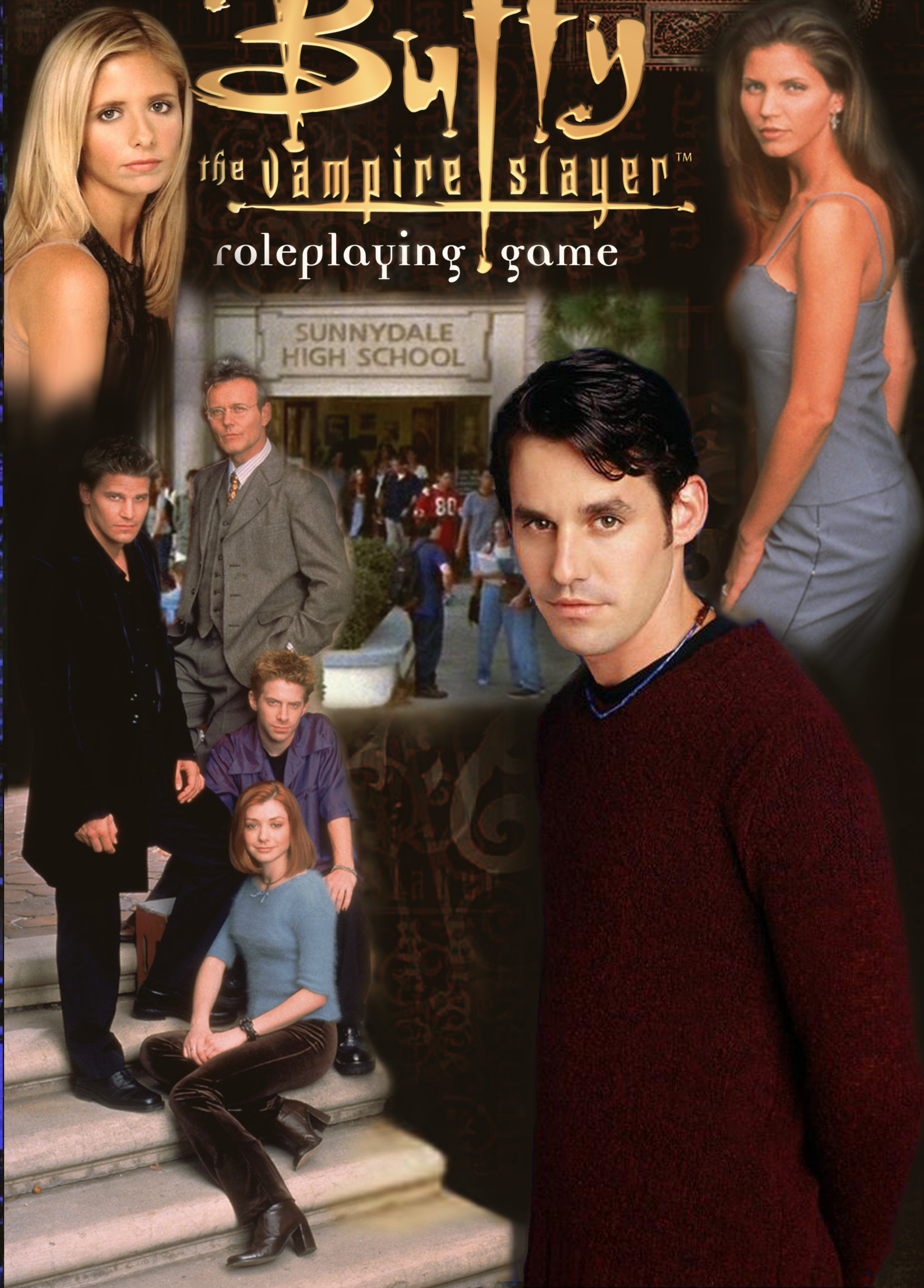


WELCOME TO SUNNYDALE

Buffy

the vampire slayer™

roleplaying game

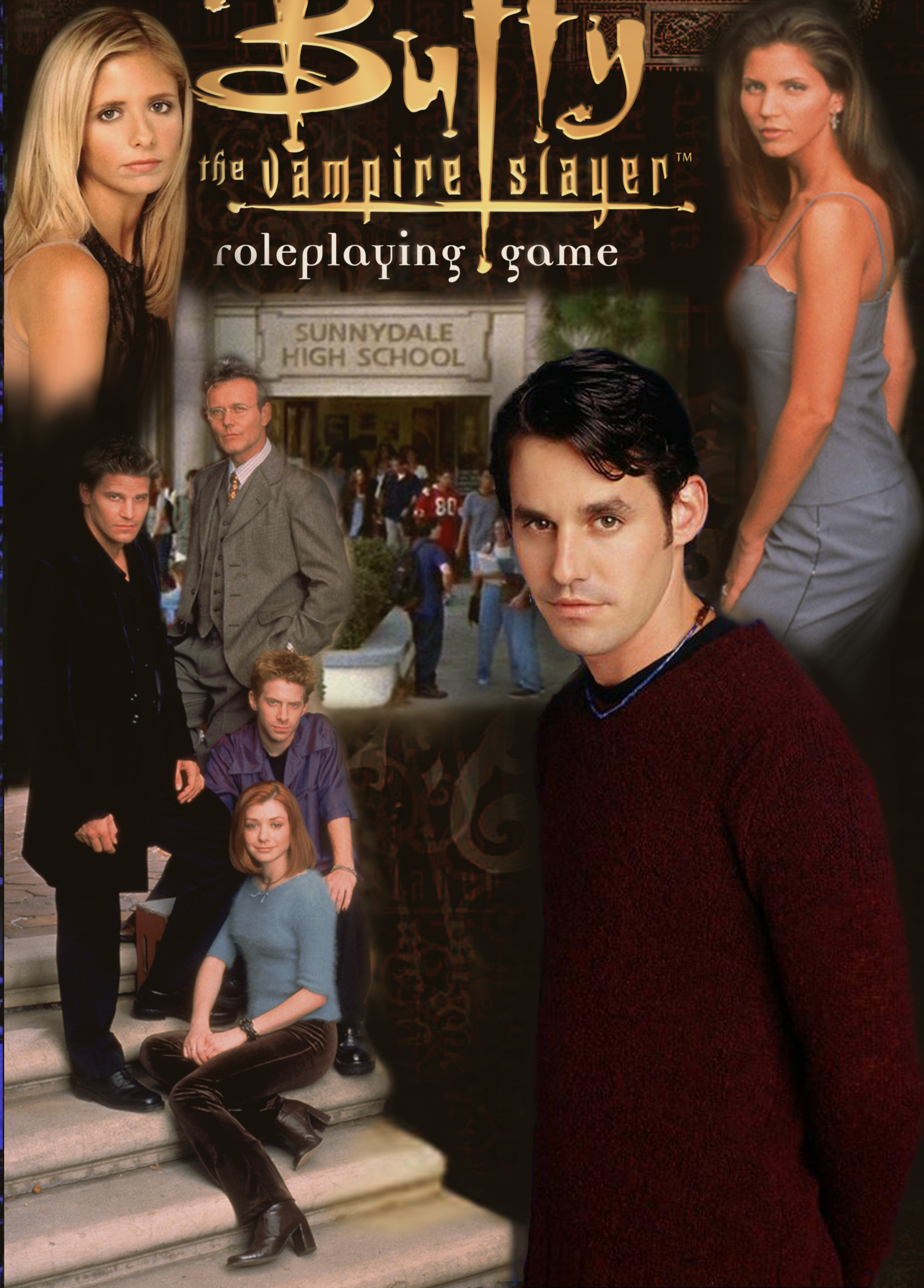


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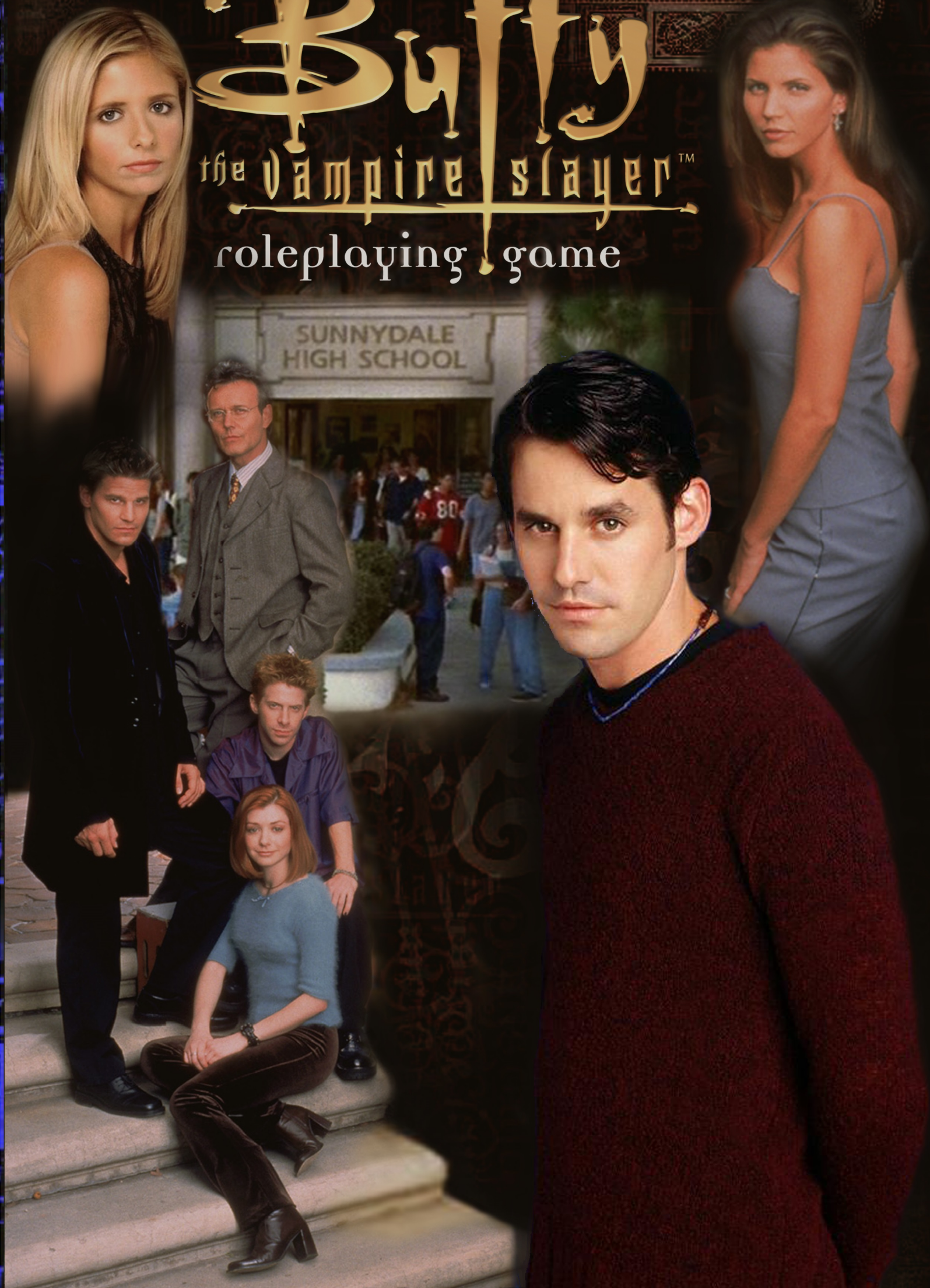


WELCOME TO SUNNYDALE

Buffy

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Buffy
the vampire slayer™
roleplaying game

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Buffy is hip and tuned in. No Buffy game would be complete without a slew of pop culture references. These references are intended solely to help players capture the look and feel of Buffy in their games. No violation of copyright or trademark ownership is intended.

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I Boca Del Infierno

Buffy: . . . this town is a mystical whoosit?

Giles: Yes. The Spanish who first settled here called it Boca Del Infierno—roughly translated: Hellmouth. A sort of portal from this reality to the next.

—1.2 The Harvest

It's California—maybe a jump to the left of the one everybody knows.

If you were driving up Highway 101 out of Los Angeles, somewhere between Oxnard and Santa Barbara, you'd see an exit labeled "Sunnydale". Whack name, you might think, and drive on (well, maybe not "whack"—in fact, here's hoping you didn't actually think "whack"). But if by some strange impulse, you turned and drove down into the small coastal town, life would never be the same.

Those of us who watch *Buffy the Vampire Slayer* regularly know what's to come. On the surface, all red roofs and well-kept lawns; underneath . . . well, it's Hell. There's a great nexus point between this world and the infinite dimensions beyond, where things walk that should only exist in nightmares. This town is where, more than once, the fate of the Earth has been decided by a battle between the minions of darkness and the predestined champion of humanity (friends). An interesting place to visit, but would you really want to live (or play) there?

