

Buffy

the vampire slayer™
roleplaying game

THE DRAGON AND THE PHOENIX



Episode 3: Serpent of Destiny

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

By Kirk Baldrige

Additional contributions by Garner Johnson and Timothy S. Brannan

Cover art by Florence Yau Chin-Sze "Shinnen"

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

For the Kittens...

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Cover art by Shinnen. Cartouches by Tim Brannan, inspired by Puff.

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Teaser

Rupert Giles leaned against the phone booth for a moment, to catch his breath, then shifted an unweildly stack of papers and filed folders to his other arm in order to open the door. He took a quick look around, then slipped inside and closed the door behind him. He fumbled in his pocket for some change. Unfortunately, that made him lose his grip and the papers and folders poured out onto the floor of the booth.

“Bloody hell!”

He decided to leave them there for the time being and picked up the receiver. As he dialed the number he kept a constant vigil. He appeared unkempt and harried. It took several rings before a voice responded.

“Anya? It’s Giles.”

He listened, nodded, and tried to get a word in edgewise.

“Anya...”

“Yes, I know, but...”

“Could you...”

“Anya!”

That finally got her attention.

“Thank you. I need you to do something for me. Call Buffy and the others, and have them meet me at Buffy’s house. In, say, an hour?” He frowned. “No. I lost my cell phone.”

“Yes. I know your time is limited. Yes, I am familiar with the call of vengeance. But Anya, this is important. Yes, I know I always say that. Just do it, please?”

Again, he listened. “All right. Thank you, Anya. Good-bye.”

Giles hung up the phone and shook his head.

“Sometimes I wonder about that girl.”

He kneeled down to start collecting his papers. What he had discovered was...disturbing to say the least. All of them, himself included, were still reeling from what they had been through with the Order of Six. And now this. Sometimes he hated Sunnydale. Giles gaze was aimed toward the ground, and he saw feet standing near the phone and the shadow of a misshapen hand almost like a pincer. A huge pincer. Definitely not human.

He sighed. “I really hate Sunnydale.”

He briefly closed his eyes, and heard the sound of glass shattering.

Director Information

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

It is intended for Original cast set during a hypothetical Season 7. Characters supported are Buffy, Dawn, Xander, Willow, Tara, and Spike. Anya and Giles

are used as non-player characters in this episode.

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

Character Updates

These reflect ongoing changes to the characters between episodes. The Director should try to subtly influence the characters into these directions. Drama points should be given to players that role-play these well.

Extra experience points can be given to characters that use their own points to buy any of the following adjustments.

Buffy and Giles: Getting more anxious about Leviathan. Not to mention both a little wary of Spike.

Dawn: Gets +1 to Psychic Visions, the player does not know this yet, but the Director roles and describes to the players that Dawn “feels” certain things. Dawn’s Wild card of 3 now becomes Telekinesis, Psychic of 3. Dawn may have a feeling that something is going on, but has not chosen to share it.

Dawn has also been researching more, trying to be a more active member of the group.

Tara: Getting more curious about how she fits into the world now. She has been auditing classes with Willow since she can’t register herself. Tara has been helping Willow do more magic. She is naturally anxious, but she knows the only way for Willow to do this is with her help.

By this point Tara should know that she can heal by touch and that demons and vampires fear her.

Willow: Gains +1 to her sorcery score to allow her to use active magic now (it is at a 1) and her passive magic sorcery score is still a 7. Willow is feeling frustrated. She is happy beyond words that Tara has returned, but she feels she herself has less to contribute to the group. Tara has been taking over the magic duties and even Dawn is coming up as a skilled researcher. Plus she is still dealing with the guilt of what she did last spring. The others have tried to be supportive, but she is still fearful.

Spike: If there is a change to Spike because of his soul he has not shown it. Though in truth he is also overridden with guilt and depression due to his actions with Buffy. He is staying away from her the best he can, but still offering to help. He suspects that Xander might stake him.

Anya: The demon has been so busy with calls of vengeance she has not been much of a help to the group. She continues to help out of loyalty and friendship. This confounds not only her friends but demon “co-workers” as well.

