

Buffy

the vampire slayer™
roleplaying game

THE DRAGON AND THE PHOENIX



Episode 5: Heaven Bleeds

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

By Lisa Countryman

Additional contributions by Timothy S. Brannan, Garner Johnson and Sassette.

Cover art by Div, interior art by Chris Cook.

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

For the Kittens...

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“There are more things in heaven and earth, Horatio, than are dreamt of in your philosophy.”

Hamlet
Hamlet, Act 1, Scene 5

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Teaser

Tara looked around the small restaurant. The clientele was completely supernatural. The patrons were demons, some with scales, some with horns, and some that looked human. Tara turned to Anya. “So ... this is nice,” she said as she smiled politely at several patrons. The demons scowled and looked away.

“You said that already,” Anya pointed out. “Twice.” She scanned the crowd. “I thought you might like going some place where you wouldn’t feel like a freak,” Anya said sweetly.

“You think I’m a freak?” Tara furrowed her brow. She wasn’t offended, merely curious.

“Well, you did come back from the dead.” Anya spun in her seat and caught their waitress’ attention, which wasn’t too difficult considering the server had an extra eye on her forehead and two more on the back of her head. “Can we get some more nachos?”

The waitress nodded and went into the kitchen.

“Um, well, dead, yes ... but I am human now.” Tara took a sip of her soda.

“But you were dead, before...” Anya leaned closer so none of the other patrons could hear her. “Before the whole, you know, angel deal, and now back with the human gig.”

“Okay, yeah, there is a certain freakishness about that,” Tara agreed in a conspiratory whisper. Her eyes sparkled playfully.

“I should know.” Anya leaned back against the booth. “I’ve been human, then a demon, back to human and well, now back to the vengeance thing.” She had chosen a table off in a corner to avoid attracting attention. Not many humans came to this bistro, which was

not surprising since it was in an alternate dimension. "So, why are you here?" Anya asked with her typical bluntness.

"You ... um ... invited me," Tara reminded Anya.

Anya rolled her eyes. "I mean, why are you here." Anya waved her hand in the air. "Here here." She frowned. "Well, not here here, because here now is not on Earth. Why are you back?"

Tara gave Anya a blank stare.

"Why are you back from the dead? Alive?" Anya asked slowly, as if Tara were slightly brain damaged.

Tara leaned forward nervously. "I was exiled," she whispered. "You knew that."

"Yeah, whatever." Anya sighed. "That's the cover story. No way They'd exile you just for thinking 'up there' was hell without Willow." Her eyes narrowed and she pressed her lips tightly together before speaking. "That was an excuse, and believe me, since taking up this job again, I've gotten really good at recognizing excuses." She pointed toward the ceiling. "They let you come back." She raised one eyebrow and studied Tara. "Why?"

Across the room, another patron watched Tara with keen interest. She was an ancient demon with grey scales. Her name was Sarabda, and as she studied Tara, she smiled. She knew her employer would be pleased. A furry male demon sat next to her.

"Thank you for being so prompt, Ninus." Sarabda said.

"Is that her?" Ninus asked. "With Anyanka?" He was eager to do well and earn the favor of the one they served.

"Yes," Sarabda said. "and she'll never live to fulfill her prophecy." She sipped a thick lager. "Remind me to thank Anyanka for delivering her."

"We can't touch her here," Ninus pointed out. "This place is enchanted. No violence."

"We can't touch her here," Sarabda agreed with a dangerous smile. "But we can follow her back to her dimension."

"And perhaps kill the others as well." Ninus nodded his approval.

"We can kill them all before they ever learn of the Augury." Sarabda stared at Tara.

"He will be pleased." Ninus looked at Tara and tilted his furry head to one side. "She doesn't look like much."

"She has the power to save the world," Sarabda warned. "Or destroy it," she added with a smile.

"Too bad she'll never use it." Ninus smirked and leaned back into his chair.

Director's Notes

This adventure requires the use of the *Buffy the Vampire Slayer Role Playing Game* Core Rulebook by Eden Studios. In addition players and directors can gain additional information and aid with Eden's **The Magic Box** Sourcebook.

It is intended for the Original cast set during an alternate Season 7 in which Tara has returned to Sunnydale. Characters supported are Buffy, Xander, Willow, Tara, and Giles. It is suggested that Anya and Giles be an NPC for the course of this episode. Spike and Dawn do not appear in this episode for reasons that will be made clear in later episodes. If this is a problem for some players have Spike reenter the game after Act 1 and up the Combat scores of the various encounters. Alternatively if someone normally plays Spike, and no one is playing Giles, have that player switch to Giles for this adventure.

This Episode should take approximately two longer sessions to complete, but may be enhanced by the Director to be longer or shorter. This adventure is much longer than the previous ones, and this should be taken into account.

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 see fit.

Willow, Tara and Magic

The Magic Box gives some updates on magics and group casting. The Magic Box rules say both role their normal Magic rolls, (**Will+Occult**) and add the number of successes together. Yes, any player can do that, but Willow and Tara are something special. Also now that Willow is moving away from the dark magics and embracing

Wicca with Tara's help their magic is growing.

Directors can choose a mechanic for applying the effects of Willow and Tara's enhanced magic. In any case to use their magic together Willow and Tara must be able to grasp hands and concentrate. It is a simple matter of rolling a normal **1d10 + Perception + Occult** roll. If they both roll a 9 or higher they are in synch. Keep track of the average Success Levels as this is their **Synchronicity Score**. This only needs to be rolled once per magical situation. Basically lifting a rock together or one session of combat.

1. When Willow and Tara cast they can add their Synchronicity Score to the spell effect. This results in a little extra bookkeeping during game play.
2. They can multiply their Success Levels by 1.5, rounding down. This results in some very large SLs (15+ in some cases!) but is of little use if their rolls are low.
3. Alternately they can add three to the number of success levels they generated by counting that as the effect of mind, body and soul being linked together. This results in less math and a medium level of Success Levels.

Whatever mechanic you choose for your game try to keep it consistent.

The downside to all of this is that Willow and Tara's magic is so linked adding a third caster to their group casting is much more difficult. A normal **1d10 + Perception + Occult** roll will have to be made by the third or more casters. The difference is the extra casters need to roll a **12** or higher (with adjustments) in order to get into synch with Willow and Tara. The exceptions to this are casting with Bodhmal and Liath (see below)

and specific non-ritual spells that might involve the entire cast.

Dark Magic: What is *Dark* magic?

In magical theory there really is nothing that is considered dark magic, or white magic for that matter. Magic is a neutral force that is much like any tool, it is how it is used that determines its good or evil content. Think of a hammer. It can be used to build a house, cabinets, or any number of things, but it can also be used to club someone on the head and take their money. Does this make all hammers evil tools? Obviously not, it depends on the situation and use.

That being said there are two criteria to apply to decide if a spell is dark magic or not. If a spell damages a target's mind, body or soul, it is dark magic. The second criteria is what source powered or bestowed the spell? If a beneficent deity or source powered or taught a spell that damages or harms others it isn't considered dark magic. However, such a spell is also only likely to work on clearly evil creatures like vampires and demons, and would fail to have any affect on your mother for making meat loaf for dinner once again. Such spells might not work on any human, no matter what, while certain deities might let such a spell work against a murderer or rapist.

Casters abusing a spell taught to them by a good source might also find that they can no longer recall exactly how that spell works and will fail in any attempt to use it. The Director is going to have to decide what the source of the spell's inclination is when it is misused.

A spell can be considered dark magic if the source powering or bestowing it is evil or maleficent. Someone casting a spell under a Power Boost (see *The Magic Box*, p. 50) from an evil source is using dark magic, no matter what spell they are using or how it is used.

After reading *Darkest Magics* in the episode Tough Love, Willow had access to a temporary power boost at any time, by effectively drawing on the dark forces the book opened to her. She may at any time consider herself under the influence of a +5 Power Boost (this represents her Willpower at that time) with all the normal benefits and restrictions from Power Boosting in *The Magic Box*. She can do this once each day. Note that if she does she is using dark magic, and is subject to possible Magic Addiction (see *The Magic Box*, p. 51-53,) cannot cast such spells with Tara's aid, nor use any spells from the Codex, that are benevolently powered.

Sarabda, the Uttuki and Yoln

As the Director you need to understand the motivations of this episode's various villains. Yoln (the armor dude from the previous episode) has hired Sarabda and the Uttuki demons to take care of Tara and Willow. Yoln needs the Uttuki to kidnap Tara and take her to Leviathan's home plane. Sarabda has the other Uttuki, Idiptu and Sidana, guarding the caves outside of Sunnydale. These cave contain the two books, "The Assyrian Book of Shadows" and "The Augury of Hammurabi". These books have been in these caves since about 190 AD and they have weakened the walls between the dimensions. This is why Sunnydale has a Hellmouth, why Glory chose here to return her world and why there is an extra large population of demons beyond just the Hellmouth's influence. Unlike the Hellmouth, these caves (called the Nexus by the demon population) are a means of moving between many worlds and dimensions, not just hell-dimensions like a Hellmouth.

Yoln's plan is to have the Uttuki kidnap Tara (he is still gaining his power), take her to Leviathan where he believes Leviathan will kill her to drive Willow back

to dark magic. Leviathan's true plans are unknown to Yoln. Yoln will not be very active in this episode. In fact he doesn't have to appear at all. Sarabda will only refer to him as "The Hand." The cast will not even learn what his name is.

Sarabda has in turn hired Ninus. Sarabda is not stupid, Ninus is big, strong and dumb, but he can handle the Slayer. She is only interested in Tara. Sarabda wants Tara dead, but fears Yoln's retribution if she kills her. There is one other thing that she will never admit. She fears Tara as well.

Sarabda and the other Uttuki will taunt Willow, try to get her to use dark magic, but they are under strict orders not to kill her. They don't know why, but their fear of Yoln is enough.

Previously on Buffy: The Dragon and the Phoenix...

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

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 cast is in a desert fighting scorpion men, jackal headed demons and finally the God Set.

The Goddess Isis gives Willow an amulet to protect her from dark magic. "You will never be entirely free of the hold of Dark Magic, but this will aid you."

A magic surge rips through Sunnydale. Tara is imprinted with the personality of a dead Yakuza stripper. A Tara-duplicate, her sister Kara, is created at the same time.

Snake-demons run rampant through the downtown. A man in head to toe plate armor materializes in an alley.

Kara, Tara and Willow stand over Tara's grave casting a spell. Kara closes her eyes, says, "Mama, I kept my promise." and disappears.

Tara: "I need to know why I'm here, why I'm back. Nothing happens without a reason, Willow, nothing this big. Why was I allowed to return? And to stay? What's so important about me being here that my sister would die for me?" she asked, her voice low.

Introduction: The Rage of Angels

This episode begins in the Summer's home a few days after the last episode ends. The characters present are Willow, Buffy and Xander. Dawn is at her friend Christie's house studying for exams. Spike is not here and no one is sure where he is. No one should really be concerned about this. If this is a problem for your gaming group have Spike's player play Giles and have him present here as well. Otherwise Giles is off being Giles, researching the Enochian Tablets from Episode 1.

Allow the role-playing to be free at this point, but direct the cast to discuss the events of the previous episode, in particular the growing concern about why Tara is back and her actions with Kara.

Willow has been learning a new spell from Tara's codex, *Protection of the Goddess*, but has not cast it yet. It is spell to shield from any attacks, both physical and magical.

When the conversation appears to be

winding down. Have Anya and Tara teleport back. Anya should immediately go in to her “Tara is going to cause the Apocalypse” routine. True, Tara does not think this, neither does Anya, but in Anya-logic even if Tara is here to stop the end of the world it makes her responsible. Use Anya to get across any information about how rare exile is. It just doesn’t happen, the Powers don’t spend all this energy to ascend a human to near-divine status to just release her on her first mission back to Earth. Also have Anya mention the fact that nearly every demon in town is scared to death of Tara, even Spike is still afraid of her (he is), and that she heals by touching. “That is a divine power.” Anya will say. “Humans don’t get that, not without a good reason.”

