skill levels (round down) to the Slayer's Attributes and skills. Instead of pro-

viding one of these bonuses, a Witch or Warlock can instead temporarily give the Slayer half of her Sorcery Quality. Suddenly, the Slayer is a whole lot stronger, faster, and smarter than before and she may even suddenly know how to use a rocket launcher, speak Sumerian, or cast spells. This spell only lasts for a number of minutes equal to the Slayer's Willpower (including any bonuses provided by this spell). Still, for this short time, the Slayer becomes a being of unparalleled might. There's pretty much nothing that can stand in her way, especially if her friends are pretty buff types. The only problem with this spell is that it's a rough ride at the end. Both the Slayer and the participants are completely exhausted after it is over. All halve their Strength, Constitution, Dexterity, and Willpower levels until they've had a full meal and a good night's sleep. Minor mishaps with this spell can produce exceedingly unusual effects, including dream visits from the spirit of the First Slayer.

Aspect Analysis: Multiple casters (-2), ritual (less than half an hour) (+0), severe scope (up to four participants) (+2), medium duration (+0), unusual ingredients (-1), restricted use (-4), awesome effect (+7).

Season Five Spells

Embodied Transformation

Source: 5.5 No Place Like Home

Quick Cast: No

Power Level: 9

Requirements: Three magicians must perform a four-hour ritual. Prior to the ritual, the casters must have written down information about the individual being created and their background. This ritual may only be performed on enchanted items of vast power (Power Level 6 or greater).

Effect: This spell transforms a powerful enchanted item into an ordinary human. This transformation is permanent although the item still possesses any magical properties it previously possessed. This spell also creates memories, abilities, and a fully real background for the item. In effect, this spell reshapes the world so that the new person fits perfectly within it. This spell provides the person with

a family who have normal memories of her being born and growing up, a birth certificate, teachers and friends who know her, medical records, and even bullies who remember picking on her in the third grade. Although the new person is completely real and human, these memories are ultimately illusory. Spells like *Tirer La Couture* (see MB p. 74) can see through the changes wrought by the spell to the true reality underneath. Insane people and the dying are able to sense that the person is unusual and not who she seems to be. Finally, the person is fully mortal and can be injured and die as easily as anyone else. If the person dies, the enchanted item is destroyed and the spell is ended. All false memories and evidences of the person's existence instantly vanish—it is as if this person never existed.

Aspect Analysis: Multiple casters (-2), very lengthy ritual (four hours) (-2), noticeable scope (one being) (+1), awesome scope (world) (+6), permanent duration (+3), way-rare ingredients (-3), awesome effect (+6).

Create the Hunting Snake of Sobek

Source: 5.8 Shadow

Quick Cast: No

Power Level: 5

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

Effect: This spell transmutates a specific type of snake into a large demonic servant. The snake demon is completely loyal to its creator (as long as the caster doesn't mess up the ritual – if she screws up, the snake will likely try to eat her) and possesses keen supernatural senses. These snakes can sense and locate supernatural manifestation unfindable by other means. The only limit on this spell is that a given bloodstone can be used only once, and these bloodstones are quite rare—Egyptian priests skilled in dark magics inscribed them all long ago. (For further information on the Sobekite Spawn, see *Monster Smackdown*, p. 50).

Aspect Analysis: Recitation (a few minutes) (+1), noticeable scope (one snake) (+1), limited target (only snake specified by stone) (-1), permanent duration (+3), way-rare ingredients (-2), major effect (+3).

Slayer's Quest*

Source: 5.18 Intervention

Quick Cast: No

Power Level: 1

Requirements: Only a Watcher and a Slayer working together can perform this ritual at noon in a remote wilderness area far from any human habitation. This spell cannot be cast more often than once a year and it must be cast in the spring. The Watcher must make a circle of twigs and shake a gourd that has previously been prepared. The effect lasts between three and six hours.

Effect: This powerful and ancient ritual enables a Slayer to contact the primordial spirit of the First Slayer. When cast by the Slayer's Watcher, it calls a spirit guide. For the duration of this ritual, the Watcher is released from his vows and the guide is charged with protecting and training the Slayer. The spirit leads the Slayer into the spirit world. Once there, the Slayer can ask questions of the First Slayer. As befits a being of ancient power, the First Slayer almost never answers with simple answers—normally she speaks in metaphors and riddles. She is full of all manner of general advice about being a Slayer. Asking specific advice about dealing with an individual problem can be more difficult though. She cannot and will not tell a Slayer about the weaknesses of a particular demon. Slayers shouldn't need to ask for help about that sort of thing. She can say if the Slayer is having any problems correctly embodying the spirit of the Slayer. Also, if any previous Slayers have encountered a particular problem before, the First Slayer can summon the spirit of this previous Slayer. The spirit of this Slayer won't know anything more than she did when she was alive, but she can at least relate the story of her encounter with this particular problem.

Aspect Analysis: Dual casters (-1), must be Watcher and Slayer (-1), ritual (less than half an

hour) (+0), noticeable scope (one being) (+1), long duration (+1), restricted use (-4), awesome effect (+5).

Season Six Spells

Silence

Source: 6.6 All The Way

Quick Cast: Yes

Power Level: 3

Requirements: Witches need merely say "Silence." Other magicians must perform a ritual lasting two minutes.

Effect: The caster designates one or more targets nearby. She and these targets can hear each other unusually clearly and none of them can hear any other noises around them. The effect lasts for one minute per Success Level and can be dispelled with a short incantation.

Aspect Analysis: Recitation (two minutes) (+1), can be Quick Cast (+1), severe scope (up to ten beings) (+2), medium duration (+0), minor effect (+0).

Quick Change

Source: 6.8 Tabula Rasa

Power Level: 3

Quick Cast: Yes

Requirements: This spell is only useful to Witches and Warlocks who only need to make a gesture and a word or two.

Effect: The caster can get dressed or change clothes in an instant. Useful for putting on a police uniform if the real cops are about to come in the room—assuming the caster has a police uniform handy.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

New Spells

Canon Alert

Nope, these aren't actually from the show. However, we feel (again being the presumptuous lot we are), that you will find plenty of use for these spells in your game. So, get to scribing!

Health Stealing

Source: New

Quick Cast: Yes

Power Level: 3

Requirements: A short incantation while holding the victim's hand. The victim need not be willing or even conscious during the ritual. However, the caster must wear a specially prepared ring set with an alectoris stone on her left hand. If this ritual is being used to transfer health from one person to another, then the caster must hold both people's hands.

Effect: This ritual is one of the few that can heal almost any medical condition. The only requirement is that the caster must be touching a living person who does not suffer from this condition.

After the spell is cast, any single injury, disease or other medical problem is transferred from the person being healed to the victim. This ritual can be used to cure everything from a broken arm to lung cancer or even total paralysis or congenital blindness. Unfortunately, the condition is not really cured - it is merely transferred to someone else. This medical condition suddenly affects the victim of the spell just as if he had developed it naturally. This transfer is permanent and the condition can be treated normally with medicine. Health can only be stolen from humans, this spell does not work on vampires, demons or, half-demons.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Skin Changing

Source: New

Quick Cast: Yes

Power Level: 4

Requirements: The skin of a werewolf. The caster puts on the skin and say a short incantation to Fenris. The skin is destroyed when casting this spell, so a new skin must be used every time this spell is cast. Both fresh and tanned skins work equally well.