Xander: Is doing whatever he can to keep his “family” together. He knows he saved the world, but he never brings it up because he saved the world from the girl he has known and loved his entire life. Instead Xander tries to focus on the positive. Tara is back. Willow is getting better. Buffy is no longer sleeping with Spike. Anya does not want him dead.

Xander picks up 1 level of Honorable this season. He will do whatever he has to make sure nothing happens to the people he loves.

Previously on Buffy...

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

The Cast is attacked by zombies, shape shifting spirits and the undead corpses of fallen enemies. A cult of Necromancers attempts to siphon off the power of the dead god Leviathan in order to reach godhood. The necromancers are defeated and the threat is averted, for now. Walking home the cast sees a cat nearly get hit by a car. The cat levitates from the street and deposits itself in front of a scared looking Dawn.

The Great Ennead

A Greek term for a group of nine gods and goddesses that were the basis of ancient Egypt’s creation myths. The first creation myth came from Heliopolis and included the nine deities that sprang from the creator god ATUM, who spontaneously arose from the watery abyss called NUN onto the primeval hill, the first mound of Earth. Atum then produced SHU, goddess of air, and TEFNUT, god of moisture. They in turn produced GEB, god of earth, and NUT, the sky goddess. Geb and Nut were the parents of OSIRIS, SETH, ISIS and NEPHTHYS, who populated the land.

ATUM - Called the ‘undifferentiated one,’ meaning both male and female, Atum was the primeval being and creator of the world. Recognized as an early form of the sun god Atum was called the ‘Lord of Heliopolis’, the ancient city that was the center for sun worship. Atum will one day replace RA as the head of the Ennead. He is in fact another form of Ra.

SHU - The god of air, Shu separates the Earth and the sky.

TEFNUT-The personification of life-giving dew, Tefnut is the goddess of moisture. Her tears, when they fall to Earth, cause incense plants to thrive and grow.

GEB - The god of Earth, Geb is sometimes colored green, with plants sprouting from his back and water spurting from his body.

NUT - The great sky goddess, Nut is represented as a woman whose body stretches across the Earth so she touches the eastern and western horizon with her hands and feet.

OSIRIS - God of the dead, husband to Isis and father of Horus. He is the firstborn child of GEB and NUT. Was killed by his brother Seth (SET), and resurrected by Isis.

SET - The god of evil, chaos and darkness, Set, also known as Seth and Sutekh, is an ancient enemy of his brother Osiris. He’s generally recognized as being insane, and the most dangerous of the gods.

ISIS - The great Egyptian mother goddess and the manifestation of all that is feminine. She’s said to nurture every living thing. She is married to Osiris, and opposed to their brother Set. She is the mother of Horus.

NEPHTHYS - Best known as a funerary goddess and sister of Isis. She's the sister of Isis, Osiris and Seth, who is also her husband. None of Seth's evil is associated with Nephthys. Osiris is the father of her child ANUBIS.

Introduction: **Like Sands in the Hour Glass...**

Everyone is gathered at Buffy's house, waiting for Giles, but he is not there yet. While you are all waiting, Anya gets a call from D'hoffryn and leaves. A demon's work is never done. Dawn should tell everyone that she is ready to go patrolling with them as her homework is done early due to a fire alarm at school that let them all out early. While waiting Dawn and Tara are playing with Miss Kitty Fantastico II. Willow is reading a book on Wicca. Xander and Buffy are watching TV.

If someone thinks to check the answering machine they will find a message from Giles. He called and tells the group he is at the University and has made an interesting discovery when the phone goes dead. A few seconds later all the lights go out and several (twelve) young men wearing old style Egyptian clothes and carrying the curved Egyptian style Khopesh swords (3x STR +1, Slash/Stab type damage) burst in. They specifically attack Xander and Tara. When defeated or knocked unconscious they turn to sand.

Act 1: Walk Like an Egyptian

Easy Knowledge roll to figure out the stuff is Egyptian. They also have the eye of Osiris on their weapon's crosspiece. Research will say that the eye on a weapon is to help cut through spells.