Once Anya has everyone stirred up again have her stop mid-sentence and say, “Damn it! It’s D’Hoffyrn again.” She touches Tara’s arm and tells her they will talk later, snaps her fingers and is gone.

Act 1: Better the Devil You Know

As soon as Anya leaves give the cast a chance to start a discussion. Before their conversation gets started in earnest they will be interrupted by the phone ringing. It is Dawn calling from her friend’s house, she is very upset and demanding to speak to Tara. When Tara answers the phone Dawn will ask her if she is ok or if anything is going on. Tara can assure her all she wants but Dawn remains upset. Dawn will tell Tara that she had a “feeling” that Tara was in danger and she needs to be careful. Once Tara hangs up give her player a chance to relate this to the other players.

This is a big cue to the cast, or at least it should be. Dawn has seen the future. In it Sarabda grabs Tara, tortures her and sends her to Yoln. Now the cast has a chance to stop it before it happens.

As if on cue, two new demons show up. They are Sarabda and Ninus from the Teaser. They were waiting until Anya had left.

Name: **Sarabda, the Bailiff**

Motivation: To serve “The Hand”.

Critter Type: Uttuki Demon

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

Ability Scores: Muscle 18, Combat 17, Brains 15

Life Points: 72

Drama Points: 5

Qualities: Attractiveness +2, Hard to Kill 6, Armor Value 4 (mild enchantment)

Drawbacks: Cruel, Mental Problems

Skills: Getting Medieval 6, Kung-fu 6

Initiative: 1d10 +6

Combat Maneuvers

Name	Score	Damage	Notes
Knife	11	18	Slash/stab,
Throw	11	10	Thrown
Punch	10	12	Bash
Kick	9	14	Bash
Dodge	11	-	Defense
Grapple	12	-	Resisted by Dodge

Sarabda is a demonic bounty hunter. She is a Gallu demon and can alter her shape to take a human form, but she cannot mimic others. As a race, the Gallu act as demonic police officers. Though it would appear that Sarabda does a bit of freelance work

Sarabda is a tall, gray-skinned demon woman. She is covered in fine scales and except for her demonic appearance is quite attractive. She is wearing armor, breeches and boots all made of leather. On her wide belt is a huge ring of keys. She is also carrying several knives and daggers stuffed in various sheathes on her leather

armor. Her plan here is to grab Tara and teleport out.

Ninus is tall, at least 7', and covered with a fine fur that seems to shift from blue to green to brown. He is also wearing Sumerian clothing, in his case a papyrus wrap kilt and armbands. He wields a huge sword. Ninus is only here to keep Buffy busy.

Name: Ninus, Son of Nimrod

Motivation: To serve other powerful demons

Critter Type: Demi-god

Attributes: Strength 7, Dexterity 4, Constitution 9, Intelligence 2, Perception 2, Willpower 2

Ability Scores: Muscle 20, Combat 18, Brains 10

Life Points: 95

Drama Points: 5

Qualities: Armor Value 8, Hard to Kill 7, Regenerate Life Points

Drawbacks: Attractiveness -1, Can be permanently killed with his own sword

Skills: Acrobatics 5, Getting Medieval 7, Kung-fu 7

Combat Maneuvers

Name	Score	Damage	Notes
Sword	15	60	Slash/stab, can use one-handed
Punch	15	20	Bash
Kick	14	22	Bash
Dodge	13	-	Defense action

Sarabda attacks Tara with a bolt of magic. Clay shackles appear on Tara's hands. The shackles prevent Tara from casting any spells, or from her aiding Willow's magic. Ninus attacks Buffy.

Sarabda needs to bind Tara before she can teleport her. This will take two combat turns; one to bind Tara, the other to grab her and teleport out. Any disruption in

this process will cause Sarabda to have to start over. Sarabda can't just teleport to Tara, grab her, and then teleport out. At least not yet.

If Willow casts any magic then Sarabda is affected normally. However once Tara is bound Willow will need to make a **Willpower** test to avoid using dark magic. If Willow still has the Amulet of Isis (she should) then her check is normal, if not then she is at a -4 for her check. If she makes it with 3 or more Success levels she adds these success levels to her magic roll on her first attack against Sarabda. This reflects the strengthening of her soul due to Tara's instruction.

If Willow fails her checks and hits Sarabda with dark magic then Sarabda gains three (3) life points for every level of magic and takes no damage from any offensive spells. Willow will need to make another Willpower check, this time at -2 (combined with any other penalties) to use light based magic. See the section above on *What is Dark Magic?*

One exception to this is Willow and Tara's new spell, *Protection of the Goddess*. Willow can cast this spell normally to protect herself and Tara. Tara can lend her magic to aid Willow in this spell as per the *Willow, Tara and Magic* rules above.

Ninus is all brute strength, but not very smart or fast. He focuses on Buffy and completely ignores Xander. If Xander's player realizes this give him/her a +2 to Xander's first attack on Ninus. The fight should progress quite a bit, Ninus is after all a bad ass. Anytime he is dropped to zero life points he will regenerate and be up to attack the next turn. If Buffy can somehow get his sword from him she can kill him permanently with it.

Ninus is of course the distraction. Sarabda is only interested in kidnapping

Tara. Once Ninus is dead Sarabda will make some threats against Willow and then flee. Sarabda should not be killed. If she reaches zero life points she will “shimmer” out of existence with an “I’ll be back, you can’t guard her 24 hours a day!”

Now there is the problem of the clay shackles on Tara’s hands. They are immune to magic (even the *Remove Bonds* spell from **the Magic Box**) and too tough for Buffy to break. If anyone needs healing Tara can try, but the bonds also stop her healing powers.

There are some markings on the shackles that either Willow or Tara could recognize with a proper **Int+Occultism** roll. With 4 or more Success Levels they will even recognize them as Sumerian, otherwise a proper **Int+Knowledge** roll will. But in any case, there are no books that can translate them. If Giles is present he can with **Int+Occultism** or **Int+ Knowledge** roll. He will still need time to translate them. If he is not there he needs to come over, but he will bring the books he needs. Translation is a simple **Int+Language, Int+Occultism, or Int+ Knowledge** roll for him, but all it uncovers is “God’s Tears”, “Tears of the Goddess” or “Divine Tears”. Allow the cast to ponder what this means. If they seem stuck have Giles offer “Well, Tara was a divine being for a while.”

Getting Tara to cry, by talk of puppies dying or rubbing onions in her eyes, is a great potential for gaining drama points, but it won’t work in getting the shackles off.

The only thing that will work is pouring Holy Water over them. One vial of holy water will melt the shackles and free Tara’s hands and magic.

If the cast can’t figure out how to get the shackles off have Anya teleport back in and give them the answer. She has dealt

with Sarabda in the past. Alternately one of the girls can summon Anya by saying her demonic name out loud. Anya will teleport back in demonic form, and look at Buffy and say “Finally, a chance to do some vengeance on Spike! I think castration is in order.” Let them struggle with it for a while as Anya can’t solve all their problems.

Once free Tara can heal again. Xander will most likely need this.

If asked to identify the dead demon, Anya’s only response will be “Oh, crap.” She will then say grimly, “Not just a demon,” glancing over to Giles. “He was the son of a god.”

Act 2: Never Judge a Demonic Book by its Hideously Evil Cover

Anya tells everyone that the dead demon was Ninus and he was the son of Nimrod. If Buffy comments on either name Anya will just comment back “This is from someone called *Buffy*?”

Anya has some information about Ninus. He was a king for a while in Sumerian times, but was disowned by his father. He has many contacts in the demonic underworld and was something of a demonic bad boy, always getting into the demonic tabloids.

If anyone asks about the demonic tabloids Anya will mention that they are even in them, “Serial Killer Buffy Summers and her gang still at large. Demon population not safe.”

Anya will also mention that he couldn’t have been after Tara, he was hired muscle and he liked taking orders. While talking about him Anya will sort of trail off. A successful **Notice+Perception** roll by Xander will reveal that Anya had romantic relations with Ninus.

Once the subject of the other demon (Sarabda) comes up as “the scaled demon

that was after Tara” Anya will ask, “A scaled woman? Did she have keys dangling from her waist and wear lots of leather?”

When the cast acknowledges this Anya will become very frightened. She will move away from the cast, saying “Ya know what? I have to be going.” Smiling nervously. “Really great seeing you.” She backs away. “Buffy, that offer of vengeance still stands.” She lifts her arms so she can wave them and disappear in a flourish.

“Wait!” Giles will say harshly. “Who was she?”

“The bailiff,” Anya will whisper “Sarabda,” even more quietly. “And don’t tell anyone I helped you.” She waves her arms and the air warps as she disappears.

Research mode is next. They have two names: Sarabda and Ninus. Internet and book searches will reveal very little, other than another name of a demon cabal, the Uttuki. Sarabda is a member of the Uttuki. They are members of a lower caste of powerful demons, but will only serve dark gods.

Giles has more texts on these demons at his place. He asks Xander and Buffy to help him get the texts. Tara and Willow should remain and continue to research. If either protest, Giles will say he doubts that Sarabda will attack again so soon. They should leave.

During the research phase Tara will discover that she can still read Japanese. If she tries to speak it she will discover she can still speak Japanese as well. Give her a Language (Japanese) skill of level 3. This should be enough prompting to see what other skills Tara has retained. She also still knows striptease and lap-dancing from her time as ‘Candy Heart’.

Giles’ returns with Buffy, Xander and lot’s of books. His books reveal that there are many lower level but only seven upper level Uttuki, and only three are known to frequent this Earthly realm. All of these are mentioned in Assyrian/Akkadian mythology.

Findings:

Uttuki Demons

The Uttuki are a very old cabal of demons. Although they are a lower caste of demon, they only serve dark gods. Historically such gods as Nergal, Ereskigal and Tiamat enjoyed the services of the Uttuki.

These are the three that are featured in this episode. There is no mention on how any of these demons can be killed.

Sarabda, the Bailiff

Sarabda is a demonic bounty hunter. She is a Gallu demon and can alter her shape to take a human form, but she cannot mimic others. As a race, the Gallu act as demonic police officers. Though it would appear that Sarabda does a bit of freelance work

Idiptu, the Harnessed Wind

Believed to be a type of storm demon. Very little is known of her history. During an attack, any physical blows will pass through her. She might be immune to magic. Records of previous encounters with her describe her ignoring magical attacks, but one small coven was able to distract her long enough with magic for others to make a physical attack. Given that another section describes her as immune to physical attacks this might be two different demons.

Sidana, the Beauty that Staggers

Her beauty is the mirror of Medusa. Her face is so lovely that she can turn people to stone. Unlike Medusa, whose repulsive

face also turned men to stone permanently, Sidana's powers wear off.

When the cast runs out of researching options Anya teleports in. She hands Giles *Dalmon's Demonic Index of Apocalyptic Battles*, Volume Seven. Giles will then profess his undying love for her. This is obviously a very rare book. In fact, Anya warns them all that she didn't bring it and she had nothing to do with it. "I was never here. You never saw this, and I certainly did not give this to you."

The book is large and heavy. It is leather bound with brass enclosures. It has markings in Cuneiform, Hieroglyphs and Celtic Ogham.

Anya will warn that the book is very dangerous. She will point to one of the runes on the book. "Unauthorized possession of this text may result in your torture, maiming, indigestion, or may end in death." Standard demonic disclaimer she calls it. "Unauthorized viewing of the text may result in blindness, madness, indigestion, or may end in death. Now everyone happy?"

If anyone points out that all Anya's warnings end in death and asks if she is trying to help them or kill them, Anya will only get really quiet and say "that's what D'Hoffryn keeps asking me." She will then teleport out.