Effect: The is spell temporarily transform the caster into a werewolf. She gain all of the benefits of the 12-point Werewolf Quality (see BtVS Corebook, p. 51). The caster has all of the physical benefits of being a big tough werewolf and is completely in control of her behavior while she is a werewolf. She can remain a werewolf until the sun next crosses the horizon, but can also transform back earlier if she wishes. The only limit on this powerful spell is that it requires a steady supply of werewolf skins if the caster wishes to cast this spell regularly. Needless to say, werewolves are none to fond of anyone who uses this spell. Also, real werewolves can instantly smell if another werewolf they meet is a real werewolf or someone using this spell.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Ritual of Demonic Return

Source: New

Quick Cast: No

Power Level: 4

Requirements: A sword or dagger with a gilded blade or hilt. The caster must know the type of demon she is banishing and she must shout the name of this type of demon (or the demon's true name if it is a unique and powerful demon) and then touch the demon with the gilded weapon.

Effect: This spell instantly returns a demon to the hell dimension from whence it came. Getting rid of demons is a wonderful thing, but this spell has four serious limits - the caster need to know the type of

demon she is banishing, the caster or someone helping her with the ritual must touch the demon with the gilded sword, this spell is only useful on demons who can't travel dimensions on their own, and it will not work on hellgods of other incredibly powerful demons. Since it only sends a demon home to the hell dimension from whence it came, a demon that can get to our world without being summoned can simply come back, and will likely be annoyed at having to make the extra trip.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Elixir of Longevity

Source: New

Quick Cast: No

Power Level: 5

Requirements: One cup of human blood, one cup of vampire blood, and a golden bowl to mix them in. The caster must mix the blood and perform an incantation and then drink the pint of mixed blood.

Effect: This spell restores whoever else drinks the mixed blood to whatever age the drinker desires. Someone who is 85 could look for feel 35 or even 15. However, the effects of this spell only last one month. Once the month is over, the effects fade over the course of a single day and by the end of that day, the recipient will look and feel as old as she really is. Not only will suddenly being 85 make it harder to get a hold of more vampire blood, but if the recipient is more than 100, she dies of old age when the spell runs out. The only way to avoid this is to cast the spell again before the first one runs out. There are rumors that a few rogue Watchers have been using this spell for several centuries. Fortunately, blood banks and the fact that some vampires store human blood for snacks, now makes getting the human blood the easy part of doing this spell.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Life Stealing

Source: New

Quick Cast: No

Power Level: 6

Requirements: A black pentagram with a white candle burning at each point. The victim (who must be younger than the person whose youth is being restored) must be tied down on the pentacle. The caster must say an extensive incantation to Chronos, cut the target with a silver knife, drain a small amount of blood and then drink the blood. If this is being used to restore someone else's youth, then that person must drink the blood.

Effect: This spell is one of the few magical rituals that allows the caster become young again or to make someone else young again.

The only problem with this spell is that to use it, the caster must steal the youth from someone else. This person must be in relatively good health and must be younger than the person whose youth is being restored. This spell restores the recipient to the prime of their youth (between 19 and 23 years old) in an instant. However, all of the years that have suddenly been subtracted off of her age are suddenly added onto the age of the person whose youth is being stolen. If the number of years added to this person's age would make them over 100 years old, the spell kills her and all that is left is a withered corpse. If the recipient ends up less than 100 years old, then she simply becomes old and decrepit, while the recipient becomes suddenly young, vibrant and full of life. This spell does not wear off, however, the recipient will continue to age normally. Anyone who wishes to be truly immortal must cast this spell multiple times. Each time it is cast, the number of years between present and when the spell was last cast are transferred to the person whose youth is being stolen. Life can only be stolen from humans, this spell does not work on vampires, demons or, half-demons. If this spell goes wrong, it almost always makes the person the spell is being cast on many decades older and restores the victim to the prime of life (if she isn't already there).

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), per-

manent duration (+3), rare ingredients (-2), major effect (+3).

Demon Portal

Source: New

Quick Cast: No

Power Level: 6

Requirements: A creature, object, or even a pinch of dirt from the dimension the caster wishes to visit. This spell can also only be cast at special dimensional weak points. The caster also needs to draw a circle with a pentacle inside on a wall or the ground.

Effect: When the spell is cast, a gateway to the other dimension opens up inside this circle – the pentacle vanishes, along with the portion of the ground or wall inside the circle. It is replaced by a glowing circle of light. Anyone walking through or on the circle is instantly transported into the new dimension. The portal only remains open for 30 seconds, so once it's open the caster will need to move fast.

The hardest part of performing this spell is locating dimensional weak points. Other than trying this spell at random locations, the best way to figure out where such places are is to look for places where weird events happen a lot. A vacant lot that has had occasionally be the site of weird lights at night and once experienced a rain of toads is a good candidate for a dimensional weak point. Alternately, the caster can ask a demon or a powerful magician where the nearest dimensional weak point is. Unfortunately, if the caster wants to get back home, she will need to find another weak point and cast this spell again. The place where the caster came through into the new dimension may or may not be a dimensional weak point in this new dimension, so she may have a long search ahead of her. This spell is a great way to visit everything from the nastiest hell dimension to the dimension without shrimp – however, getting home can take a bit of work.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).



Spontaneous Human Combustion

Source: New

Quick Cast: No

Power Level: 6

Requirements: A lock of hair, a small amount of blood, or a bit of fingernail from the intended victim, a doll and a low fire in a brass or gold cauldron. The doll must be roasted over the fire from Noon to midnight. This spell can only be cast on a Sunday. Any interruption in the ritual, at any time stops the process and saves the victim.

Effect: For the first 3 hours, victims simply feels unusually warm, for the next three hours they run a mild fever, which then becomes a serious fever. The victim falls unconscious between 6PM and 8PM and will burn to death slowly between 11PM and midnight. This spell is the darkest form of black magic and requires the caster to chants the names of several demons. It may only be cast upon living beings with human blood in their veins. It works perfectly well on normal humans, Slayers, or even half-demons, but will not work on demons, vampires, or any other inhuman monsters.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Summoning

Summon Machida

Source: Reptile Boy: 2.5

Power Level: 3

Quick Cast: No

Requirements: Three victims for Machida to feed on, lots of chanting, and a specially blessed sword that has Machida's symbol etched or engraved upon it.

Effects: This spell summons the large reptilian demon Machida. If it finds the three sacrifices to be acceptable, then it will grant 5 levels of Good Luck to all members of its cult. For more information on Machida, see Monster Smackdown, page XX.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Summon Gachnar

Source: Fear Itself: 4.4

Power Level: 2

Quick Cast: No

Requirements: Draw the Mark of Gachnar in red and then spell blood on it. This spell must be cast inside a house or other small or moderate-sized building. This spell must be cast in daylight and it doesn't take effect until after night falls.

When cast normally, Gachnar does not physically appear. Instead, the entire dwelling comes temporarily under his sway. From the evening of the day the spell is cast, until the next morning, everyone inside the house finds themselves surrounded by their worst fears. These effects are purely illusory, but are so real and complex that two people in the same room can see entirely different scenes and can become lost from each other even though they are no more than a few feet apart. None of the illusions can cause any physical harm, but they can mask physical dangers and so can indirectly cause people to harm themselves or each other. If someone has a gun and suddenly sees their best friend transform into a demon, things could get really messy.