Dawn knows that an Egyptian exhibit was supposed to open at the Sunnydale Museum tomorrow as there is a field trip there later in the week.

Willow, Tara or Buffy can make Notice rolls to realize a couple of the young men are UCSD students, probably graduate students and maybe even have heard one's name.

Using the computer + Int check will show that the students are grad students in the archaeology department, and the older men are either janitors or professors in the same building. It also shows that the exhibit of the notorious Red Pharaoh is coming to Sunnydale, though some of the mummies and artifacts were to be examined at the University prior to being placed on display. This all thanks to the work of Professor Jacobs and Professor Malak of Luxor.

Further checks on these people get that Jacobs is a local professor who went to Egypt last year on sabbatical and has a history of friendly relations with the Egyptian government. A picture from the newspaper reveals that he is about 44, balding with wispy red hair, glasses and no beard. Malak is also only about 40, and has worked to raise money for Egypt through cooperative ventures with outside universities. He is most noted for many of his exhibits having supposedly cursed items and attendant strange deaths, the usual sudden disease, car accident, or mugging type stuff.

The Red Pharaoh was thought to be one of the older Pharaohs who worshiped the God Set and ruled with an iron (well bronze really) hand well before the time of Cheops. He supposedly had great powers over the serpents, asps, and crocodiles that lived in Egypt and used his influence on them to defeat his foes. The discovery of his remains is an amazing breakthrough in Egyptology. The full list and pictures of the materials found is not mentioned by the

newspaper but there is supposed to be some records at the museum. It does say that several mummies were found and that the UCSD archeology department was to treat the mummies to protect them from the ravages of time and to date them more thoroughly.

Since Giles was cut off and was at the University the cast should probably go there first. They can get there without incident.

At the Archeology department they find the sarcophagus is open, the mummy is still there, but it looks like his headdress has been taken.

The mummy is in a special temperature controlled room with no air and an inert gas (helium) to keep the mummy from decaying. There is no way to make the room suitable for humans to enter without completely destroying the mummy. Willow would know this with no need of a roll.

Someone will have to go into the room to investigate closer. Spike is best choice. Roll a simple intelligence check to figure this one out.

Though the headdress is missing the funeral mask is in place. It depicts a man with red hair and completely black eyes. The obvious clue here is that this mummy has some thing in common with Willow. The mummy is in the sarcophagus so it (and the funeral mask) can't be seen from the outside.

Play the comedy aspect of Spike talking several pitches higher if the mood needs to be lessened. This should last only a while. Give Spike's player a drama point for doing this successfully.

Professor Jacobs's assistant will arrive on the scene as well, and accuse the group of tampering with the find. Influence rolls and some good role-playing can calm him down and get him not to call security. He can answer some questions. He went out to get everyone some carryout while

Professor Jacobs met with Giles and Prof. Malak. He does know that the piece taken was a circlet with a solar disc on it held by two serpents made from sand all held aloft by a scarab. There was an odd figure of a person sleeping in the disc as well. He says that Jacobs believes it symbolizes Set taking over the Sun God's role instead of Horus. Unfortunately Professor Jacobs is still missing and Giles cell phone is found here, but no Giles. The assistant says that there was golden red staff with a serpent on it that was very similar to the disc, but that this is back at the museum.

From here they should go to the museum (if the players do not figure this out the assistant can nudge them in the direction of the museum) where they will find several more of the people dressed in Egyptian clothes who will attack them. They will also see another sarcophagus that is closed, and Professors Jacobs and Malak holding the disc and the staff. They are chanting.

*"The moon is full
The time is right
Let it begin
This very night!"*

At first, nothing happens. Then a faint glow passes down the length of the staff. Their eyes both begin to glow. The Cast will see a flash of pale green light and putrid rotting smell. The light seems to be made up of many different translucent serpents all speeding outwards, eyes redly aglow. The serpents gather round the golden-red staff and as they enter it, the eyes on the staff open and glowing a feral red.

Suddenly the Figure in the disc will start to glow and a blinding red light will shoot out as the professors and the sarcophagus disappear with a thunderous bang and they are all knocked out.