The cast can set up any protection magics they like, but there is no point in doing so. Nothing will stop the magics of the book, nor will the cast really want to. It doesn't matter who opens the book, Willow, Tara and Buffy will collapse unconscious to the floor. They will not wake up regardless of what happens to them.

Act 3: We're History

Special consideration for Act 3

The cast will be divided for most of this act. As the Director it will be your job to keep the action flowing. To do this you should read each section below carefully and determine what will work best with your group of players. Each section can be divided up so attention can be shifted from player to player.

About Bodhmal and Liath

Bodhmal ("Bode-vul") and Liath ("Leah") might be familiar to some players. Players that have played *The Dark Druid* by Timothy Brannan and published by *Games Unlimited* will recognize these names as those of the foster mothers of Fionn MacCumhail. More importantly they are Willow and Tara (respectively) in one of their previous lives. The cast's interactions with these two will be different this time. Bodhmal and Liath have not yet fostered Fionn (Demme as they called him) so these women will not understand any conversation about him. As for roleplaying them, imagine Willow and Tara in their late 30's or early 40's. Bodhmal is a Ban-Drui, a druid-witch of considerable power and great wisdom. She never would have fallen under the sway of dark magic, but knows that she must still have much to learn if it happened to her future self (Willow). Liath is a Celtic warrior woman. Her mission was to be bodyguard to Bodhmal; the 'problem' was that she fell in love with her. She is known as Liath the Grey, due not only to her prematurely steel-grey hair, but also for her no nonsense attitude.

Bodhmal is a mistress of magic and has access to all spells in the *Magic Box* book save for the techno-magical ones. Liath is a spears-woman of considerable power and skill. She actually is the third best

warrior woman in Celtic history behind Scáthach and Boudicea.

Their character sheets appear at the end of this episode

Xander and Giles

Part 1

In Sunnydale, Xander and Giles are stuck with the book and three comatose girls. Their main priority should be to protect Buffy, Willow and Tara and find out what is in the book. Giles can begin working on the book. The book is a history of near apocalyptic battles, this volume deals with a battle against an army of demons, lead by a human against a castle (or Abby, Giles will be unsure) in what will become France, circa 190 AD that housed some very potent relics. Evil sorcerers and demons made some of these relics. The religious order there was trying to determine the best way to destroy them. It also mentioned a weapon, neither good nor evil, forged by the hand of man that can (and did) kill a god.

If Giles or Xander can make a **Perception+Notice** roll with 3 Success Levels then they will notice a fat greenish-brown grub crawl out of the book and land on the floor. If they choose to kill it, no problem, it can be hit easily and has one (1) Life Point. What they won't see are the others leaving the book.

Giles will comment that it might have been a Bookworm, and it was good thing that they got it early.

Part 2

The three unnoticed Bookworms will grow into their full sized versions. They will attack Giles and Xander. Bookworms are unintelligent and just attack anything that moves (they sense vibrations but they can't see). So, while Buffy, Willow and Tara will be okay, there is no reason for Xander and Giles to figure this out beforehand. They need to focus on killing the Bookworms and keeping the girls safe.

Willow

Part 1

Willow will wake up in a library. She can see people moving around hectically, taking various items, chanting and the items disappear in a flash of light. She will notice that all the people are dressed like members of a religious order and they look like ghosts to her. One woman appears solid.

"You're in the sixteenth chapter," a feminine voice will say clearly.

Any question by Willow to the woman will seem like pre-programmed answers ("I am the Sixteenth chapter", "this is the sixteenth chapter"), because they are. It should only take a simple **Intelligence + Computers** roll on Willow's part to determine this, and for her to realize that she is stuck inside the book.

Some questions do have pre-programmed responses.

Questions	Answers
"Where is this?"	"You are at the great battle."
"When is this?"	"The time of the ascension."
"What year?"	"It is 190 <i>Anno Domni</i> , as you reckon time."
"What's happened to me?"	"You're in no danger"
"What's happened to Buffy/Tara/Giles/Xander".	"There is no one by that name in this chapter."
"What am I doing here?"	"You are here to learn."
"Take me to Tara."	"You are safe, your mate has been sent to

	another chapter.”
“Take me to Buffy.”	“You are safe, your Slayer has been sent to another chapter.”
“Tell me about the Uttuki.”	The guide will show Willow a window; outside a great battle is raging. Sarabda can be seen fighting humans with other demons. She is covered in blood and completely reveling in the slaughter.
“Who is leading this battle?”	The guide will point to Yoln leading the demons.
“What about the other chapters”	“Your safety does not extend beyond my pages.”
“Are the other chapters/Tara/Buffy safe?”	“So long as a seeker remains within their chapter, they are not in danger. As long their soul retains it’s birth anchor.”
“What is a birth anchor?”	“All beings have a Birth Anchor. Your soul is tied to your physical body at birth. It can only be broken if you have experienced death”
“What does that mean?”	“The chapters use the Birth Anchor to connect to those who seek knowledge. Without the anchor, we neither find nor protect them. They could die here for real.”
“How do I leave a chapter/book?”	“Express your desire to do so. But your protection is only within my pages.”

Willow should become very concerned about Tara and Buffy at this point and try to leave. If she asks to leave, the Chapter Guide will give stern warnings but will do it. The guide will disappear and the other people in the room will become solid. One woman, the one that seems to be in charge, will look at Willow and say, “Ah Bodhmal what are- wait, who are you?”

Part 2

The woman asking the questions appears to be middle aged. She is still quite attractive, her eyes are green and her blond hair is only just now showing signs of gray.

The woman Willow is facing is Luna, the Angel from Episode 1. Only here she is still human and of course does not know who Willow is. Don’t let Willow’s player know this right away. The woman will mention that there is no way that

Willow can be a demon since the room has the castle’s strongest wards against demons and only herself, Bodhmal or Liath could break them. She will tell Willow to either help her or get out of the way. She is speaking in perfect English. The fact is she is speaking Gaulish Gaelic, the magic of the book translates spoken languages. The woman then places two books on an altar, holds her hands above them and speaks a translocation spell in Latin (Willow will have no trouble figuring it out) and the books disappear.

If asked what she is doing, the woman tells Willow to grab the last two books and bring them to her. She is obviously getting weak. Willow will notice the two books are Dark Magic books, but their draw to her seems very muted. It should be uncomfortable for her, but she will have no problems. The books are “The

Assyrian Book of Shadows” and “The Augury of Hammurabi”. Willow can quickly scan the book. She already knows most of the information, but one bit is new. ‘The wind can blow in but one direction. She must face light or dark and that will seal the fate of all.’

Willow can ask about the books, and Luna will tell her “they are tomes of dark magic and that is what has drawn this demon army here.” These books and the “other” artifact they are guarding. Luna will not say what the other artifact is. Drop enough subtle clues that these two books in particular are on their way to what will become Sunnydale. Of course Luna knows nothing of America’s west coast. She only knows they are going to a “far away land where the sun sets in a peaceful sea.”

Luna will place them on the altar and say the spell again. She will say that she sent them to the “farthest corners of the Earth”. They had to be safer there than here though calamity always follows wherever the books go. She will grab Willow and tell her they have to go and that now “their fate is in the hands of one girl.”

Luna will lead Willow out of the room. Once Willow steps out of the room she will then be transported to Tara.

Tara

Part 1

There is no gentle awakenings or no subtle shifts to consciousness for Tara. There is no Chapter Guide either, but Tara does not know there should be one here either. She falls to the ground and lands hard. She is greeted to rough hands shaking her shoulders and the putrid smell of blood

overwhelming her.

“Awaken, witch!” an angry, but female voice bellows.

Tara will be yanked into a sitting position by the angry woman. She will notice she has a sharp pain in the middle of her back and the area is wet. She might suspect it’s blood, but it is only water.

“You’ve ruined everything,” the

woman says angrily. The woman points to a

broken urn on the ground next to Tara. “My people will all die and it’s your fault, witch.” Suddenly, the woman spins as a demon in chain mail breaks through the line of warriors a few yards away. “Stay down,”

“We should strike you down,” another woman harshly states, and then she moves closer to Tara to stand guard. Whether this is to protect Tara, or to confine her isn’t clear. “Evil will rein this day because of your interference.”



The Augury of Hammurabi

Tara will discover she is standing in the middle of a small group of women. By their clothes, it appears they are witches, but they are now in the process of removing ceremonial robes to reveal that they are well-armored (leather and chain-mail) and armed warriors.

The first witch is Bodhmal. The Director should tell Tara's player that there is something about this woman that reminds you of Willow. The warrior is older than Willow, perhaps in her late thirties, but she has the same fiery red hair and sparkling eyes, even in the midst of battle, but that is not what reminds Tara of Willow. There is something deeper, more primal, and that primal tie will pull Tara to her feet as the red haired warrior begins fighting the demon.

There are a total of four witches in Bodhmal's group. Tara makes the total five. They are fighting a small group (3) of **Bone Devils** (see New Monsters, below). Once Tara stands to make an attack the Bone Devils must make a **Fear Test** as per Tara's Otherworldliness Quality. Even if they flee the other witches will try to kill them.

Bodhmal attempts to keep Tara safe (she feels the same draw) but it is doubtful that Tara will remain inactive. Once the demons are dealt with, Bodhmal will pull back the witches to a more defensive position behind a broken outer wall.

The field Tara finds herself in might have been beautiful, with the green grass, the blue skies, and the scattered trees in the distance. It would have been beautiful except that the landscape is covered with bloody bodies, and the pieces of bodies of both humans and demons. Most of the barely visible grass is no longer green. The ground is stained by sickening black of puddles of blood that has been exposed to the air for several hours.

Off in the distance a huge army of demons can be seen. Behind Tara is a castle keep that looks large to her, but is in fact only medium sized for the time. The castle looks beaten and broken. It will not take long for Tara to figure out that the humans are losing this war.

Bodhmal will introduce herself to Tara and say she suspects that Tara is "from beyond" and she knows that Tara is not evil. "Not that it matters, you have damned us all the same." Bodhmal looks defeated. The other witches begin to cast, erecting magical barriers to keep the onslaught of demons back.

One thing sticks out of the throng of demons, a woman warrior on a large black horse. The woman looks like some sort of avenging angel. Her long gray-blonde hair flies about her head as a halo. Her horse moves through the demons while she wields her great Celtic spear with both hands, mowing down demons as she races past. The woman on the horse will gallop straight for one of the magical barriers. The horse will snort and dip its head, but it won't hesitate. The blonde rider edges the huge, muscular animal on and leaps through the barrier. As soon as they clear the mystic barrier, they will turn and gallop recklessly toward the main camp. The horse will stop a few yards from Tara and the rider seems to use the momentum of the animal to leap from its back. There is something about this woman (Liath) that unsettles Tara.

She will regard Tara with a somewhat confused look, but turn to Bodhmal.

"What are you doing?" she'll demand. "You were supposed to wait for me."

"It doesn't matter. We can't cast now. The urn was broken, the water was lost." Bodhmal will say.

The new arrival will run her hand along Bodhmal's face. The touch is loving, and intimate, and asking for an explanation without any words.

"How? We had it protected." She will say, her anger building.

"Liath. Clam down. It was an accident."

"Accident?" Liath will say. "How could it happen? I cast that circle and no one but me should have been able to enter or leave it."

"We had a visitor." Bodhmal will say, looking at Tara. "She fell from the sky. She went right through the circle and landed on the vessel."

Liath will turn to look at Tara and will say, "Well then. You have killed us all."

Part 2

Allow Tara to explain anyway she wants. Liath still wants to run her spear through her. Bodhmal defends Tara claiming it was not her fault. In the process of arguing, someone should notice that Liath is injured. In fact she is bleeding rather profusely. Tara would be drawn to heal her under normal circumstances, but this time the draw to heal is even stronger. Tara will completely heal Liath, but that is not all.