Everyone who is in the house must periodically make a doubled Willpower roll to resist the affects of Gachnar's influence. A failed roll means that the character is immediately enmeshed in an illusion of one of their worst fears. Cast members can make a roll every half hour to recover from the fear. Each failed roll means that the next roll is at -2. Failing two Willpower rolls means that the cast member must make the roll at -4 to regain her courage. However, if she succeeds at a roll, she does not need to worry about making a roll for the next hour. Also, if someone close to the cast member actively attempts to help her regain her courage, she can immediately make another attempt to recover and may also add her friend's Willpower to her own for this roll.

To banish Gachnar, a cast member either needs to cast a counter spell that involves burning a special banishing incense on the mark of Gachnar, or she can destroy the mark. Destroying his mark does not undo the spell, but it does cause Gachnar to appear physically where his mark was. Fortunately, Gachnar is only six inches tall and has only 5 Life Points. He can be destroyed with a swift kick and once his physical form is destroyed the spell is broken.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

More Enchanted and Superscience Items

Ovu Mobani Mask

Source: 3.2 Dead Man's Party

Power Level: 7

Requirements: This mask automatically raises the dead, however, the mask must be worn by a zombie or a necromancer who has dedicated himself to death to activate any of its other powers.

Appearance: This item is a carved wooden mask that looks African, it has small pieces of polished bone set around the inside of its deeply inset carved eyes. When any of the mask's powers are used, these bones glow bright red, causing the mask's eyes to glow red.

Effect: This mask has the zombie demon Ovu Mobani bound within it. Unless it is specially warded, it will cause any dead people or animals that are near it to become animated. These zombies add +1 to their strength, subtract one from their Dexterity and are mindless beings with Intelligence and Willpower scores of 1 and no skills other than Kung Fu and Notice.

Warding the mask means either covering its eyes so that no light can touch them, or keeping it within a Circle of Binding. The first evening it is unwarded, it will turn any dead human or animal body within 20 yards into a zombie. On the next evening, it

will raise anything dead within 1 mile. All of these zombies will be drawn to the mask. If the mask is worn, then the wearer can command the zombies as he wishes. If the mask is not being worn, then every zombie in the vicinity will attempt to put it on, attacking any humans or other obstacles in their path. If several zombies are close to it, they will fight over the mask. However, as soon as one of them puts it on, the mask will forever bind itself to the zombie's face, and all of the other zombies will bow before the might of their new master.

The wearer of the mask is possessed by the zombie demon Ovu Mobani – it gains an Intelligence and Willpower of 5, and adds +2 to its Dexterity and +1 to both Strength and Constitution. In addition, this zombie demon can now command every zombie created by the mask. The wearer also has complete control over whether the mask animates new zombies and can choose to animate all zombies within a mile radius, to animate no new zombies, or to simply animate one zombie and leave any other nearby corpses quietly dead. Although animate zombies must be commanded verbally, animating zombies requires no effort at all. In addition to these powers, the mask's wearer can also mesmerize humans and any other being that looks directly in its eyes. The mask's wearer rolls a contest of Willpower with anyone it stares at, and if that person fails, they are unable to move or act in any way for the next full turn.

While this mask is normally worn by zombies, it was initially created to be worn by a powerful mortal necromancer. Any magician who eats human flesh, says a special incantation in Swahili, and then puts on the mask activates it. The mask will permanently graft itself to his face. The wearer gains all of the physical advantages of being a zombie, adding +2 to his Strength and +1 to his Constitution. However, the wearer is also partially possessed by the spirit of Ovu Mobani and now has an overwhelming urge to animate zombies and lead its undead hordes on a massive crusade against the living.

To stop this process at any stage, all someone needs to do is to do 10 or more Life Points of damage to the mask's eyes. If the mask is hanging on the wall, this is trivially easy to accomplish. If the mask is being worn, the then attacker must make an attack

roll at -4 to successfully target the mask's eyes. The instant the eyes are destroyed, all zombies created by the mask vanish, as does the wearer of the mask.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Vengeance Demon Pendant

Source: 3.9 The Wish

Power Level: 7

Requirements: The user must wear this pendant. If someone makes a wish in front of her, she can choose to grant it, but the wearer cannot grant her own wishes.

Appearance: Vengeance Demon pendants are always jeweled pendants that appear to be old and ornate.

Effect: This item contains the essence of a Vengeance demon's power. If taken from a Vengeance demon, then demon will stop at nothing to get it back. Since Vengeance demons are strong, durable, and capable of teleportation - keeping such an item away from one of them can be extremely difficult. However, anyone who wears this item can use it to grant wishes. The only problem is that because this is an item of demonic power and is somewhat tricky to use, anyone who uses this item who is not a Vengeance Demon will have trouble making the wishes they grant come out correctly. In the hands of an amateur, pretty much anything that can go wrong with a wish will do so, often in a particularly disastrous fashion. If someone wishes for lots of money, they may find a briefcase containing a million dollars, but the mob boss who originally had this briefcase will be looking for it and will assume the current owner stole it. In general, these sorts of wishes are always more trouble than they could possibly be worth. If this pendant is destroyed, then the vengeance demon instantly becomes an ordinary human, and the effects of all wishes granted by using this pendant are instantly and permanently reversed.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Blessed Chicken Foot

Source: 3.13 The Zeppo

Power Level: 3

Appearance: This is a mummified chicken foot with a black leather thong wound around the ankle.

Requirements: To make this item, the Enchanter must sacrifice a chicken to Uurthu on the first day of the new moon and cut off its left foot. The foot is dried until the next new moon, and then wrapped in a specially prepared and inscribed piece of black leather. The user holds the chicken foot over a grave, invokes Uurthu, cuts her palm, and bleeds on the grave. For corpses older than two weeks old, the stars must be aligned with the Moon in Libra, while contacting both Saturn and the Sun (or something like that).

Effect: This item raises a corpse as a zombie. The zombie has the same memories and same personality as the deceased. Even so, zombies' spirits are always touched with darkness and corruption—they have far less concern for human life or human rules than they did when they were alive (assuming they had much concern in life). Zombies do not need to eat, drink, or breathe. The damage or injury that killed them is not healed or repaired. Zombies gain +3 to Constitution and +1 to Strength, they are incapable of feeling pain, and they double the number of life points they would normally have. Also, most injuries don't particularly hurt them - cutting off a zombie's arm, merely produces an annoyed, one-armed zombie. However, they continue to rot and decay (although quite slowly if they have been embalmed) and they are incapable of healing any injuries, so they will eventually simply fall apart. To destroy a zombie a cast member either destroy or cut off its head, smash it to a pulp (i.e.: do its new life points in damage).

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being)

(+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

The Balthazar Amulet

Source: 3.14 Bad Girls

Power Level: 3

Requirements: The Amulet must be worn by a demon to be effective

Appearance: This amulet is a palm sized somewhat ornate amulet of silver set with a large gemstone.