Act 2: This Ain't the Summer of Love

The Cast wakes up in what looks like a stone building that is fairly hot. There are pictographs (Knowledge to realize they are hieroglyphics) that depict the battles and campaigns of Tutmosis III whose great chariot armies conquered a great deal of Syria. They may notice that they can read the hieroglyphs with no problems, but don't call attention to this specifically. If Spike is with the group have him wake up in a beam of sunshine from an open air skylight. The sun here does not hurt him. In fact the sun looks like the Sun barge of Ra rather than a star.

Outside everything is sand and bright sunlight. Baked clay brick dwellings abound, and the sounds of a river (the Nile) can be heard in the background. Wagons and chariots have replaced all cars and everyone is dressed in ancient Egyptian garb, except the group. A sphinx can be seen as well as a big pyramid.

If the group goes out to explore they will discover that everyone is Egyptian and is hurrying about daily activities, though they do seem sluggish and a bit out of it. They will point and laugh at the group if they are still dressed in modern stuff. Anyone they talk to will ask if they have picked sides yet? If asked what city this is, they will say it is Thebes of the Gods, sides must be chosen.

The group can also determine that the Sphinx is city hall, pyramid the High School, UCSD a school for the nobility in war-craft, the Bronze an ancient arena, and the Magic Box a library. While exploring they will be attacked by five black and red striated scorpion-men. (Human body, scorpion head, big tail, pincers for hands.) Again these will specifically attack Tara and Xander and obviously ignore Willow.

The Magic Box library has many scrolls and a helpful curator who is bald, thin and looks to be over 70 years old, and who asks them what it is they seek? He will tell them that knowledge is contained within the scrolls for those who can decipher them. If they look into Thebes of the Gods or the Red Pharaoh they will find some scrolls that are in a mathematical formula. Willow should be able to easily decipher these (allow Computers at -2 and Intelligence) and will learn that Thebes of the Gods is a pseudo realm supposedly created by the gods (The Great Ennead actually, the nine chief Egyptian gods) to interact with mortals in a realm where the mortals could not command them with their magics. Egyptian magic relies on commanding the Gods to do things for you. It can be invoked by the disc which awakens the Sleeper who transports the area into the Thebes of the Gods.

At 2 or more Success Levels Willow can also discover the following: Willow is known as the Demiurge, the wielder of great magics. She is also under the dominion of evil due to a great loss. Tara is known as the Phoenix and keeper of the Demiurge's soul. She is pivotal in the battle against the "lurker below". Buffy is the Great Warrior of the Sun, vanquisher of the Drinkers of Life. It will be her that destroys the Hand and gives life.

These foreshadow their roles in the battle with Leviathan. There will be some new spells amongst these scrolls (detailed at the end of this adventure).

The curator will congratulate them on their discovery and say he is a humble servant of Thoth, god of magic and knowledge (in reality he is the high priest of Thoth, but don't let them know this.) They have shown themselves worthy of Thoth's aid but that it is limited. He says that Set has orchestrated all of this and is interested in the red haired one who obviously has such talent. Set's magic is deep within her

and at first he thought she was a priestess of his, but now is not so sure. He will say that Set is always interested in redheaded people, and that he covets those with great powers for his fight with Horus, for Set wishes to control the Solar Barge and plunge the world into chaos and darkness.

information have him say that Thoth does not tell all to his servants, they must discover knowledge on their own to truly be one with him.



Figure 1. The Demiurge

He says that further help can be found at the Temple of Isis in the avenue of the Temples, but that it is dangerous to go there for other gods may aid Set. If they mention Osiris the high priest will tell them that Osiris has been snubbed by a mortal, attacked and thrown out of the mortal realm and has vowed to get revenge on that mortal. Others may aid Set too. If pressed for more



Figure 2. The Phoenix

At some point the Cast will leave and head out to the avenue of the Temples. Remember they have to find out where this is, the priest will make them seek it out themselves.