The Director tells Tara that "the magic you called seems stronger, more powerful. You are certain that any other time you would not have been able to heal her wounds, but this time your magic seems doubled." Also once Tara touches Liath they share a connection deeper than magic. Tara is Liath. Refer to the **Awaking the Old Soul** below, as Liath is a previous incarnation of Tara. Tara will also learn that Bodhmal is Willow in a previous life.

Once this information is learned the dynamic between the three women should change. Liath and Bodhmal will want to know why Tara is here and where her *anamchara* ("on-um-kor-ah") or soul mate

is. Tara will certainly want to know the details of this battle.

Liath and Bodhmal do not know the Christian date, but they will say it has been over seven score years since Bodicea nearly drove the Romans from Londinium. They are in Gaul (France) and this is the keep of a religious order of the Christian God. They came here to help the order protect various artifacts of power. In the keep is a weapon of such power that Christians fear it, but they fear it falling into the hands of the demons even more. They will point out another witch, wearing different robes, saying she is a witch of another order, the Temple of Astartë, and these three orders have put aside their own differences to stop this apocalypse. However now without the sacred Imbolc water from Brigit's well, they cannot finish their incantation.

This should ring a bell to Tara. Unknown to Liath and Bodhmal this spell of theirs, *Brigit's Waves of Flame*, has survived till Tara's time. If Tara makes a successful **Intelligence + Occult** check with 2 Success Levels she can remember the spell. If she can make it with 3 Success Levels she can recall that the spell has an alternate version. When worship of the Pagan Goddess Brigit was augmented with the honoring of the Catholic Saint Bridget, the spell was altered to the more "christianized" version using the "blood of the saint". Since holy water was used the spell would not work.

Tara can explain this change to them or keep it to herself (not advisable). Bodhmal will point out that either using the Imbolc water or Saint's blood is moot, they have neither.

"Unless of course you know of someone that has died and come back with divine power?" Liath will ask.

Sometimes life hands exactly what you need when you need it.

Part 3

At this point Willow will join Tara. She will appear in a shimmering play of lights inside the barrier. The other witches will move to attack Willow, so Tara had better act fast. Relate all the information to Willow, including who Bodhmal and Liath are and who they will become. Willow might note the lack of a Chapter Guide here as well.

At this point the four should be planning to use Tara's blood as a replacement for the Imbolc water. This might take some convincing on the part of Willow and Tara to Bodhmal and Liath. There could also be some complaints (use Dawn's blood parallels) about using Tara's blood. Bodhmal will say that it should not take more than few drops, IF they decide to do this. Bodhmal feels defeated and Liath is unconvinced that it will work. However, since there is no danger to Tara, who can heal herself, they decide to proceed. Liath will produce a dagger and offer it to Tara to draw her own blood. Tara needs to draw it herself and they need at least one Life Point worth. If Tara balks for any reason, Liath will take out a second dagger and cut Tara's hand for her. She will comment it was still "her" that drew the blood and time is critical.

As if on cue the barriers will begin to falter. When the first one falls the Astartan Witch controlling it is over run by demons. One demon in particular stands out - Sarabda. When she sees Willow and Tara she screams, and directs the demons to attack them. Yoln is nowhere in sight.

Liath and Bodhmal obviously know the spell, and they will ask Willow and Tara to assist them. Liath and Bodhmal gain the exact same benefits of casting together as Willow and Tara do, and all four together double these effects. Refer to the spell *Brigit's Waves of Flame* below.

The four witches will cast the spell. Roll as per normal for Success Levels. Regardless of exactly how much damage is done, the spell is roughly four times more powerful than Bodhmal and Liath anticipated. Life point damage calculated for this spell is now 3d10 times 4. An additional 7 + their Synchronicity Score (as above) times 4 LPs of damaged will be inflicted every turn. The spell will also cover at the minimum over 200' radius from the witches.

Demons not killed out right by this spell will attempt to flee. Sarabda escapes for certain.

There will be much celebration once the demons flee. The other witches will pursue the retreating demons, and Liath and Bodhmal will thank Willow and Tara. Once they say what they need to say to each other, Willow and Tara will fade out from their view. To Willow and Tara's point of view everyone becomes ghostlike again. The Chapter Guide will appear next to them. She looks older and her robes are of a lighter color. She will say she is the Guide of the 23rd Chapter.

Willow and Tara can of course ask her questions or have her take them to Buffy. If they ask about Yoln or Buffy she will take them to Buffy. If they ask about Liath and Bodhmal the guide will say "Their part of this tale is done, but their story is far from over." In case they ask, the Guide will tell them that yes Liath and Bodhmal live a long life together. One filled with trials to be sure, but ultimately a happy one.

Buffy

Part 1

Buffy lands on the castle wall with a thud. No gentle awakening or Chapter Guide for her either. Before she is even accustomed to her surroundings she will be attacked by a demon. This snarling thing is 7

feet tall and looks like human with a cone head and a spiked tail; use Barbed Devil stats. Buffy should be able to dispatch this demon with no, or only minor problems.

Buffy is on a 20 foot tall high wall (the other Slayer is on another). Between them is an open courtyard 40 foot long at it's longest and 5 feet at the shortest (it's shaped like a pie slice). The courtyard is full of humans and demons fighting each other. It should not take her long to figure out the humans are getting beat.

Buffy should notice the woman on the other castle wall across from her. The other woman is small, blond, surrounded by demons and whose asses she is kicking. She is wielding two long swords and is going after the demons like a whirling dervish. No less that two dozen demons lay dead at her feet and the others look like they will soon join them. Buffy should be impressed with the girl's fighting ability.

However the scene will soon change. A warrior in full plate armor arrives. Buffy should recognize him as Yoln from the previous episode. Only this time he has both arms. He wields a wicked looking black sword (the one that is broken in two in Buffy's time). He waits until the girl has killed the last demon. Her swords are thick with demon blood. Buffy can not make out all of what is being said between the two, but one thing is very clear. Yoln saying to blond girl "This ends now, Slayer!" The two begin their attack. Yoln's larger sword is slower than the girl's two swords, but it causes more damage. Both deal the other wounds and parry each others blows. The

battle seems evenly matched despite the fact that the man in plate armor stands a full two feet taller than his opponent.

Yoln manages to knock one sword from her hands and taunts her. "My seers have seen your death, Champion." He slashes at her but she flips backwards to safety. "My victory is at hand."

"I have a seer, too." She attacks using both hands wielding her one blade with skill and strength. "You should know as well as I, prophets speak in riddles and half truths." She actually backs Yoln away from the area she seemed to be protecting.

"Riddles?" Yoln slams her sword aside and reaches out with one hand, quickly spinning the young Slayer around. "A riddle is enough to end your life," Yoln says as he slides his sword into her back.

The Slayer laughs, coughing up blood, as Yoln's blade erupts from her chest. She drops to her knees as her sword slides from her grip and clatters as it falls off the wall. She continues to smile, even as blood pools between her hands, pressed flat against the top of the wall. "My death doesn't assure your victory."

Yoln pauses, as if thinking the shock of the sword has driven her mad. "It was your seer who told you lies." He turns and marches towards a door and goes into the castle.

There is nothing Buffy can do to stop this. If she tries to go to the other Slayer while she is attacking Yoln then another demon will attack Buffy. Even if Buffy



Bone Devil

figures out she is inside the book, she should realize that the demons can injure her. Once Yoln is gone Buffy can try to reach the other Slayer.

Part 2

Buffy can jump across the courtyard where the walls are closest and land with no problem with a successful **Dexterity + Acrobatics** roll. Once there she needs to go to Morgan (the other Slayer). If she tries to go after Yoln first have Morgan call out to her for help.

In either case, Morgan will get up and lean against the castle wall. It looks like she might be doing it to rest, but she isn't - she is bracing herself. Morgan presses her face and chest against the castle wall and forces the sword out of her body with a muffled scream. The sword clatters to the ground as Morgan drops to her knees.

Morgan will tell Buffy that she must stop "The Pitfiend" now. They are of the same blood and it is up to Buffy, now, and only the fiend's own sword can stop him. With this, Morgan shakily lifts the sword and presses it into Buffy's hands. Morgan will not say the name "Yoln" at any point. Once Morgan has given Buffy this message, Yoln will exit the castle holding a spear. He will see Buffy and say, "That is my sword, little girl."

Yoln attacks Buffy with the spear. Buffy uses his sword, which enrages him. (Use the Yoln as a human stats in back). The fight should be dramatic and tense. Buffy has no backup and no one knows she is here. At some point (Director's choice) Yoln will knock Buffy back. He will speak some words in Latin while motioning with the Spear. A portal will open up, and Buffy will see a wall of living flame. No doubt, this is a portal to Hell. Morgan will tell Buffy she has to stop him, now! If Buffy's player wants to use a drama point, then let

her, it can be added to any roll made here. Here is what will happen.

Buffy should recognize that Morgan is a Slayer, and obviously dying. Buffy attacks Yoln, throwing all caution to the wind. Her sister Slayer sacrificed herself to stop the warrior, and Buffy should be willing to do the same. Yoln fights dirty, kicking debris from the top of the wall into Buffy's face. He uses her seeming disadvantage to lunge forward with the spear. Even if fighting blind, Buffy anticipates the move and slashes the blade in a deadly arc with enough force to lop off Yoln's head.

Yoln panics and moves to duck the blow, but as he crouches, he holds the spear over his head in one hand. His arm takes the full brunt of Buffy's swing. The blade slices through the muscle and bone with ease and continues until it strikes the spear. Buffy staggers back as the sword shatters on impact with the spear.

Yoln's severed arm flops to the ground twitching inside the armor bracer as the Spear is sent bouncing along the wall and into the portal. Yoln screams something about his prize, while completely ignoring his severed limb. He staggers toward Buffy. If she attacks again, Yoln will be knocked backwards into the portal screaming, "no!" as the portal disappears.

The armies of Hell will begin to flee. Buffy should go to the dying Morgan. She will cough up some blood and tell Buffy "You did it. You fulfilled our destiny."

Part 3

Willow and Tara will arrive as Willow did earlier. If Tara attempts to heal Morgan, it will not work. Morgan has too much damage, but allow Tara to try. Morgan will hold Tara's hand, leaving her blood, and tell Tara it is ok.

Morgan will hold up her arm and a large raven will land on it. She speaks to it.

“Lucifer, tell my Watcher what has happened here. Go.” The bird will fly off. She will then turn and look at all three girls “Fulfill the promise of your lives.” Then, to Tara specifically, “tell my family, I am sorry, this is not their fault.” Morgan then dies. She is covered in blood, yet her youthful face seems relaxed. Allow the cast to react. Extra drama points if the cast mentions that all Slayers end their careers by dying.

The guide will return, looking positively ancient, and wearing white. She announces that she is the Guide of the Last Chapter and that it is time for them to leave. They fade out as they watch several armed soldiers and robed witches run up to Morgan from the castle. There is blackness, and then nothing.

Back in the Summers' Home

Buffy, Tara, and Willow wake up. Giles and Xander should have finished up with the bookworms. Allow them to start talking, then Anya will teleport back into the room. Anya looks around, sees the bookworm parts, and ask, “what the hell is going on here?” She sees the blood on Tara’s hand and then ask, “what did *you* do?” Anya grabs the book and starts to teleport out. If anyone asks if she will help she will say, “no” and disappear.

Giles should ask the girls what happened. They should relate their tale. Giles becomes very nervous. He tells them that they’ve changed history. He knows about Morgan; she was known as “The Raven” in the Watcher diaries. It is recorded that she stopped “The Pitfiend”. Bonus drama points to Buffy if she remarks about “not being very good in history.” Bonus drama points to Willow if she also gets all worried about changing history.

Willow should also mention the two books, “The Assyrian Book of Shadows” and “The Augury of Hammurabi.” Giles

knows about these books. He has also heard a theory that these books can destabilize the local continuity of the dimensions- maybe even cause something like a Hellmouth or a dimensional nexus.