Effect: This amulet was specially designed by for the demon Balthazar to greatly enhance his strength and endurance. When worn it adds +3 to both his Strength and Constitution and allows the normally immobile Balthazar to move around normally. However, Balthazar is not the only one who can make use of it. Although it is of no use to either humans or vampires, any demon or half demon that wears this amulet gains +1 to both his Strength and Constitution scores as long as he is wearing the amulet. These bonuses also increase the wearer's Life Points, and any damage comes off of these additional life points first. However, as long as Balthazar is still alive, the wearer of this amulet will have to contend with both him and with his servants, the deadly vampire duelists known as El Eliminati - Balthazar will stop at nothing to regain this amulet.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Box of Gavrok

Source: 3.19 Choices

Power Level: 7

Requirements: To complete the Demonic Ascension ritual the candidate for Ascension must devour several of the dark crawlers from the box.

Appearance: The size of a large cubical hatbox, it is moderately heavy with tight-fitting lid. When

open all that can be seen inside is darkness and uncountable thousands of dark crawlers.

Effect: The box of Gavrok is necessary to complete the ritual of Demonic Ascension. However, it can also be used on its own. The Box of Gavrok is actually a portal to a dimension of endless night where the dark crawlers dwell. This dimension is full of literally billions of dark crawlers and when the box is opened they have free access to our world. Immune to all control spells and no more intelligent than an insect, these horrors will devour all living beings in their path. Since they can also gradually chew through almost any obstacle, the only way to stop hordes of dark crawlers from invading our world is to place the lid back on the box. The owner could perform discreet assassination by releasing a couple of these small monsters into someone's bedroom, or could create an impressive and deadly distraction by simply opening the box and letting them spill forth.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

The Box of Silence

Source: 4.10 Hush

Power Level: 7

Requirements: Open the box to capture voices, open it again or break it to release the captured voices.

Appearance: A small brass and wooden box approximately the size of a thick book.

Effect: When this box is opened it steals the voices from everyone within a 5 mile radius. No one who has been affected can speak or utter any sort of sound until their voices have been returned. Fortunately, the box of silence cannot be used to capture the voices of more than one town at a time. As soon as the box is opened to capture the voices of another town, the previous town's voices escape.

Whenever the box is opened, it draws in the voices of all humans, vampires, demons, and any other beings that can speak. However, it has no affect at

all on recordings or other artificial ways of making noise. This box was made by an ancient demon-smith for a group of predatory demons known only as “The Gentlemen”. Since human screams are instantly lethal to “The Gentlemen”, they treasure this box above all other possessions, and will do anything to attempt to regain it. The box is relatively fragile - 10 points of damage from a blunt instrument will destroy it.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

The Orbs of Nezzla'khan

Source: 6.19 Seeing Red

Power Level: 7

Requirements: These unique items are the property of Nezzla demons and are stored in a special chamber that can only be entered by Nezzla demons or by someone wearing the fresh skin of a Nezzla demon – the Nezzla demons don't advertise this particular loophole.

Appearance: a pair of small red glass orb, with gold symbols drawn on them

Effect: This item confers both strength and invulnerability. Anyone who carries or wears them gains +10 to both Strength and Constitution (these bonuses also increase the user's Life Points) and the user also gains an additional 100 Life Points on top of these other bonuses. Unfortunately, the orbs themselves are not nearly so invulnerable. If someone takes them away from the user or destroys them (which takes a mere 5 points of damage) then the user instantly loses all bonuses granted by the orbs. Also, the user must have both orbs to gain these bonuses, having only one provides no benefit.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

Jet Pack

Source: 6.19 Seeing Red

Power Level: 2

Requirements: A variety of dangerous chemicals and some complex pumps – these chemicals must be refilled after every use.

Appearance: A pair of silvery tanks that strap onto the user's back that have large nozzles on them.

Effect: This item allows the user to briefly fly. When it is turned on the user rising into the air at more than 50 miles per hour. Unfortunately, jet packs only carry enough fuel for 10 minutes of flight, only allowing the user to travel a few miles before she must land. Also, they are somewhat difficult to steer. If the user takes off near any tall obstacles like buildings or power lines and fails to make at least one Success level on a Dexterity + Acrobatic roll, she will run into a wall or roof and fall to the ground.

Aspect Analysis: Multiple casters (-2), lengthy ritual (one hour) (-1), noticeable scope (one being) (+1), awesome scope (area of entire city) (+5), permanent duration (+3), rare ingredients (-2), major effect (+3).

New Totem Animals

by Steve Darlington

The *Buffy the Vampire Slayer* roleplaying game supplement *Slayer's Handbook* only lists seven animal spirits to infuse the Totem Warriors of Grizzly Peak. This article supplies thirteen more beasts of the field (and one bird of the air) from which to choose. These totems are not necessarily the most heroic of beasts, but even the smallest grants advantages appropriate to their strengths. They can be used for Cast Members, Supporting Cast, or even Little Bads, either in a Grizzly Peak game or as a new twist in any other *Buffy* game. You could even include them in a game of *Witchcraft* or *All Flesh Must Be Eaten*, although you'll need to convert their stats to the classic Unisystem rules.

You can use these animal spirits as models for the creation of your own Totem Warriors. After all, a beaver is just like an otter with bigger teeth, and a squirrel is pretty similar to a field mouse (again, except for the teeth thing). As always, though, check with your Director before including any of these, or variations upon them, on your character sheet. Of course, if you're full shopping schedule leaves you with little time to make up your own Cast, we present eight of them ready to play—four Heroes and four White Hats—that make use of some of these creatures. They're ready to go—just give them a name and you can step right into Grizzly Peak and start laying waste to wendigos.

Remember that all Totem Warriors also receive Fast Reaction Time, three levels of Hard to Kill, and +1 to Kung Fu. Also, Totem Warrior is a 12-point Quality.

Badger

Both the U.S. and Britain have badgers—although different genus and species, they are both striped, fox-like insectivores who like to mark their territory with a lot of grunting (much like some frat boys we know). The gruff old man of the forest is also an excellent tracker and a tough fighter.

Attributes: Str +2, Dex +1, Con +3, Wil +2

Enhanced Sense: Acute Sense (Smell/Taste)

Special Ability: Badger warriors gain a +1 bonus whenever they're backed into a corner (metaphori-

cally or literally) and forced against their better judgment to stand and fight. This probably happens a lot to Totem Warriors.

Buffalo

Buffaloes were once found everywhere across the plains of America, but now are limited to just a few small herds in the frozen north. Massive and woolly, they are the biggest land animals found in the Americas. Don't be fooled by the wooliness or the size though—the horns are not there for decoration and they certainly know how to use them.

Attributes: Str +4, Con +4

Enhanced Sense: Acute Sense (Hearing)

Special Ability: Buffalo warriors get a +2 bonus when protecting the weak of the herd (or the Scooby gang) from great danger (no, a math test doesn't count).

Crane

Blue ones inhabit pastures, paper ones often pop up in origami classes. These large, long-legged birds are found in wetlands where they scoop up bugs in their conical beaks. They are also graceful fliers and often considered symbols of good luck. These stats also work for wild geese, swans, or any other large waterbirds.