Act 3: Walking in Your Footsteps

They will have to ask around for the Temples, assuming they have a good story someone will eventually tell them how to get there. On the way they will be attacked by a few *Mesuberesht*, the followers of Set. A few red clad Set supporters, called *Dersheru* also known as the Red Ones, from the crowd will also try and aid them Scorpion men. This time they specifically target Willow to take her off, but not kill her.

Defeating the Settites (the scorpion men, *Mesuberesht* and *Dersheru*) does not bring relief though as they are attacked by Osiris' followers who also target Willow, but this time for death. They also use a bit of magic against the group. Mostly sand and heat based stuff. which are detailed at the end of the adventure.

The followers of Osiris also attack Spike. Osiris hates free willed undead since he is the judge of the dead. He considers vampires and willed mummies to be an insult to his power. Normally these followers would aid the Slayer. But not today.

Again fleeing or beating this group they will encounter some Jackal headed men. These will move towards them, carrying round headed Egyptian spears, but do not attack. If attacked they back off. They will try and convince the group to follow them or the Settites and Scorpion men will attack them again. They will say their master Anubis is jealous of Osiris' power, does not favor Set, and is amused by what Willow did to Osiris. If they follow the Jackal-men they will avoid anymore fights, if not a combined Settite and Scorpion men group attacks them and the Jackal men will show up to aid them.

Eventually they will make it to the avenue of the temples where all are safe.

They can make their way into the Temple of Isis.

Once there, the high priestess of Isis will be outraged that Willow is allowed in. She will be called an unclean murdering deceiver and the priestess will call for her removal. The group will have to defend Willow's integrity, what she did, and somehow show that she is not a worshipper of Set. The priestess will counter by saying that Willow killed Warren after torturing him, that she killed Rack (who was also really a Set follower. The high priestess knows this, hence her lack of attacking immediately.) If the group does a good job defending Willow, who is not allowed to speak in her own defense, than the priestess will agree to let them stay and speak with them.

Tara has the best chance of convincing Isis that Willow is not evil (+1 to her rolls).

Isis' High Priestess knows that Set has long sought after a mortal powerful enough to aid him in his fight with Horus, someone strong enough to stand against Isis herself. He uses darkest magics to lure them into his fold by offering them power for vengeance and destruction. He also binds them to him by giving them magics laced with the essence of the black lotus which causes intense addictive symptoms, but grants great powers. Fortunately it looks like Willow has broken free of his hold.

Isis can also grant her an Amulet (below) that will help her resist Set's hold on her, but she will never be free entirely for she entered a pact with him of her own free will. Now he will always have a chance on awakening and playing on her baser nature. She will give Willow an amulet. It is shaped like an Ankh, the symbol of Isis and magic. This amulet is known as the Amulet of Isis and it will protect Willow from dark magic, either by Set or any other dark magic user.

It grants her +4 to her Will checks against dark magic temptation.

Isis informs them that now the cast needs to go to the Temple of Thoth and uncover the spell that will dispel the device that brought them here. The priestess will provide them with a glamour that will help keep their enemies' eyes from seeing them so they can go to the temple.

Where is the Temple of Thoth? It is not on the Avenue of the Temples. The high priestess of Isis says that she does not know where it is, that is for them to find. Someone might think of the Magic Box, or at least think to ask back there. If not make someone spend a drama point to get some insight. Something like Thoth is the God of knowledge, where would his temple reside?

The spell will get them back to the Temple of Thoth, but end once they are inside. There they will meet the librarian again who will ask why they have returned. Only if they ask if this is the temple of Thoth or call him the high priest of Thoth will he admit it and aid them.

They will need to Research + Knowledge to find a book on the Red Pharaoh's solar disc. It tells of the spell to create the Thebes of the Gods and how it can be dispelled through a simple spell. The spell requires two casters and they must both be holding the Solar Disc of the Sleeper. (The cast may recall that both Professors Jacobs and Malak were chanting while holding the disc.)

Once this is accomplished four jackal men will arrive and one will say that Malak, the servant of Set, has taken their friend, a worthy if unknowing servant of Thoth, to the Great Pyramid where he will cross over into the land of the dead as a sacrifice to Set. Both Set and Osiris' servants guard the way and the Annubis followers can not get the cast by, though they can take them to either entrance.