Before the cast can move on, Sarabda will teleport into the room. She has a cloak of animal skins around her shoulders and as soon as she materializes, the cast is unable to move (no rolls, this is divine magic). Sarabda extends her hand to Tara, who goes to the demon’s side willingly. Sarabda smiles cruelly and whispers, “Stupid monkeys,” and teleports out with Tara.

Act 4: The Once and Future Witch

Sarabda and Tara

Sarabda has decided to change her plans. The earlier forceful entry, her normal mode of operations, had obviously failed, but she doesn’t know why. Having no knowledge about Dawn, Sarabda assumes Anyanka tipped off the cast and plans to kill her after she is done with Tara and Willow. Sarabda is resourceful and smart. Since her first attack failed she took precautions this time by getting a bit of divine intervention. She has acquired the Coat of Animal Skins from Nimrod. This ancient artifact was used by Adam after he was exiled from the Garden of Eden and Noah used it to command animals in the Ark. It then fell into Nimrod’s protection. He has loaned it to Sarabda so that she may avenge his son.

Sarabda teleports to some caves outside Sunnydale. These caves are known as the Nexus. As soon as she materializes with Tara in tow, they are met by two humans in full Sumerian regalia. Both men are shirtless, and wear linen skirts the reach down to their knees. Each wears an amulet of Assyrian design and both men are quite handsome except for the fact that their eyes have been removed, leaving empty holes.

They carry an intricately decorated clay box with wooden handles. The box has stylized images of animals intertwined on every surface of the box, and even the wooden handles have carvings of creatures.

As soon as Sarabda returns, these two men hear her, and approach quietly, placing the clay box on the ground. They move without hesitation guided past obstacles by their amulets. Sarabda binds Tara's hands in the same clay shackles she used earlier, and only then addresses the two men.

"Tell Lord Nimrod his son has been avenged," Sarabda says.

"He will be told," the two men say in unison. They flank Sarabda and lovingly remove the coat of skins.

"And thank him for the use of his coat." Sarabda smiles at Tara when she says this.

"It was done for his son," the two servants say as they fold the coat and place it in the box. They each take the handles and then shimmer out of view.

Tara watches this but should also be looking around the cave. The cavern is set up for some sort of ritual. Tara can see two books on raised platforms facing each other. There are braziers of brass with incense and hot coals burning. Light is limited provided only by torches.

The other Uttuki demons are standing guard while Sarabda prepares the portal for Tara. Sarabda tells the other Uttuki to take their posts.

Tara can't use magic because of the clay shackles. During this time Sarabda will taunt Tara. She will tell her that it is her destiny to destroy the world. Her girlfriend almost did it for her, but it's her destiny. She can't avoid it, so she should embrace it. If Tara talks back, Sarabda will get angry. She

will wave her hand in front of her face and the illusion of her beauty will disappear. She is still the same gray skinned demon, but she has been horribly burned. Any exposed skin is a mass of scars. She will scream at Tara.

"You did this to me! You and that little bitch of yours! I should kill you here and wear your skin as my own, but The Hand demands you alive. So alive he will get you." She then picks up a dagger that had been sitting in one of the braziers, it is red hot. "But he never said anything about you not being maimed."

Tara can't use magic, and can't really fight this demon. She has nowhere to run. Her only option to prevent getting tortured by this demon is to use her wits. Tara can use her **Empathy** or **Sight** qualities to make a check on Sarabda's motives. Any successful **Perception+Notice** roll will reveal to Tara that Sarabda is afraid of "The Hand" but her interests in Tara herself are personal. Other findings will depend on the success levels.

SL	Findings
At least 1	Sarabda is performing a time consuming ritual to take Tara to Leviathan's plane where Yoln "The Hand" is waiting for her. Sarabda is just the delivery girl and she hates it.
1	Despite her fear of "The Hand", she hates being left out of the loop. She wants to know what Tara's fate is going to be.
2	Sarabda is very vain. It is not the pain of the burning that has enraged her, but the loss of her own beauty.
3	Sarabda doesn't trust the other Uttuki, but works with them out of millennia old obligations. Comparing her to Sidana will

	certainly get her angry.
4	Sarabda is worried that the ritual to create the portal will take longer than her little delay bought her. She is also worried that she might have underestimated Buffy and Willow.
5	Sarabda fears Tara. It's not just her divine status, but the fact that the Hand wants her. Seeing her in 190 AD and now in 2003 is also not something she is ready to explain.

Every success level buys Tara more time (an additional turn per). For every piece of knowledge learned that Tara acts on have her make a **Charisma+Influence** check vs. Sarabda's **Willpower**. Every success buys Tara an additional turn.

Of course no rolls should need to be made if the player is doing a convincing job of role-playing this encounter. This would not only buy more time but is a good means of getting more Drama Points.

Sarabda is torn on where exactly to start on Tara, her hands (which provide her healing power) or her face. In the case that Sarabda actually manages to hurt Tara, she can heal herself with only a very faint white scar remaining.

Sarabda can start on Tara's face, which is an option that will likely send Willow into a dark magic influenced rage. Sarabda knows this and expects it.

If Sarabda goes for the hands (the option she is most likely to choose since it would attract less attention from the Hand) Tara's blood will melt the shackles like the holy water did. If Sarabda sees this, then she must make another Fear check; Sarabda was not expecting this at all, and she should be shaken by this new development.

Once the shackles are gone, Tara can open up a bag of Wiccan freak on this demon.

Tara is not likely to be able to defeat Sarabda or any of the other Uttuki on her own. The caves are large enough and varied enough that she could hide for a while and wait for reinforcements. The caves though are patrolled by Umu demons (see below).

If Tara's player wants to take a crack at fighting Sarabda, let her. Sarabda will damage Tara, but not kill her. If somehow Sarabda re-captures Tara, she will rebind her and then concentrate on the ritual for opening the portal.

Back at the Two Story Ranch-Style

Willow should be in full-blown panic now. The cast should be getting ready for battle. Willow should be able to detect where Tara is. She can cast the "Tinkerbell" lights spell, or Willow can just "sense" where she is. The caves of the Nexus do block some magical detection, but Willow should be able know Tara's general location. They have some options.

One of course is to summon Anya for vengeance. Anya will teleport back. She is not her normal self. There are no quick comebacks, no quips, in fact she seems downright taciturn. She is also guarding her left side.

She has been "punished" by D'Hoffryn. If asked she will not talk about it. She will mention that D'Hoffryn has censured her. She can't use her magic anymore for teleporting. If asked if she can help she will say "No" and then "Let's go."

Another option is of course magic, but the teleport spell that Willow knows still causes nosebleeds and might be (Director's option) a Dark Magic spell. Plus Willow is not familiar with the area she would be teleporting to.

Part of Sarabda's plan is that she wants Willow to go on another Dark Magic based killing spree. Willow's Transvection (flying) spell is not only too powerful for even her to use, as she only knows the Dark Magic version. Sure she could drain some Dark Magic books and then fly out there, but that story is passé. Besides, she couldn't carry Buffy, Giles, Xander and Anya.

That leaves Xander's or Giles' cars. It is slower than magic, but less hazardous to Willow's health. The sooner the cast figures this out the better.

Director's Note: Anya

Anya is in big trouble. The alteration of the timeline has not gone unnoticed. Most importantly, D'Hoffryn has noticed. She is on "probation" now, and can only use her magic, and other demonic powers for vengeance. She is also supposed to stop "fraternizing with the enemy". Though she will keep it hidden, Anya has a deep stomach wound. It won't kill her, but it is very painful. Any successful attack against Anya that does more than 10 points of Life Point damage in one attack turn will drop her to the ground in pain. She is also at -2 on all her attacks and damage for the rest of this episode.

Once the books are discovered Anya will look panicked, and say she can't help them anymore and she will teleport out. Let the cast know that they are sure that Anya didn't mean the caves, she meant she cannot help the Scoobies anymore.

To the Caves

Getting to the caves should not be a problem. Getting into the caves should be. Anya will comment that these caves, called the Nexus by the demon population, contain areas of warped dimensional folds. The good thing is these caves make it easy to move between the dimensions. The bad thing is it makes it demon Grand Central station. She says think of it as hundreds of

small Hellmouths. *The Hellmouth* in town is directly in line with these caves and are one of the dimensional vortexes gone really, really bad.

If asked why this is the first time Anya has mentioned these caves to them she will say (as if they are stupid) that they never asked, and they never listen to her anyway.

Standing guard outside are four Umu demons. Umu demons are guard dogs, literally and figuratively. Each one is over 6' tall, muscular and covered with short black hair. They each carry a huge sword of obviously demonic design. But that is not what gets you. It is the four Doberman heads that each demon has that reveals their true nature. Each head is busy looking in every direction. There is no way to surprise these things and a full frontal attack is going to hurt. A ranged attack might be the best bet but once that is done, the Umu will attack.

Umu will attack and fight to the death. Their only desire is to guard the entrance to the caves. Sarabda of course does not expect the Umu demons to succeed; she is using them to slow the cast down and hopefully to get Willow mad enough to use Dark Magic. Stats for the Umu appear below.

If the attack is going too quickly, (Buffy should be able to handle these guard dogs with no problems) then throw in a couple more inside the caves. Their purpose though is to slow down the cast, but not kill them (Sarabda wants that pleasure herself).

Once the Umu are defeated The cast will be able to find Tara just inside the caves. Sarabda will "shimmer" out, but only to another cave to get the other Uttuki to attack. The Uttuki know that Yoln, "The Hand", wants Tara alive, so they are not going to try to kill her, but they are not going to feel too bad if she gets a little roughed up in combat.

Sarabda will then spend her time getting the ritual completed to open the portal to Leviathan's plane.

The Uttuki

Once the cast recovers Tara there is the matter of the two books, "The Assyrian Book of Shadows" and "The Augury of Hammurabi", on the stands. Willow should be able to recognize them on sight as the books she helped send away in the past; Giles should know them by reputation only. He will of course want the books, though he may not get much time to consider it before Idiptu attacks. (The demons have learned years ago to leave the books where they lie).

Once the books are removed from their stands, the ground should shake a little. They have been eroding the local dimensional barriers for centuries, and now that they are being relocated the spatial disruptions are shifting with them. This is causing the spatial fabric within the caves to become unstable. The tremors will only become more and more violent. Everyone will need to make a **Dexterity + Acrobatics** check in order to keep standing. As the tremors get worse there will be an additional -1 to the check. The tremors are roughly ten minutes apart. Once the check reaches -8 (9 total tremors) the cast will be in a full blown earthquake, within the cave. Not the best place to be, however there are other problems.

Name: **Idiptu, the Harnessed Wind**
 Motivation: To serve "The Hand".
 Critter Type: Uttuki Demon
 Attributes: Strength 3, Dexterity 5, Constitution 4, Intelligence 4, Perception 5, Willpower 5
 Ability Scores: Muscle 12, Combat 16, Brains 14
 Life Points: 42
 Drama Points: 5

Qualities: Hard to Kill 2, Non-Corporal state, Sorcery 7
 Magic: Air Become Fist spell (Magic Box, p. 77), Hold Person (Magic Box, p. 76)
 Skills: Getting Medieval 4, Kung-fu 6

Combat Maneuvers*

(all attacks are "wind" based)

Name	Score	Damage	Notes
Punch	11	10	Bash
Kick	9	10	Bash
Dodge	10	-	Defense action

Very little is known of her history. During an attack, any physical blows will pass through her. She might be immune to magic, but magic cast in concert with a physical assault might have an effect on her. This will make her solid and possibly vulnerable to a physical attack.

Idiptu attacks by forcing wind at her targets, thus she "punches" and "kicks" via the *Air Become Fist* spell. She can also immobilize a person with her winds in the same effect of the *Hold Person* spell. Typically she will immobilize a person or small group of people and then attack the remaining members.