Attributes: Dex +3, Per +2, Wil +2

Enhanced Sense: Acute Sense (Vision)

Special Ability: Cranes have natural grace and poise. They gain a +2 bonus on rolls to impress with visuals alone (i.e., without the making of the chit-chat). Examples might be dancing, making a grand entrance to a party, or causing a distraction so your friend the wolverine can sneak up behind the pack of wendigos and rip their heads off.

Elk

Elks are horned ungulates larger than deer, but smaller than moose. Males that are very aggressive, particularly when rutting. Their proud demeanor leads some to identify them as the royalty of the forest.

Attributes: Str +4, Con +2, Per +2

Enhanced Sense: Acute Sense (Smell/Taste)

Special Ability: Elk warriors receive a +1 bonus to any roll when they are at the forefront of the herd—e.g., leadership, coaching a team, or just showing off (or attracting the ladies with your antlers, errr, moves)

Fox

This gregarious canine often appears smarter than the wolf, due its sheer inventiveness and use of clever tricks in hunting, breeding, and overcoming whatever the environment throws at them. They have certainly earned their reputation as the metonym for cunning itself.

Attributes: Str +1, Dex +2, Con +1, Per +2, Int +2

Enhanced Sense: Acute Sense (Smell/Taste)

Special Ability: The fox loves a good puzzle. When faced with a purely mental problem which can't be solved through research (either with books or on the net), the player can make an Intelligence (not doubled) roll. If successful, the GM must offer a cunning solution.

Lizard

This cold-blooded insectivore is found wherever there are tasty bugs to be eaten and warm rocks to be covered. Although its scales are often camouflage, making them invisible to their prey, other species are brightly colored to drive off predators. Plus, the tail thing is cool.

Attributes: Str +1, Dex +3, Con +3, Per +1.

Enhanced Sense: Acute Sense (Smell/Taste)

Special Ability: The lizard is a solar-powered beast. After four continuous hours outside in direct sunlight, lizard warriors receive a +1 bonus to all rolls for the subsequent four hours. During any significant exposure to a cold environment (such as outdoors at night in most American climates), they suffer a -1 penalty to all rolls. Coats don't help—the lizard needs the sun's rays to stay warm.

Mouse or Rat

This covers all small wild rodents, of which there are legion, across Europe and America. They need their blinding speed and skill at disappearing quickly in order to survive, as owls and hawks are always looking to turn them into a fly-by Happy Meal.

Attributes: Dex +4, Per +4

Enhanced Sense: Acute Sense (Smell/Taste)

Special Ability: Most mice simply utilize this bonus to sneak and stealth about while on foot with the Crime Skill. Other, forward thinking Totem Warriors will use this bonus to help them tail wagons while riding on horseback (or even escaping the wagon while on horseback).

Rabbit

Digger. Runner. Master of the swift warning. Lord of the grass, prince of a thousand enemies. Go read *Watership Down* or watch *Night of the Lepus* and you'll begin to understand why Anya fears these masters of evasion and survival.

Attributes: Dex +3, Int +1, Per +3, Wil +1

Enhanced Sense: Acute Sense (Hearing)

Special Ability: Triple movement speed, both walking and running. Also, characters receive a +1 bonus to rolls when running away and hiding (even if this involves using a vehicle). Of course, using this power is not a great way to impress people or make friends.

Raccoon

A small brindled mammal found all over the temperate United States—or at least wherever food is easily found or stolen. Raccoons are insatiably curious, highly intelligent, and profoundly devious scavengers. If there's a way in, around, or through, this "little digger" will find it.

Attributes: Dex +4, Con +1, Int +2, Per +1

Enhanced Sense: Acute Sense (Touch)

Special Ability: Raccoons are masters at finding ways into places they shouldn't be. They receive a +2 bonus to Crime rolls involving breaking, entering, lockpicking, or any other sort of intrusion.

Sea (or River) Otter

These large aquatic creatures are a triumph of evolution, perfectly designed for the coldest oceans. They typically feed by putting rocks on their stomach and cracking oysters on them—but can also hunt fish incredibly well with their hypersensitive whiskers

Attributes: Str +1, Con +3, Per +4

Enhanced Sense: Acute Sense (Touch)

Special Ability: An otter's finely tuned whiskers can detect minute variations in air currents. The otter warrior lacks the whiskers but (on a successful Perception and Notice roll) can detect movement within fifty feet of their location without needing to see or hear it. Unlike smell, it also has accuracy, meaning the character has fairly good radar. They can tell approximately where the movement is coming from and how fast it is traveling.

Snake

The snake is often associated with evil (the whole Garden of Eden original sin thing hasn't been easy to shake off) and feared by mankind, but these legless reptiles have never particularly cared about their bad press. They are patient hunters, big eaters, and prevalent breeders. Some are venomous, some just bite and swallow, and some prefer the whole "crushed to death in my mighty coils" approach.

Attributes: Str +2, Dex +3, Per +3

Enhanced Sense: Acute Sense (Smell/Taste)

Special Ability: Once per day, a snake warrior can escape a grapple hold by shedding his outer layer of skin. Their skin flakes off and they can slip from an attacker's grasp, who is left holding only powder. Note that this doesn't work if the grappler is holding the warrior solely by his clothes—although even then, a successful Dexterity roll may allow the snake to wriggle out of his clothes. Using this power also gives them a +2 bonus to any Crime rolls involving escaping bonds or restraints, or entering or moving through small, enclosed spaces.

Weasel

Weasels and their cousins the stoats are two of the larger mustelids around (after the granddaddy, the wolverine, of course). These sleek grassland hunters have the highest metabolic rate of any mammal. They must eat their own weight in raw flesh every day in order to maintain their hyperactivity and lethal killing sprees. Plus, they're cute.

Attributes: Str +1, Dex +4, Per +1, Wil +2

Enhanced Sense: Acute Sense (Vision)

Special Ability: Weasel warriors (besides probably wanting people not to call them that) are almost constantly hungry. After eating a meal, they receive +1 to all rolls involving anything remotely physical. However, after two hours (or a scene), they return to normal. After another two hours/scene, they become weak from hunger and suffer a -1 penalty to all physical rolls until they eat another meal. It's up to the GM what constitutes a meal, but chips and soda probably doesn't count.

Wolverine

Even tougher than badgers, these gigantic rodents combine tenacity with the savagery of the weasel. Relentless hunters, they have been known to track wounded prey for weeks across winter snow, until the creature—typically of a size and power far beyond them—collapses from blood loss or infection.

Attributes: Str +2, Con +4, Wil +2

Enhanced Sense: Acute Sense (Smell/Taste)

Special Ability: Wolverine warriors gain two extra levels of Hard to Kill for free (for a total of five) to a maximum of seven levels. They also do not suffer from negative die roll modifiers when their Life Points are low. Wolverines just keep on coming!