Act 4: The Sleeper Awakes

Getting to the pyramid is easy, the four Jackal men can guide them there. Setites and Osiris' human servants guard the entrances. Some distraction is necessary in order to get in. If they go back and ask the high priestess of Isis for help, she will agree and will come with the Jackal men to the pyramid. She will NOT plan the entrance though, but wait for Buffy, The Great Warrior of the Sun, to come up with an idea.

Perception and Notice will indicate that often several mortals will enter the pyramid, though they will all have various wounds that indicate they are recently deceased. Some of these are escorted by Jackal men, some not, though none of the Jackal men actually enter the pyramid.

Eventually they will get in. Either by sneaking, or impersonating recently dead. Either way they face a labyrinth inside lit by torches and with a sandy floor. Buffy and Spike might be able to use Notice and Perception to follow the most heavily traveled route. Spike might also be able to use Perception and Notice to follow the scent of blood. Or they could wait till another group comes through and follow them, though a patrol of Osiris' servants might also come upon them first and attack them since they aren't obviously dead, or in Spike's case is undead.

Once they reach the center they will come upon a large room near the center of the pyramid. There Annubis greets the recently dead and takes them before Osiris. The arrivals have their hearts removed and placed on a golden scale. Those that pass the measure are allowed through a black fissure in the floor (suspiciously like the Hellmouth!) while those that don't have their heart eaten by the Devourer of Hearts. It is a beast with the head of a crocodile and the body of a lion. Venom drips from its jaws and its eyes glow.

Standing off to one side is Malak and Professor Jacobs. They have Giles in an open sarcophagus and are doing a ritual over him near the fissure. Malak has the solar disc, Jacobs the staff. In the far corner a shadowy figure of mist seems to be sleeping (Perception + Notice 5 success levels to notice him.) Malak will stop the chant and suddenly great rock hands will arise out of the floor of the pyramid and trap everyone. They are too strong for Xander, Spike or Buffy to just strength themselves free. Willow, Tara and the priestess of Isis have their mouths covered so they cannot do spells.

What follows should be a confusing scene. Osiris wants Willow to pay for using him and driving him off. Annubis will try and protect her. Set has an interest in her, but Isis and Horus will appear to stand off Set. Things should be in the balance and Malak will try and swing it towards Set.

Malak will turn to Willow and tell her that his master greatly desires her to be with him. He will offer her power, vengeance, the chance to be a goddess upon the sun barge. She can ensure that her friends will never be hurt again, allow them to lead normal lives while she deals with any threats to their world. (Willow might need a Willpower roll here as the cravings should also start to seep through Isis protection. The roll is at +2, rather than +4. If Willow is not wearing the Amulet then her roll is at -2) No more having to deny what she is. Malak will let Giles go, and send her friends back to the normal Sunnydale if she will but join with him and crossover to Set. Malak will move the rock fingers to allow Willow to speak.

If Willow says yes, he will have the hand carry her to him and then release her. He will tell her to join hands with him and walk into the fissure. If she does game over

you all lose, except Super Dark Magic Willow and Set! Bad Gamer, no Mt. Dew!

If Willow refuses, Malak will threaten to kill Giles, then Tara, then Xander and then the rest one by one till she agrees. He will have the hand with Tara bring here closer so Willow can see her suffer. Malak taunts Willow that if she does not join with Set, her friends will continue to suffer. He already has caused them more pain than anyone else. At this point he creates a window showing the scene from last May in the back of the Summers' yard. Warren enters, rants, and fires his gun. A shimmering red hand reaches out and alters the course of the bullet and it strikes Tara in the heart. Malak laughs and tells Willow that really it is her fault that Tara died in the first place. If she just accepted Set's power it would not have been necessary. She must join with him now or watch her lover's head be crushed.