She only appears as a semi-invisible form in the wind. Often only her cruel eyes can be seen. If made physical she appears to be a human female made of smoke and mist.

Idiptu and Sidana are often teamed up but they can not actually attack the same group at the same time because Idiptu is not immune to Sidana's gaze.

Idiptu will choose this time to attack. Idiptu has no physical form, she is made up of wind. Her attacks involve her manipulation of wind and air. The *Solidfy Spirit* spell from **The Magic Box** will have some effect, but only if cast by two or more witches. Other magic cast in concert will have no effect on Idiptu, but it will slow her

down long enough to be hit by physical means. Normally she appears as a blur of wind in a vaguely human shape. When made solid she appears as a female human, albeit an evil one, made entirely out of smoky air. Her tactic is to use her whirlwind to hold part of the cast, as the *Hold Person* spell, and attack the others. This is “wind can only blow one way” from the book. Idiptu can only focus on a small group at one time. Her goal is to get Tara back to the ceremony area so Sarabda can finish the incantation to open the portal to Leviathan’s plane.

Sidana will not attack during this time since her magic can actually effect Idiptu (turning her solid) and that won’t work now will it? Sidana waits till Idiptu is defeated or is no longer around. Once that happens, Sidana will use her preferred mode of attack. Sidana will sulk out of the shadows pretending to be a sacrifice that Sarabda acquired in order to prepare Tara’s transport to Leviathan’s plane. She will attempt to seduce Giles and Xander, and then remembering what Sarabda had told her, Tara and Willow. Of course that is the problem, Sidana knows and says too much to be just a victim. Allow the cast the make to **Perception+Notice** rolls unless they figure this out on their own.

Name: **Sidana, the Beauty that Staggers**
 Motivation: To serve “The Hand”.
 Critter Type: Uttuki Demon
 Attributes: Strength 3, Dexterity 4, Constitution 3, Intelligence 6, Perception 5, Willpower 4
 Ability Scores: Muscle 12, Combat 14, Brains 16
 Life Points: 40
 Drama Points: 5
 Qualities: Hard to Kill 2,
 Drawbacks: Attractiveness +7
 Skills: Getting Medieval 5, Kung-fu 3, Seduction 7

Combat Maneuvers

Name	Score	Damage	Notes
Punch	7	6	Bash
Kick	6	8	Bash
Dodge	8	-	Defense
Grapple	9	-	Resisted by Dodge

Her beauty is the mirror of Medusa. Her face is so lovely that she can turn people to stone. Unlike Medusa, whose repulsive face also turned men to stone, Sidana’s powers wear off. Sidana is not a great fighter, but she will use her Seduction skill to lure people close to her so she can gaze into their eyes. Once the victims are turned to stone she gets the other Uttuki demons to take them. The paralysis will wear off in 6 to 8 hours.

Sidana is not a very powerful demon, but all she needs is to meet the eyes of her victims. She will use her **Seduction** skills, with her supernatural **Attractiveness**, to lure the cast. A contested **Will** check vs. Sidana’s **Seduction** + **Attractiveness** will need to made by the cast.

As it turns out, Xander has the best chance of survival. Since he left Anya at the alter this has affected how he sees beauty and love resulting in a minor curse. Xander gains a +3 to his Will score for resisting seduction. Sidana “feeds” on pure emotions, Xander was untrue to his heart and this has made him less-palatable to Sidana.

Tara, who has never known false or broken love, is especially susceptible to this attack. She gave her heart only to Willow, and has never experienced an untrue heart. Willow may have faltered during their relationship, but their hearts were never untrue, so Tara will be less able to ignore Sidana’s call, or rather the demon knows exactly how to target Tara; through her love.

Buffy, who is used to fighting in darkness, can choose to avoid eye contact while attacking. She can avoid the Will check this way, but will attack at a -2.

Once Sidana is defeated, Sarabda will reappear and the portal to Leviathan's plane will open behind her. She has been casting the incantation this whole time. The portal is not a burning portal to Hell, but rather a circle of gray swirling clouds. Sarabda's goal is to get Tara into this portal. She can't teleport her in, Tara has to move through it physically. Of course Sarabda plans to pick her up and throw her in to the portal, but she has to get through the cast first. She could teleport to Tara, grab her, teleport to the portal and then throw her in, but each of these actions take time. Teleporting takes a bit of concentration and interrupting that concentration (say with a sword or crossbow bolt) prevents the teleporting from happening.

Buffy should be an even match for Sarabda combat-wise. Sarabda is done taunting, she is pissed off, and wants Tara in that portal. Of course if she can kill a few people in the mean time, then she gets a few more notches on her belt, which is always good for a free round of drinks at any demon bar.

As before, if Sarabda's life points get to 5 or lower she will attempt to escape. She will try to run through the open portal. If the cast is taking the beating then the last earthquake will occur knocking Sarabda back to the portal and the cast closer to the entrance of the caves.

In either case, the last earthquake should convince the cast that they need to get out of the caves. Sarabda will not follow.

They may have killed off the Uttuki, but they can't call it a victory yet. The cast should head home.

Epilogue

It has been a few days and there have been no new attacks. No one has heard from Anya since she left the caves. Summoning her has also been without success. Giles should have the books and be going through them comparing passages to the Enochian Tablets (from Episode 1). The books are very difficult to decipher but he has made some disturbing discoveries.

First, under no circumstance will he allow Willow access to the books. They are Dark Magic and he will not let her near them. He is doing this out of his love for her as he doesn't want her tempted. This could boil into an issue between the two because after all Willow did touch the books in the past with no ill effects.

Second, some of the secrets of the books are deciphered. Most important, the Hammurabi text reveals: "Darkness lurks and the ground trembles as once dead begins to awaken. Only a sacred love can face the evil with many names. The blood of the returned will free him." BUT- the other text contradicts that. "The Assyrian Book of Shadows" says, "The Returned's heart must beat with the sound of two drums. Only the two can exile the darkness."

Giles has crossed referenced the Watcher's Diaries to these books and to "The Hand". There was a Watcher and a Slayer (Morgan) at the battle that Willow, Tara and Buffy witnessed in the past. The diaries relate the history of a blond slayer and two soul-bound witches. Giles always felt these passages referred to Morgan and Liath and Bodhmal respectively, now he is not so sure. He is certain that their destiny is now a shared one.

One thing Giles is hesitant to reveal is that the texts also state that the dark one can be released if a sacrifice of the returned one is made. He is not making any interpretations yet, but it seems obvious to him that this is Tara.

Of course anyone could mention that this could mean Buffy herself or even Angel.

A couple of nights later while patrolling, Buffy discovers why they have not heard from Sarabda. In the graveyard Buffy finds Sarabda's corpse. She is ripped open and pinned up seven feet high with her own knives. Written in Sarabda's own blood is "Fear not the monsters, but that which the monsters fear."

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.

In particular the players of Tara and Willow (and maybe Xander) have the best chance of earning the most drama points. Giles, Xander, and Buffy the most experience points.

Directors should award Willow and Tara four (4) less experience points than the rest of the cast and instead award them with the new quality, **Old Soul**, described below. The characters should gain about 5 total levels of this quality throughout the course of the entire season. Directors should reward the players for actively seeking out these past lives with a new level per 4 experience points. This is different than what is dictated by the rules, but is dramatically pleasing. Additional levels must be bought per normal methods before the end of the season.

Directors are urged to make this "soul searching" only a very minor part of the season. The characters may not even have the time.

New Skill

Seduction

The ability to make oneself sexually attractive to other people by saying the right things and putting on the right act. Intelligence is used, modified by any Charisma or Attractiveness bonuses or penalties the character might have. Other skills may give bonuses to Seduction attempts. For example, previous Tasks using Influence or some magics (like Glamour) add their Success Levels to the Seduction attempt.

Note: For crossovers with other Unisystem games this can be interchanged with the Social skill "Seduction", on which this is based.

New Quality

Old Soul

4 points/level Quality

These characters have been reborn many times. As a result, their souls have become stronger. Old Souls tend to be very mature and precocious for their age. It would be nice to believe that age invariably provides wisdom, but Old Souls are equally likely to be depraved or insightful, cruel or kind. Whatever their orientation, it is usually more extreme having been refined over several lifetimes.

This Quality can be acquired for multiple levels during character creation, but it cannot be acquired afterwards (with some exceptions, see below). Each "level" represents some 3-5 previous lives lived before the character's current incarnation. Every level gives one "magical" past life and 2-4 "mundane" ones. The player can determine who these former selves were, where they lived, and what they know, or

they can leave such information in the hands of the Director. From a roleplaying point of view, creating a “past lives tree” can be interesting.

Successive lives tend to increase the character’s overall insights and understanding—for good or ill. Every level of Old Soul adds 1 point to Mental Attributes.

These can go beyond the human maximums.

For example, if a witch has 5 levels of the Old Soul

Quality. This gives her 5 more points to put into her Mental Attributes, and 30 more Essence Points if your game uses Essence.

Anyone with this quality can call upon the magic of their past lives to aid in casting spells. They can add 1 sorcery level for every magical past life they have. So every level of Old Soul adds one level to the player’s Sorcery level.

To call on the power of the old soul costs 1 Drama point, or one Essence Point for games that use Essence.

An Old Soul is sometimes able to tap into the knowledge of their previous lives.



Bodhmal nic Tadhg and Liath Lurchra

These attempts require the character to pass a single Test using both Willpower and Intelligence

as modifiers, and each attempt drains the character of 1 Drama Point, which is regained normally (via play).

When attempting to perform an unskilled Task, the character may receive a flash of knowledge from one of her previous lives. If the player took the time to

decide what her character’s previous lives knew, then the character gains, for that one Task, a skill level equivalent to the character’s past life’s level but never higher than their current Old Soul level. Only the skills that the character knew in her previous lives are available. If the previous lives are not known, the character uses only one half of the Old Soul level (rounded down), but virtually any skill might be known. The only exception would be high-tech Skills that a previous life would be unlikely to know. Asking one’s ancestral memories how to hack into a computer system is not likely to work very well.

For example, a witch with 5 levels of Old Soul, has about 20 past incarnations, five of which were witches/magic users. The player in this example has figured out that at least half (10) were peasants. Others include five “magic” using lives.

During an adventure the character needs to play a game of fidchell against a demon to rescue her friends. Fidchell is an ancient Celtic game similar to chess and the character does not know how to play, but one of her past lives was an expert (her level was 6). If she passes the Willpower and Intelligence Test, she can play with an effective skill (Wild Card: Fidchell) of 5, at the cost of 1 Drama point. The skill lasts as long as the game lasts. If later in the day she needs to play it again a new Test and an expenditure of Drama Points are required. If the player had not fleshed out the past incarnations, she would have been able to play fidchell, but with a skill of only 2.

Generally, only human beings can have Old Souls. Long-lived supernatural beings rarely reincarnate, or do so only over spans of millennia.

This quality is not accessible to vampires, demons, zombies, robots (all of whom have no souls), werewolves in werewolf form, or one can argue Slayers. Slayers by their very nature have a bit of the Old Soul quality in the Slayer quality.

Directors could also further limit it to White Hats if they so desired.

Awakening the Old Soul

Not every character will or should have access to this at character creation. Some characters are new souls and do not have any previous lives to call upon. There are some circumstances in which the character’s Old Soul can be re-awakened.

When this quality is first added to the game the Director will need to have a good

in game or storyline reason for allowing the character access to this. These reasons could also be used for characters that wish to acquire this Quality later, but directors are strongly urged to only limit this to characters during the character creation process.

1. Meeting a past life. The karmic and dharmic energies released when a soul meets a previous or future life is usually enough to jar that soul awake.
2. Exposure to a psychically tainted object related to that old soul. Example if a person picks up a dagger that was used to kill one of their past lives.
3. Psychic regression. No not the type done in less reputable psychiatric offices or even calling Shirley McClain or Ms. Cleo. A real psychic, such as a member of the Cabal of the Psyche, must help with the past life regression.