Big Moose On Campus

Character Type Hero

Life Points 77 Drama Points 10

Str 7@ **Int** 3
Dex 4 **Per** 5*
Con 6* **Wil** 3

Qualities

Acute Sense (Smell/Taste) (from Totem Warrior Quality)
 Attractiveness +4 (4)
 Contacts (Townsfolk) (3)
 Fast Reaction Time (from Totem Warrior Quality)
 Hard to Kill 5 (3 levels from Totem Warrior Quality)
 Totem Warrior (Elk) (12)

Drawbacks

Covetous (Mild Conspicuousness) (1)
 Honorable (Serious) (2)
 Humorless (1)
 Secret (Totem Warrior) (1)

Skills

Acrobatics 0
 Art 0
 Computers 1
 Crime 0
 Doctor 1
 Drive 2
 Getting Medieval 0
 Gun Fu 1
 Influence 5
 Knowledge 3
 Kung Fu 3 (1 level from Totem Warrior Quality)
 Languages 0
 Mr. Fix-It 2
 Notice 2
 Occultism 0
 Science 2
 Sports 3
 Wild Card 0

@ 4 levels from Totem Warrior Quality

* 2 levels from Totem Warrior Quality



Background on the Big Moose On Campus

You know the problem with kids today? No sense of pride.

My mom and pop taught me to take pride in my town and myself, and it's served me right all my life. They also taught me their values, about working hard, and doing what's right, and looking out for those less fortunate. I try to live up to those ideals every day. Sure now, I was born big, but I didn't neglect my brain. I studied hard and got good grades. I also worked on the school paper and the school council. Nowadays, I'm working on the Civic Pride Parade Committee, and I help out at the Mayor's office on weekends. I figure might go into politics some day.

Of course, now this ghost tells me I'm a spirit warrior, and that there's wendigos out there who want to bring some trouble. Well, alright, I say. If I can help protect my town in any way, I'm ready and willing to do my part.

Quote

"I was raised to believe that you should give back to the community. Not eat it."

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Disarm	4	—	Resisted by Parry
Dodge	7	—	Defense action
Hunting Rifle	5	20	Bullet
Kick	6	16	Bash
Punch	7	14	Bash
Sweep Kick	6	7	Bash, knocks target down

Buffalo Gal
Character Type White Hat
Life Points 85 Drama Points 20

Str	7*	Int	2
Dex	2	Per	2
Con	8*	Wil	2

Qualities

Acute Sense (Hearing) (from Totem Warrior Quality)
 Fast Reaction Time (from Totem Warrior Quality)
 Hard to Kill 5 (3 levels from Totem Warrior Quality)
 Natural Toughness (2)
 Totem Warrior (Buffalo) (12)

Drawbacks

Attractiveness -2 (2)
 Emotional Problems (Depression) (2)
 Misfit (2)

Skills

Acrobatics 0
 Art 0
 Computers 2
 Crime 0
 Doctor 0
 Driving 0
 Getting Medieval 1
 Gun Fu 3
 Influence 0
 Knowledge 0
 Kung Fu 2 (1 level from Totem Warrior Quality)
 Languages 0
 Mr. Fix-It 2
 Notice 0
 Occultism 1
 Science 2
 Sports 0
 Wild Card (Farm Life) 3

* 4 levels from Totem Warrior Quality



Background on the Buffalo Gal

I know what you're thinking. Wide load? Miss Piggy? Or just plain “fatso”?

Go ahead. I've heard them all. And I don't care any more. It's not my fault; it's genetic. It's probably genetic for you, too—I mean, you can't help it that your parents were related, right?

My whole life, I've been singled out as the fat girl. It didn't help that I grew up on a farm—never even owned a dress until I was fourteen. Riding the range and keeping the cattle in line were all I ever thought about. Out there, there's no jerks to call you names.

Now Dad says I have to go to college and there are jerks everywhere. Last week, one of them told me to go back to the diary with the rest of the fat cows. I was as surprised as anyone when he went clear through the window.

Nathaniel explained it to me: I've got super powers—I'm big and tough like a prairie buffalo, and I'm supposed to use that to fight the wendigos. I even found some other super-powered types to hang with. Which might be okay, unless they're another bunch of jerks.

Quote

"I may be fat but I can still kick your skinny ass"

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Dodge	4		Defense action
Grapple	6	—	Impairment varies
Hunting Rifle	5	20	Bullet
Kick	3	16	Bash
Punch	4	14	Bash
Slam-Tackle	7	14	Bash
Toss	10	7	Must grapple first

Foxy Lady
Character Type Hero
Life Points 43 Drama Points 10

Str 3* **Int** 7#
Dex 6# **Per** 6#@
Con 3* **Wil** 2@

Qualities

Acute Sense (Smell/Taste) (from Totem Warrior Quality)
 Artist (2)
 Attractiveness +5 (5)
 Fast Reaction Time (from Totem Warrior Quality)
 Hard to Kill 3 (from Totem Warrior Quality)
 Resources (Well Off) (4)
 Totem Warrior (Fox) (12)

Drawbacks

Covetous (Serious Conspicuousness) (2)
 Emotional Problems (Narcissistic) (1)
 Mental Problems (Mild Phobia—Icky Bugs) (1)
 Mental Problems (Severe Obsession—Personal Beauty) (2)

Skills

Acrobatics 2
 Art (Fashion) 4 (1 level from Artist Quality)
 Computers 0
 Crime 1
 Doctor 0
 Drive 0
 Getting Medieval 0
 Gun Fu 0
 Influence 5
 Knowledge 2
 Kung Fu 2 (1 level from Totem Warrior Quality)
 Languages 1
 Mr. Fix-It 0
 Notice 3
 Occultism 0
 Science 0
 Sports 0
 Wild Card (Personal Grooming) 5

* 1 level from Totem Warrior Quality

2 levels from Totem Warrior Quality

@ 1 level from Artist Quality



Background on the Foxy Lady

It's a cliché, I know, but it really isn't easy being beautiful.

First of all, there's the regime—exercise, diet, skin care, hair care. Then there's the jealousy—people say I get an unfair advantage, but I refuse to ignore my natural gifts simply because they are intimidated.

And use them I have. I've won May Queen and Miss Tri-County. I'm now heading towards Miss Oregon. And that takes a lot more than just beauty and poise, let me tell you. Organization, training, preparation . . . and ruthless cunning. If you want to win you have to be able to out-think and out-maneuver your opponent at every step. Putting your best foot forward is a dog-eat-dog game—and I play to win. After all, there's a lot of money at stake, especially if I land a modeling contract.

Which is why I came out fighting when that thing grabbed me with its claws. My face is my future, and nothing is going to mess that up. Luckily, it turns out I've got some animal spirit powers to help out with that. Excellent.

Quote

"We lure it, we trap it, we kill it. Then I wear its fur as a stunning accessory to my Versacci evening gown."

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Crossbow	6	16	Slash/stab
Dodge	8	—	Defense action
Head Butt	6	6	Miss hurts self
Kick	7	8	Bash
Punch	8	6	Bash

The Great Mouse Detective
Character Type Whiter Hat
Life Points 35 Drama Points 20

Str 2* **Int** 4#
Dex 2 **Per** 8*#
Con 8* **Wil** 2

Qualities

Acute Sense (Smell/Taste) (from Totem Warrior Quality)
 Fast Reaction Time (from Totem Warrior Quality)
 Hard to Kill 3 (from Totem Warrior Quality)
 Nerd (3)
 Photographic Memory (2)
 Totem Warrior (Mouse) (12)

Drawbacks

Emotional Problems (Fear of Rejection) (1)
 Mental Problems (Severe Delusion—My parents love my sister and hate me) (2)
 Misfit (2)
 Obsession (Uncovering Secrets) (2)
 Teenager (2)

Skills

Acrobatics 2
 Art 0
 Computers 2 (2 levels from Nerd Quality)
 Crime 2
 Doctor 0
 Driving 0
 Getting Medieval 0
 Gun Fu 0
 Influence 0
 Knowledge 2
 Kung Fu 1 (1 level from Totem Warrior Quality)
 Languages 0
 Mr. Fix-It 3
 Notice 4
 Occultism 2
 Science 0
 Sports 0
 Wild Card (Bow) 2

* 4 levels from Totem Warrior Quality
 # 1 level from Nerd Quality



Background on the Scared Straight Vamp

My older sister is the special one. She got to be a cheerleader. She got the car. She got the big impressive disease so mom and dad hover at her bedside all day and night. Me? I'm the other daughter. The boring one. I might as well be invisible.