During Malak's revelation Willow and Tara find that they almost can reach each other if they strain. If neither ask if they are close enough have one spend a drama point to suggest this. They will need Dexterity + Acrobatics to actually join hands. If they succeed then Tara can use her Telekinesis to aid Buffy and Spike to get loose. If this happens Malak's attention will start to waver and his rock hands will weaken allowing anyone to make a strength (not doubled) roll to get loose. Malak will summon some Setites to deal with the group and the fight is on. The Gods battle amongst themselves while the mortals must sort things out for themselves.

The group can win in one of three ways. 1. They can defeat Malak and Professor Jacobs outright. If that is the case the priestess of Isis will send them back to Sunnydale and end the spell that brought them present by waking the sleeper. Using the spell the priest of Thoth gave them.

2. They can try and break both the disc and the staff. If both are broken the spell's energies are let loose and they will also appear, including Giles, back in the Sunnydale.

3. Someone can go through the chamber and waken the sleeper. If that is the case again the group will reappear in the High School with Malak's curses in their ears. Of course in 2 or 3 Malak and or Jacobs could eventually return in the future to cause more harm.

Not all of the followers of the Gods need to be defeated. Once the spell is broken by the cast they will all be transported back.

Before they transport home they get an image of the Library and briefly speak with the priest of Thoth one last time. The priest thanks them for restoring the balance. He directs his attentions to Willow and reminds her that she is protected from Set as long as she wears the Amulet of Isis, but she is not protected against Osiris. He warns the cast that great evil is approaching and they much to do, and ways to grow before they can hope to face it.

The library slowly fades away to the Summers' home. There they find the students from the introduction, alive, but confused. The cast will have to come up with some explanation for what happened to them.

Epilog

There should be some talk about Set and Osiris and how Willow dealt with both gods and how dangerous these forces are compared to the natural forces of the world. Giles could start this discussion. Giles will remind Willow to keep the Amulet of Isis close to her at all times.

Giles might also mention that as the energies of the Sleeper were pulled back, it seemed like a series of huge serpents all wound together, yet vaporous and intangible

were dissipated. He thinks that since this is the second time they have seen this sort of energy, it might be worth trying to delve further into what it might be. Speculation over what it is, followed by worried looks since Giles will finish with, "Whatever it might be, it certainly is attracting a great deal of attention to Sunnydale."

Anya teleports back in complaining about her day. She then turns to Tara and says, "And we SO have to talk!"

Wrap-up

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

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

New Item

Amulet of Isis

This amulet grants the owner protection from the cravings of Dark magic. In particular the cravings of the Dark magics favored by the followers of Set.

It grants a +4 to any Will check each time the wearer is confronted with dark magic.

The Amulet is a representation of the Goddess Isis in the shape of an Ankh.

New Spells

Create/Dispel Thebes of the Gods

Quick Cast: No

Power Level: 7

Requirements: A chant from two caster's and the Solar Disc of the Sleeper.

Effect: This spell is used to create a portal to the Thebes of the Gods, a neutral ground for the gods of the Egyptian pantheon. While a powerful spell, it's effects are limited. The same spell can be used to transport those caster's and whomever they choose back.

Heat Exhaustion

Quick Cast: Yes

Power Level: 3

Requirements: Words and gestures.

Effects: Target must make a Con+Will roll with a penalty equal to 2x Success Levels each round for the duration or cannot act that round.

Duration Will rounds.

Sand Blast

Quick Cast: Yes

Power Level: 4

Requirements: Words and gestures.

Effects: One target is struck by a blast of sand which does Will x2 Dam per success level and target is knocked back One yard per success level.

Scouring Whirlwind

Quick Cast: Yes

Power Level: 5

Requirements: Words and gestures.

Effects: Creates a whirlwind of sand and dust in an area equal to Willx5 foot radius. All in the area will suffer Will damage per success level and all humans fight with a negative equal to the success level of the caster. Undead, scorpion men, Mesuberesht and Osiris Servants are immune.

Weight of the Desert's Heat

Quick Cast: Yes

Power Level: 4

Requirements: Words and gestures.

Effects: Affects a number of targets equal to caster's Will. Each target loses -1 Str, -1 Dex, -1 Con. If Str and Con drop to 0 then target is unconscious. Refigure number of actions and life points based on lower stats. Lasts for Will x 10 minutes.