After this point, Old Soul should be limited to character creation only.

Note: For crossovers with other Unisystem games this can be interchanged with the Supernatural Quality “Old Soul”, on which it is based.

New Spells

Brigit’s Hands of Flame

Quick Cast: Yes

Power Level: 5

Requirements: A command word in Gaelic, “Adhain”

Effect: Upon utterance of the command word flames erupt from the hands of the witch causing 4 x caster’s Will + Success Levels of Life Point damage, and double to vampires and other undead.

The flame leaves the hands in a fan like pattern. The length of the fan is in yards equal to the caster's Will plus the Success Levels.

Brigit's Waves of Flame

Quick Cast: No

Power Level: 6 or 7

Requirements: Level 6: Blessed water drawn from Brigit's well and dung from her fields. Level 7: The blood of a saint or other quasi-divine being replacing the water.

Command words: Latin "Incindar" or Gaelic "Adhain"

Effects: Brigit is the Celtic goddess of fire, water and life. To her there can be no greater insult than the undead. This spell is actually a purifying one designed to burn out the offensive creatures. By using her blessed water and dung her witches perform the same ritual they perform to ready the land for growth every Imbolc (Feb. 2). This spell adds the extra kick of turning her sacred water into a wave of flame that will race out 50 feet + 10 feet per SL from the caster. The flames are soundless, and produce no heat unless the affected victim is undead (Vampire, Zombie, Skeletons) then they take fire damage of 2d10 (12) initial damage and additional damage at the rate of 6 +SL life points every turn in the flames. Demons take only the initial damage.

Level 7: The first version of this spell was discovered when Ireland was still Celtic and Pagan. Once the Goddess Brigit was transformed to the Catholic Saint Bridget her followers discovered that using her blood not only increased the casting level, but also increased the effectiveness of this incantation. In addition to the undead taking lasting damage now so did demons. Damage is increased to 3d10 (16) and recurring damage at the rate of 7 + SL LPs every turn.

Protection of the Goddess

Quick Cast: No

Power Level: 7

Requirements: A chant repeated by two or more witches. Not available to non-witches.

Command words: "Goddess above, ruler of all, protect your humble servant, as love becomes wall."

Effect: A defensive ritual with an offensive bite, this magic shows that the Goddess protects what is Hers. This ritual once cast and activated will not allow any aggressive action taken upon those within its confines. Melee attacks turn back on the attacker, spells backfire or effect the hostile caster instead. Beneficial spells and magic will continue to work and others, ones not protected nor involved in the casting of the ritual, can effect each other as they please.

Witches and those they choose to protect may not attack others, but they can force out attackers. Anytime during the duration of the ritual the lead witch can say a command word or phrase and all those of hostile intent are removed from the area of effect.

The effects will remain dormant until the first act of violence is committed or until one of the witches present at the original ritual activates it. Often the coven chooses to activate it once the ritual is cast. After that time the effects persist a number of hours equal to the effective Sorcery Level + the total Success Levels.

The effects of the spell appear to be a dome of magical energy large enough to hold all the casters in close quarters, typically 5' radius per caster.

Note: This spell is presented as an alternate to the Energy Barrier spell from *The Magic Box* sourcebook, which is now considered to be a Dark Magic spell.

New Monsters

Name: **Barbazu (Barbed Devil)**

Motivation: To guard and protect the populace of Hell

Critter Type: Demon (Devil)

Attributes: Strength 5, Dexterity 3, Constitution 4, Intelligence 6, Perception 4, Willpower 7

Ability Scores: Muscle 16, Combat 16, Brains 12

Life Points: 50

Drama Points: 3

Qualities: Hard to Kill 4, Armor Value 8, Sorcery 4

Drawbacks: Attractiveness -2

Skills: Getting Medieval 3, Kung-fu 4

Combat Maneuvers

Name	Score	Damage	Notes
Claw (2)	7	10	Slash/stab
Bite (beard)	7	15	Stab
Punch	7	10	Bash
Dodge	6	-	Defense action

Devils, unlike demons, are ordered and fit into a strict hierarchy of Hell.

Barbed Devils are monsters in the truest sense. Vicious, armed and armored, these devils chief duties are to attack as guards or protectors of other devils. They have two massive claws ending in viscous dagger-like claws. They are covered in terrible spikes, have two large sharp horns, a long tail covered in barbs and a thick leathery hide.

Barbed Devils attack with a claw/claw/bite routine. Any successful hit the Barbazu can cause their victim to experience fear (a Fear Check will be required). Typically they will use this on their first attack to terrify their victims and make them easier targets.

Barabazu can also cast Hold Person and Jet of Flame (from *The Magic Box Sourcebook* p. 76 and p. 79).

Name: **Bookworms**

Motivation: Eat!

Critter Type: Demonic worm

Attributes: Strength 4 (1), Dexterity 4 (1), Constitution 5 (1), Intelligence 0 (0), Perception 2 (2)*, Willpower 1 (1)

Ability Scores: Muscle 14 (1), Combat , Brains 8 (8)

Life Points: (1)

Drama Points: 1 (0)

Qualities: Hard to Kill 1 (0)

Drawbacks: Attractiveness -5, Impaired senses (no eyes)

Skills: Kung-fu 4 (0)

Combat Maneuvers (Grub has no combat abilities)

Name	Score	Damage	Notes
Bite	7	15	Stab

Bash	7	10	Bash
Dodge	6	-	Defense action

Grub state statistics in parentheses.

Bookworms are a prized possession among demonic occultists. The worms feed on the dark magic energies from the libraries where Dark Magic books are usually kept. As long as the supply of dark magic is constant the worms are kept feed and are harmless. Once the supply is lessened, say once a book is stolen and the worm infested book is no longer surrounded by other dark magic books, then the worms grow from a three inch long grub to a seventeen foot long monster that is as wide as a human. This growth takes no more than half-hour, and the worm becomes large enough to threaten a human within ten minutes.

Larger bookworms now must find a new source of food, fresh meat. The worms are blind but they can “see” by detecting motions and vibrations. Once they approach something edible, which is just about everything, human, animal, demon, they will attempt to swallow it whole. Their main attacks are a bash attack with it’s head or tail, and a bite attack.

Once full-grown, bookworms look like overgrown dark green caterpillars. Grubs are dark brown in color to better hide among leather bound tomes.

Name: **Osyuth (Bone Devil)**

Motivation: Fight for the greater glory of Hell

Critter Type: Demon (Devil)

Attributes: Strength 7, Dexterity 5, Constitution 7, Intelligence 3, Perception 3, Willpower 4

Ability Scores: Muscle 20, Combat 17, Brains 12

Life Points: 71

Drama Points: 3

Qualities: Hard to Kill 4, Armor Value 9, Sorcery 5

Drawbacks: Attractiveness -3

Skills: Getting Medieval 4, Kung-fu 3

Combat Maneuvers

Name	Score	Damage	Notes
Claw	8	14	Slash/stab
Kick	7	16	Bash
Bone Hook	9	18	Slash/stab
- Grapple	10	-	Capture
Tail	16	21	Poison (Str loss)
Dodge	15	-	Defensive

Devils, unlike demons, are ordered and fit into a strict hierarchy of Hell.

Bone Devils, also known as Osyuth, are a lesser devil employed by the armies of Hell. They look like skeletons with dry leathery skin stretched over their thin frames. What sets them apart from a skeleton is their height, 9’ tall and a large scorpion like tail.

They typically attack with their large bone hooks which they wield with deadly effectiveness. If a hit roll has 3 or more Success Levels the victim becomes trapped by the hook. Trapped victims are subject to a tail or kick attack.

The tail of the Bone Devil has a poison that reduces the victim's Strength score. In addition to damage the victim temporary loses 1 point of Strength.

Bone Devils are also capable of the following magics (from *The Magic Box Sourcebook*) Glamour, Magical Disguise, Quick Illusion (used to make Invisible) and can cause Fear (victims must make a Fear Check).

Name: **Umu Demons**

Motivation: Guard dogs

Critter Type: Demon (Guardian)

Attributes: Strength 4, Dexterity 5, Constitution 4, Intelligence 3, Perception 7, Willpower 4

Ability Scores: Muscle 14, Combat 15, Brains 16

Life Points: 48

Drama Points: 3

Qualities: Hard to Kill 2, Armor Value 2, Acute Senses

Drawbacks: Attractiveness -4, Honorable (Rigid)

Skills: Getting Medieval 4, Kung-fu 3

Combat Maneuvers

Name	Score	Damage	Notes
Big Sword	9	25	Slash/stab, can use one-handed
Bite (2)	8	17	Must Grapple first
Punch	8	8	Bash
Kick	6	10	Bash
Dodge	9	-	Defense action
Grapple	8	-	Resisted by Dodge

Lower level demons employed by the Uttuki, Umu demons act as guard dogs- a job they are perfectly suited for. Each Umu demon stands 6' to 7' in height. Their skin is covered with a fine dark fur, often black or dark brown. They are very muscular and often dress in ancient Babylonian or Sumerian garb; open toe sandals, papyrus kilts and bare chested. What sets these demons apart are their four heads. The heads most often resemble that of a Doberman, but some have been reported with jackal heads as well. All faces feature prominent snouts with dozens of needle like teeth. Each head faces a different direction, thus the Umu is never surprised. Their senses are as acute of that of a dog's (sharper sight, hearing and smell) only four times over. They are loyal to their demon employers and thus very much in demand by those that have things they want guarded. Each head is independent of the other. So heads can eat, carry on conversations and even sleep separately of the others.

Umu typically kill and eat anyone that comes too close to the thing they are guarding, making no distinction between friend and foe. Only their employer, the demon or witch that bound them are immune to their attacks.

There is also a rumor that there are three-headed varieties that serve the Goddess Hecate.

Name: **Yoln, The Pit Fiend, The Hand of Leviathan, The Shadowreaper**

Character Type: Human Big Bad

Attributes: Strength 9, Dexterity 8, Constitution 10, Intelligence 4 Perception 4, Willpower 12

Ability Scores: Muscle 24, Combat 21, Brains 20

Life Points: 104

Drama Points: 10

Qualities: Armor Value 12 (6), Fast Reaction Time, Half-Demon, Hard to Kill 6, Nerves of Steel

Drawbacks: Adversary (just about everyone) 6, Honorable (Rigid)

Skills: Getting Medieval 7, Kung-fu 6

Combat Maneuvers

Name	Score	Damage	Notes
Big Ass Sword	15	50	Stab/slash; two-handed
Punch	14	18	Bash
Kick	13	20	Bash
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge

Yoln's story begins about 2,000 years ago when he was just another ruthless general attempting to destroy everything in his path. It was on a particularly bloody day of battle when Yoln swore on the very souls of his own men that he would even "lead the armies of Dis" if he could be insured victory. He was given his wish. He was granted a special sword, *Pillager*, that allows him to command infernal armies. He was also given long life, and over time he became a type of demon himself- a Pit Fiend.

Yoln was successful in his conquests, and he led Hell's army to countless victories. Whether he was working with the Romans, the Mongols, or any of history's bloodiest battles, Yoln was there. It was however by his defeat that history remembers him.

In 190 AD Yoln was leading a charge against a castle in what would become France. The castle and its occupants were nothing special to him, but he wanted what they protected. It was an artifact of great power, the *Spear of Destiny*. With this weapon in the hands of Yoln, no one could stop the forces of Evil.

Nothing that is, except one girl. Her name is recorded as Morgan. She was a Slayer.

Morgan and Yoln fought, man to girl, sword to sword. A girl was beating him and he was enraged. Finally having enough of the fight Yoln saw his opening. He grabbed Morgan, spun her around, and slammed *Pillager* deep into her back.