So I became invisible. I learnt to hide, and blend in. It helps that I'm a kid—people say anything in front of a teenager, they think I won't hear or wouldn't understand. But I do. I know all the secrets of this town.

That's why I was the first person to see the wendigos. Got a photo on my spy camera too. I saw the Indian ghost guy tell the others about their powers. Then he came and told me the same thing—how I was a chosen warrior with the power to stop these things. But when I told the others, they laughed at me. Said I was too young.

But I know where they go, and I know what they're hunting. So I'll follow them and prove I'm just as good as they are. Then they'll let me join their stupid club.

Quote

"Oh, you want to know where the wendigos are hiding out? Well, I know . . . but why should I tell you?"

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Aiming	10	—	Add Success Levels to shooting
Bowshot	10	8	Slash/stab
Dodge	8	—	Defense action
Feint	5	—	Add Success Levels to next action
Kick	7	6	Bash
Punch	8	4	Bash

Lounge Lizard
Character Type Whiter Hat
Life Points 59 Drama Points 20

Str 4* **Int** 2
Dex 5# **Per** 4*
Con 6# **Wil** 2

Qualities

Acute Sense (Smell/Taste) (from Totem Warrior Quality)
 Attractiveness +2 (2)
 Hard to Kill 3 (from Totem Warrior Quality)
 Fast Reaction Time (from Totem Warrior Quality)
 Nerves of Steel (3)
 Resources (Middle Class) (2)
 Totem Warrior (Lizard) (12)

Drawbacks

Clown (1)
 Covetous (Serious Conspicuousness) (2)
 Love (2)
 Mental Problems (Severe Recklessness) (2)
 Minority (Latino) (1)

Skills

Acrobatics 0
 Art (Singing) 2
 Computers 2
 Crime 1
 Doctor 0
 Driving 3
 Getting Medieval 1
 Gun Fu 0
 Influence 2
 Knowledge 0
 Kung Fu 2 (1 level from Totem Warrior Quality)
 Languages 1
 Mr. Fix-It 1
 Notice 1
 Occultism 0
 Science 0
 Sports 0
 Wild Card 0

* 1 level from Totem Warrior Quality
 # 3 levels from Totem Warrior Quality



Background on the Lounge Lizard

Turn up the heat! Turn on the lights!

I was born and raised in Californ-aye-ay. I belong reclining on the sunny sands, not freezing my butt off up here in Way-Too-Far-North-Of-Wherever. Not only do they not have a beach, there isn't a decent coffee shop within a hundred miles. I tried to order a mochacino at the store the other day and they looked at me like I was crazy.

But I'm not the only new kid in town—I met this really nice girl yesterday. It's not easy putting on the moves encased in so many layers of fur, but I was giving it my best shot when transparent boy pops up and tells me I'm the chosen one, with mighty lizard powers to fight the wendigos. I mean, so far, so very Northern Exposure. Not my scene at all.

Then I found out that the wendigos are real, and really nasty, and one of them almost got my mom. And turns out that new girl is here to fight them too. So now I got two reasons to stick around—but I really hope we do most of our fighting indoors.

Quote

"Right now, I wouldn't mind getting eaten. At least I'd be warm."

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Baseball Bat	6	16	Bash
Dodge	7	—	Defense action
Feint	5	—	Add Success Levels to next action
Kick	6	10	Bash
Punch	7	8	Bash
Thrown Objects	6	8	Bash

Magnanimous Otter
Character Type Hero
Life Points 58 Drama Points 10

Str 3* **Int** 1@
Dex 6 **Per** 6^@
Con 6# **Wil** 5

Qualities

Acute Sense (Touch) (from Totem Warrior Quality)
 Artist (2)
 Good Luck 5 (5)
 Fast Reaction Time (from Totem Warrior Quality)
 Hard to Kill 4 (3 levels from Totem Warrior Quality)
 Totem Warrior (Otter) (12)

Drawbacks

Dependent (Grandfather) (2)
 Impaired Sense (Hearing) (2)
 Honorable (Serious) (2)
 Obligation (Minimal—Church Attendance) (0)

Skills

Acrobatics 4
 Art (Dance) 5 (1 level from Artist Quality)
 Computers 1
 Crime 0
 Doctor 3
 Driving 0
 Getting Medieval 0
 Gun Fu 0
 Influence 2
 Knowledge 2
 Kung Fu 2 (1 level from Totem Warrior Quality)
 Languages 1
 Mr. Fix-It 0
 Notice 3
 Occultism 1
 Science 1
 Sports 0
 Wild Card (Religion) 3

* 1 level from Totem Warrior Quality
 # 3 levels from Totem Warrior Quality
 @ 1 level from Artist Quality
 ^4 level from Totem Warrior Quality



Background on the Magnanimous Otter

Some people would say my life is pretty bad. I was born deaf and had to learn to lip read to get along. My grampa who raised me is in a wheelchair, and I have to look after him all the time instead of being a dancer. I have to work nights to pay for all the medicine and stuff. And gosh darnit, now my town is full of monsters and I'm supposed to fight them.

But I believe that everything is part of God's plan, and every day is a gift from Him. Yeah, my life can be a drag, but I love my grampa, and lip reading sure can come in handy sometimes. And yeah, there are wendigos here now, but He has given us the power to stop them. I feel so blessed that I can go out there and make a difference. God chose me for this task because I am special in His sight—and how could anyone complain about that?

Some people say I'm just too cheerful, but I can't help it. In this world full of death and danger, every moment we're alive is a miracle. Doesn't that make you want to smile?

Quote

"Hey, just because we're trapped and surrounded doesn't mean we have to be all mokey! How about a sing-a-long?"