Supporting Cast Descriptions

Name: **Professors Jacobs and Malak**

Motivation: To awaken the sleeper for Set.

Critter Type: Human

Attributes: Strength 3, Dexterity 3, Constitution 3, Intelligence 6, Perception 4, Willpower 7

Ability Scores: Muscle 12, Combat 13, Brains 17

Life Points: 40

Drama Points: 4

Qualities: Hard to Kill 2

Drawbacks: None

Special Abilities: None.

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

Name: **UCSD Settite Minions**

Motivation: Serve Set

Critter Type: Human (Enthralled Minions)

Attributes: Strength 4, Dexterity 4, Constitution 4, Intelligence 2, Perception 3, Willpower 4

Ability Scores: Muscle 14, Combat 15, Brains 11

Life Points: 48

Drama Points: 2

Qualities: Hard to Kill 2

Drawbacks: None

Special Abilities: None.

Dodge:	12	
Kick:	11	10 dam
Punch:	12	8 dam
Khopesh:	13	15 dam (Str + 1) x3
Parry:	13	

Name: **Scorpion Men**

Motivation: Fight for Set

Critter Type: Demon

Attributes: Strength 6, Dexterity 6, Constitution 7, Intelligence 3, Perception 3, Willpower 4

Ability Scores: Muscle 18, Combat 17, Brains 12

Life Points: 71

Drama Points: 3

Qualities: Hard to Kill 3, Armor Value 8

Dodge:	15	
Kick:	16	14 dam
Pincer:	17	18 dam Str x 3
Tail:	16	21 dam (Str + 1) x3, Poison

Name: **Mesuberesht**

Motivation: Work Set's Will

Critter Type: Demonic Human

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

Ability Scores: Muscle 16, Combat 16, Brains 13

Life Points: 59

Drama Points: 4

Qualities: Hard to Kill 3, Armor Value 4, Sorcery 4

Dodge: 15

Kick: 15 12 dam

Punch: 16 10 dam

Bite: 16 10 dam, Poison

Spellcasting: 14 By spell

Name: **Dersheru**

Motivation: Worship Set, Cause Chaos

Critter Type: Human

Attributes: Strength 4, Dexterity 5, Constitution 4, Intelligence 2, Perception 4, Willpower 3

Ability Scores: Muscle 14, Combat 15, Brains 11

Life Points: 45

Drama Points: 2

Qualities: Hard to Kill 1

Dodge: 14

Kick: 13 10 dam

Punch: 14 8 dam

Khopesh: 14 15 dam (Str + 1) x3

Parry: 14

Name: **Osiris Servants**

Motivation: Work Osiris Will, Revenge

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

Ability Scores: Muscle 12, Combat 14, Brains 14

Life Points: 44

Drama Points: 3

Qualities: Hard to Kill 2, Sorcery 5

Dodge: 13

Kick: 12 8 dam

Punch: 13 6 dam

Spellcasting: 16 By spell

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THE DRAGON AND THE PHOENIX

Isis, wife of Osiris and Goddess of magic, gazed into a bowl of shimmering silver liquid. In it, Tara and Willow were holding on to one another, crying and covered in blood.

*Around them are the broken bodies of all their friends.
In the distance, a great serpent rises on the horizon.*

"Is this how it ends?" Isis asked.

Isis. Osiris. Thoth. Set. Ancient names of ancient power.
Willow has faced Osiris once, but what are the plans of the Judge of the Dead for her?
Why is Set also interested in Willow? So much that he will kill everyone she loves?

This third episode in a series of adventures allows you the fan to find the answers to these and many more questions.

The only thing harder than confronting a God is confronting a entire city of them.

This is the third freely available complete BtVSRPG adventure. It is the first by Kirk Baldrige, whose previous contribution to RPG community is being listed as a contributor for the *Slayer's Handbook*, having helped design the character of Sennen. He has also written innumerable Tara and Willow based fan fiction stories.

Now you can be a part of the action and drama.

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

Episode 3: Serpent of Destiny