Satisfied, he left the scene to retrieve his prize, but the battle was not over yet. Morgan struggled to her feet, worked the sword from her body and with it she moved towards Yoln. He had opened up a portal so he could return to Hell with the Spear. It was then that Morgan attacked.

She beat the warrior back with his own blade. In one fell stoke she cut off his right arm, sending it to the ground. The *Spear of Destiny* fell into the portal to drift in the Astral

Plane, and smashed *Pillager* the process. Yoln could not believe this girl, a girl he left for dead, had defeated him. However, there was still insult to come. Using the last of her will and strength, Morgan struck Yoln sending him back to Hell.

Morgan, assured that Yoln was gone and the Spear was not in the hands of evil, died.

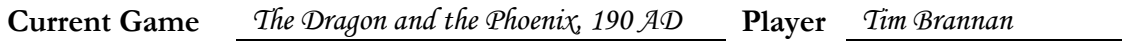
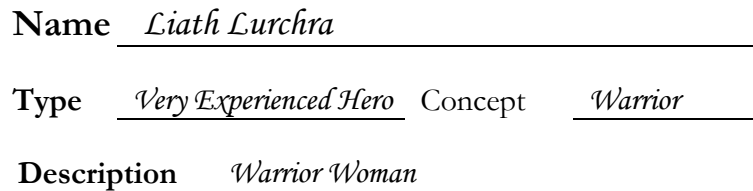
Yoln was not so lucky.

Once in Hell, Yoln had to answer for his defeat. Not only had he lost the *Spear of Destiny* but *Pillager* as well. His armies defeated and his own honor in ruins, the Lords of Hell unanimously decreed that he was to be destroyed and unraveled, that is death of body and soul. The Lords of Hell carried out their sentence and tossed what was left of him, his armor, to the Astral Winds.

For untold centuries the ruin of Yoln floated. Then, gradually he became aware. He found out that he was not unraveled, or if he had been, he had found a way back. He also realized that someone or *something* was whispering to him. It was the dead god Leviathan, who was also afloat in the Astral graveyard. Together the two plotted revenge and the end of all creation.

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“Liath and Bodhmal” art 2004, by Chris Cook



Experience Points	

SECONDARY ATTRIBUTES

	Base	Current
Strength	5	
Dexterity	5	
Constitution	6	
Intelligence	3	
Perception	5	
Willpower	4	

Physical	
Endurance $((\text{str}+\text{con}+\text{wil})\times 3)+5$	<i>50</i>
Speed $(\text{con}+\text{dex})\times 2$	<i>20</i>
Muscle $(\text{str} \times 2)+6$	<i>16</i>
Combat $(\text{dex}+\text{combat ave})+6$	<i>18</i>
Brains $(\text{int}+\text{per}+\text{will}/3)+\text{skill}+6$	<i>13</i>

Magic	
Essence Points	43
Channeling Level	NA
Taint	0
Sorcery	+3
Magic Combat	+11

Initiative 1d10+	11	Perception 1d10+	10	Fear 1d10+	8	Armor	Leather 3 (3)
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DRAWBACKS

<i>*Jock (Warrior)</i>		
<i>Attractiveness</i>	+3	
<i>Fast Reaction Time</i>		
<i>Hard To Kill</i>	+5	
<i>Magical Group (Ban-Druí)</i>		
<i>Nerves Of Steel</i>		
<i>Old Soul</i>	+2	
<i>Situational Awareness</i>		
<i>Sorcery Level</i>	+3	
<i>Telepathy</i>		

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POWERS

Skill	Levels
<i>Acrobatics</i>	+5
<i>Art</i>	+1
<i>Doctor (Herbal)</i>	+2
<i>Driving (Riding)</i>	+6
<i>Getting Medieval</i>	+7
<i>Influence</i>	+1
<i>Knowledge</i>	+3
<i>Kungfu(Brawling)</i>	+7
<i>Language</i>	+2
<i>Ms Fitx-it</i>	+1
<i>Notice</i>	+5
<i>Occultism</i>	+4

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COMBAT

Maneuver/Type	Bonus	Range	Base Damage	Cap	EV	Notes
<i>Spear</i>	+12		18			<i>Slash/Stab</i>
<i>- Thrown</i>	+11	2 yards	15			<i>Slash/Stab</i>
<i>Sword</i>	+12		20			<i>Slash/Stab</i>
<i>Knife</i>	+12		10			<i>Slash/Stab</i>
<i>Bow</i>	+12		16			<i>Slash/Stab</i>
<i>Decapitation</i>	+7		<i>Special</i>			<i>Successes x5, Armor negated</i>
<i>Dodge</i>	+18		-			<i>Defense</i>
<i>Grapple</i>	+14		-			<i>Impairment varies</i>
<i>Kick</i>	+17		12			<i>Bash</i>
<i>Punch</i>	+12		10			<i>Bash</i>
<i>Magic</i>	+11		<i>Varies</i>			-

CHARACTER DETAILS

Character History/Allies/Contacts/Notes

Successes Levels

Sex	<i>Female</i>
Age	38
Height	5'11"
Weight	
Hair	<i>Gray</i>
Eyes	<i>Blue</i>

Liath Lurchra (the long-legs) is a warrior woman dedicated to the Ban-Drui order. It has been her duty to protect Bodhmal for the last 10 years. While performing her duty Liath fell in love with her together the two have been living with the secret of their love and fear that Bodhmal's husband will discover.

*She has two brothers, Liam and Conchobar.
Known as Liath the Gray and Liath the Long Legs.
She lives with Bodhmal at Sliab Bladhma ("schleevv bladhma") the
Slieve Bloom Mountains.*

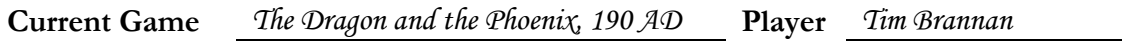
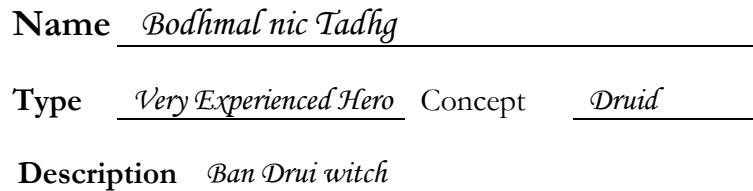
Roll Total	SLs	Description
9 – 10	1	Adequate
11 – 12	2	Decent
13 – 14	3	Good
15 – 16	4	Very Good
17 – 20	5	Excellent
21 – 23	6	Extraordinary
24 – 26	7	Mind boggling
27 – 29	8	Outrageous
30 – 32	9	Superheroic
33 – 35	10	God-like
+3	+1	

POSSSESSIONS

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MORE QUALITIES/DRAWBACKS/SKILLS/POWERS/VULNERABILITIES

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Experience Points	

SECONDARY ATTRIBUTES

	Base	Current
Strength	3	
Dexterity	3	
Constitution	3	
Intelligence	6	
Perception	4	
Willpower	5	

Physical	
Endurance $((\text{str}+\text{con}+\text{wil})\times 3)+5$	32
Speed $(\text{con}+\text{dex})\times 2$	12
Muscle $(\text{str} \times 2)+6$	12
Combat $(\text{dex}+\text{combat ave})+6$	12
Brains $(\text{int}+\text{per}+\text{will}/3)+\text{skill}+6$	17

Magic	
Essence Points	59
Channeling Level	NA
Taint	0
Sorcery	+7
Magic Combat	17

Initiative	1d10+	<i>8</i>	Perception	1d10+	<i>7</i>	Fear	1d10+	<i>10</i>	Armor	<i>None</i>
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DRAWBACKS

<i>Attractiveness</i>	+2	
<i>Fast Reaction Time</i>		
<i>Hard To Kill</i>	+2	
<i>Magical Group (Ban-Drui)</i>		
<i>Nerves Of Steel</i>		
<i>Old Soul</i>	+1	
<i>Sorcery Level</i>	+7	
<i>Telepathy</i>		

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POWERS

Skill	Levels
<i>Art</i>	+3
<i>Doctor (Herbal)</i>	+5
<i>Driving (Riding)</i>	+3
<i>Getting Medieval</i>	+3
<i>Influence</i>	+5
<i>Knowledge</i>	+6
<i>Kungfu(Brawling)</i>	+2
<i>Language</i>	+6
<i>Ms Fix-it</i>	+2
<i>Notice</i>	+3
<i>Occultism</i>	+7
<i>Science (Natural)</i>	+6

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COMBAT

Maneuver/Type	Bonus	Range	Base Damage	Cap	EV	Notes
<i>Knife</i>	+6		6			<i>Slash/Stab</i>
<i>- thrown</i>	+5		4			<i>Slash/Stab</i>
<i>Decapitation</i>	+1		<i>Special</i>			<i>Successes x5, Armor negated</i>
<i>Dodge</i>	+6		-			<i>Defense</i>
<i>Grapple</i>	+7		-			<i>Impairment varies</i>
<i>Kick</i>	+4		8			<i>Bash</i>
<i>Punch</i>	+5		6			<i>Bash</i>
<i>Magic</i>	+17		<i>Varies</i>			-
<i>Telekinesis</i>	+12		<i>Varies</i>			-

CHARACTER DETAILS

Character History/Allies/Contacts/Notes		Successes Levels		
Sex	<i>Bodhmal nic Tadhg is the daughter of the Druid Tadhg. She is a Ban-Druí, a female druid of great wisdom and power. However despite her prestige she is a troubled woman. Her marriage to Fiacaill Mac Conchinn was arranged and it is a loveless and childless union. It is because of her lack of children that she agrees to foster the son of head of her clan. While there she sees for the first time the warrior woman Liath the Lurchara. She is transfixed with the tall powerful woman. She was fighting against two men (her brothers) with her spear to enjoyment of a crowd. Bodhmal sought Liath out to be the child's and her bodyguard and guide. In the course of protecting this foster child the two women fell in love. Her younger sister is Murine the fair.</i>	Roll Total	SLs	Description
<i>Female</i>		9 – 10	1	Adequate
Age		11 – 12	2	Decent
<i>37</i>		13 – 14	3	Good
Height		15 – 16	4	Very Good
<i>5'5"</i>		17 – 20	5	Excellent
Weight		21 – 23	6	Extraordinary
		24 – 26	7	Mind boggling
Hair		27 – 29	8	Outrageous
<i>Red</i>		30 – 32	9	Superheroic
Eyes		33 – 35	10	God-like
<i>Green</i>		+3	+1	

POSSESSIONS

MORE QUALITIES/DRAWBACKS/SKILLS/POWERS/VULNERABILITIES

<i>Languages spoken</i>					
- Gaelic (Irish)					
- English					
- Middle Eng					
- Latin					
- Hebrew					



THE DRAGON AND THE PHOENIX

"What do you want?" Tara massaged Willow's tense muscles.

"You. Safe." Willow turned and looked into Tara's eyes. "I want to be able to enjoy having you back without thinking something horrible is going to take you away again."

"It wont," Tara swore. She draped her arms over Willow's shoulders, dangling her hands behind the redhead.

"You can't know that," Willow insisted. She stared deep into Tara 's eyes. "I can't live through losing you again. What if you're coming back is some 'portent?' This is Sunnydale. Every time something good happens, it's a freaking portent."

Tara looked away.

"What?" Willow asked.

"Any," Tara whispered.

"What about her?" Willow lifted Tara's chin so they were making eye contact.

"She thinks me coming back is apocalyptic." Tara sighed and closed her eyes.

Tara has returned to people that loved her, but a trio of demonic bounty hunters wants to take her away again.

This fifth episode in a series of adventures allows you the fan to take the story to new levels.

This adventure was written by Lisa Countryman the award winning author of the Willow and Tara epic novel "Unexpected Consequences". Her work has also appeared in *The Magic Box* and *Liber Mysterium: The Netbook of Witches and Warlocks*. This is her first full adventure for the Buffy RPG.

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 5: Heaven Bleeds