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Dodge	10	—	Defense action
Feint	6	—	Add Success Levels to next attack
Jump Kick	5	12	Bash
Kick	7	8	Bash
Punch	8	6	Bash
Spin Kick	6	10	Bash, looks cool
Sweep Kick	7	3	Bash, knockdown

Running Rabbit
Character Type Hero
Life Points 50 Drama Points 10

Str	3	Int	4#
Dex	7*	Per	6*
Con	4	Wil	4#

Qualities

Acute Sense (Hearing) (from Totem Warrior Quality)
 Fast Reaction Time (from Totem Warrior Quality)
 Hard to Kill 5 (3 levels from Totem Warrior Quality)
 Resistance (Exposure) 4 (4)
 Situational Awareness (2)
 Totem Warrior (Rabbit) (12)

Drawbacks

Adversary (Covert Military Group) (3)
 Secret (Hunted By Covert Military Group) (1)
 Paranoid (2)
 Resources (Below Average) (2)

Skills

Acrobatics 2
 Art 0
 Computers 2
 Crime 3
 Doctor 2
 Driving 2
 Getting Medieval 2
 Gun Fu 5
 Influence 1
 Knowledge 0
 Kung Fu 5 (1 level from Totem Warrior Quality)
 Languages 0
 Mr. Fix-It 2
 Notice 3
 Occultism 0
 Science 0
 Sports 0
 Wild Card 0

* 3 levels from Totem Warrior Quality
 # 1 level from Totem Warrior Quality



Background on the Magnanimous Otter

The first time, I wasn't ready. All I knew was I was running rings around my whole platoon at the academy, on any terrain. Then these guys turned up, said they worked for military intelligence, and wanted to talk. They must have drugged the coffee, because I woke up inside a glass cage, trapped like an animal. And then came the experiments.

I don't want to talk about what they did to me. But first time they took us outside, I decided I was better off dead than going back there. Broke out of my restrains and just ran like hell to the fence—and then another twenty miles through the snow until I found a town I could hide in. Died my hair, changed my name.

Wasn't long though before some other people found me. They said I had spirit animal powers, just like them. Sounded crazy, but if we were the same, maybe they knew who was after me. Maybe we could help each other out.

For the moment, I'll stick here then. But first sign of trouble—zoom, I'm gone. Because I can't take the chance of being sent back there.

Quote

"I don't know who's after me, but I know how to run, and I know how to hide. They won't catch me again."

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Break Neck	8	12	Bash, special
Dodge	12	—	Defense action
Grapple	14	—	Impairment varies
Kick	11	8	Bash
Pistol	11	12	Bullet
Punch	12	6	Bash
Takedown	8	3	Bash, knocks down
Wrestling Hold	10	—	–1 per Success Level

Snake In The Grass
Character Type White Hat
Life Points 46 Drama Points 20

Str 4* **Int** 3@
Dex 6# **Per** 6#
Con 2 **Wil** 3

Qualities

Acute Sense (Smell/Taste) (from Totem Warrior Quality)
 Attractiveness +2 (2)
 Contacts (Criminal) (1)
 Criminal (2)
 Fast Reaction Time (from Totem Warrior Quality)
 Hard to Kill 4 (3 levels from Totem Warrior Quality)
 Totem Warrior (Snake) (12)

Drawbacks

Adversary (Local Law Enforcement) (1)
 Addiction (Various) (3)
 Love (2)
 Mental Problems (Mild Cruelty) (1)
 Obligation (Important—Drug Dealers) (1)

Skills

Acrobatics 0
 Art 0
 Computers 2
 Crime 5 (1 level from Criminal Quality)
 Doctor 0
 Driving 1
 Getting Medieval 3
 Gun Fu 1
 Influence 3 (1 level from Criminal Quality)
 Knowledge 0
 Kung Fu 2 (1 level from Totem Warrior Quality)
 Languages 0
 Mr. Fix-It 0
 Notice 1
 Occultism 0
 Science 0
 Sports 0
 Wild Card 0

* 2 levels from Totem Warrior Quality
 # 3 levels from Totem Warrior Quality
 @ 1 level from Criminal Quality



Background on the Magnanimous Otter

I'm not really a bad guy, you know. I'm just a businessman. Yeah, I move some drugs. Yeah, I skim a bit off the top. And yeah, the cops are always out to bust me for something—not that they ever will. I'm too good for that.

Everything was going pretty sweet, until the night one of my customers turned up with these red eyes and big claws. I cut him and ran like hell, but he was fast. I would have been dogmeat if those kids from the college hadn't turned up. Turns out the guy was a wendigo, and there's a bunch of them moving into my town. Also turns out, I got some cool super powers to fight them off. I'm the spirit of the snake, baby, all slippery and smooth.

Of course, it sounded totally lame and not at all conducive to me selling more product. But I'm a businessman, and there's no business in people being dead or too scared to walk the streets. Somebody has to keep this town safe, and it might as well be me.

And besides, you know that fox girl? MAJOR hottie.

Quote

"Hey, buddy, you've stolen the body of one of my best customers. That's not good for business. It's certainly not good for you."

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Dodge	8	—	Defense action
Kick	7	10	Bash
Kick to the groin	4	10	Ouch!
Punch	8	8	Bash
Switchblade	9	6	Slash/stab

New Qualities and Drawbacks

by Jarrod Moschner

Demon Magnet

2-point Drawback

For some reason your character attracts the attention of demons and other supernatural things. Your character is usually the first one they go after. Their particular interest in you will vary from demon to demon. You are just as likely to end up a demon's love toy, as you are their afternoon sacrifice.

Doesn't Breathe

2-point Quality

You're still alive, well as alive as a demon can be, just so happens you don't require oxygen or any other gases for that matter to survive. You cannot drown or suffocate and gain +1 to resist air born toxins. The difficulty to notice the character is not breathing is equal to the distance to the cast member, in feet. For example, if someone is two feet away they need two success levels on a Perception + Notice roll to tell the character is not breathing.

Hunter Hunted Magnet

2-point Drawback

For some reason your demonic character attracts the lowest of the low, humans. Your character is usually the first one they go after. Some thing about just makes you get hunted first. Of course, if you're really hurting for points, or want to give the Director extra ammo, feel free to take the Adversary Drawback, as well.

Priest Quality

5-point Quality

High school students and elite military groups aren't the only ones who encounter demons. For centuries, Priests have done their part trying to keep minions of hell at bay—weather by making holy water or exercising demons.

As a priest you gain +1 to any two Mental Attributes (the max is still 6 for humans). This is to reflect the mental discipline and time spent studying to become a priest. Priests also gain + 1 to Knowledge, +1 to Language (either Hebrew, Arabic, Latin, or Greek), and +1 to Occult. This also is to

reflect the time spent studying to be a priest and the secular text studied.

Priests also have 4 levels of Good Luck. On the down side, religious devotion requires much of you and your time. Priests have the Drawback Obligation (minimal), as they are free to leave the cloth at any time they desire. They also have the Honorable (rigid) Drawback resulted from their personal devotion to their path. The faith also teaches that all the supernatural is evil and must be destroyed. This is represented by the Delusion (All Supernatural is Evil) Drawback.

So, to list it all at once, Priests receive +2 Mental Attribute, +4 Good Luck, +1 to Knowledge, Language, and Occult. Yet, they suffer from -3 Honorable and a -2 Delusion. Sitting in the middle of all of this is their 0 level Obligation and their ability to make holy water (we'll call that a +1 perk).

Practiced

3-point Quality

The character is highly practiced at a Skill. They get +2 to that Skill and gain +1 to the Attribute that they plan to use the most alongside that Skill (for humans the attribute has a max of 6). They also gain a 1-point Obsession associated with that Skill. If the Skill is combat related, they will use that Skill first even if it is not the most appropriate. They usually try their Obsession-related Skill instead of others, such as using Science when Occult should be used and so forth.

Speechless

2-point Drawback

You're character cannot talk. For whatever reason, they are incapable of verbal communication. Reasons can include a genetic defect, physical war wound, or psychological trauma (perhaps caused by Raul the hairdresser?).



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