This book assumes the answer is yes.

Just when are we?

As many of you already know, the *Buffy the Vampire Slayer* TV show left its home town in pretty sorry shape. Okay, in basically non-existent shape. When last seen, the burg had been swallowed by the desert. We provide some a few suggestions for setting a *BtVS* RPG Series in Sunnydale as it currently stands (sinks?), but there's not a huge amount of description necessary—it's a big hole in the ground. Given that this is the *Welcome to Sunnydale* sourcebook, not the *Welcome to Spelunking* sourcebook, we assume your Series is set when Sunnydale did exist and could be used as a setting. For that reason, we use the present tense to describe people, places, and things in the Valley of the Sun (unless of course we are discussing some clearly historical event that's over and done with). Don't wig—that's the power and fun of a roleplaying game. It can be set anywhere and anywhen you like.





Chumash Myth

Long before the white man came but long after the people were no longer animals, there lived a powerful magician named Skumashish. He was a *kipo'mo*, or weather prophet, who was a member of the powerful 'antap council. Skumashish had the most powerful medicine in all of Alpinche. He could make the thunder obey his commands and speak with great spirits, but this was not enough for him. He was willing to do anything to gain more power, even sacrifice his own people. He decided to open the Gateway to Shimilak'sha, the Lower World.

There was no one else in Alpinche who could deny the *kipo'mo*. His fellow chiefs and shamans on the 'antap were beholden to him. Others tried to dissuade him, but were destroyed by the lightning he called from the sky. Skumashish made preparations for a great ritual that would bring Shimilak'sha to the Middle World.

The only shaman left in Alpinche who had not been killed or corrupted by Skumashish was an *alutecanwa*, an old medicine woman. She knew she was too old and weak to fight the weather prophet. She fled Alpinche and crossed the mountains into the lands to the east. That night the old woman had a dream where she was visited by Slow, the Eagle who supports the Upper World above the Earth on his wings. The Eagle asked the old woman why she was running, and she replied that it was because she was weak and afraid.

The Eagle spread his great wings and told the *alutecanwa* that there was a girl who fought like the Hero Twins. When she died another would take her place, just as she took the place of the one who came before her. She could stand against Skumashish. But she was not there.

The Eagle also said that in lands far from Alpinche there were warriors who rode beasts and wore metal armor. A few of these warriors had been granted powerful medicine in the name of Sun and Moon and all the Powers That Be. Any one of those warriors could fight Skumashish. But they too were not there.

Then the Eagle said that there were beasts who no longer wished to serve Shimilak'sha. They protected the people in the name of the Sun and the Moon and the Powers That Be. Though they might appear as monsters, they were brave warriors who would gladly give their own lives to stop Skumashish. But none of them were there.

There was only the old woman to perform this great deed. There was only the old woman to protect the people. She must return and fight.

Skumashish did manage to open the Gateway to Shimilak'sha, but only for a brief moment. As the *kipo'mo* marveled at the great medicine he had created, the old *alutecanwa* pushed the evil man into the gateway and then fell in behind him. This disrupted Skumashish's ritual and the Gateway to Shimilak'sha was closed. The people were saved by a brave old woman whose name is no longer even remembered, but her brave deed shall never be forgotten.

Such is the tale told by the Chumash of Sunnydale to remind the children that what must be done can be done, by the brave of heart.

Canon Alert

We take the view that the only canonical Buffyverse material is what you see on your TV. Still, the point of that's on the *BtVS* TV show, but we have other goals in mind. We want you to have plenty of information and options for running your *BtVS RPG* game. Be warned, you are entering a book that presents a variety of historical and non-canon materials, and attempts to weave it all together to form a coherent history and geography of Sunnydale. We'll be sure and let you know when we launch off into creative-land by dropping these Canon Alerts at various points. By the way, the myth coming up next, and all the other chapter-opening fiction, are such non-canon spasms. Still, we think you'll enjoy them.



WHAT'S IN A SETTING

Cordelia: It's in the bad part of town.

Buffy: Where's that?

Cordelia: About a half a block from the good part of town. We don't have a whole lot of town here.

—1.1 *Welcome to the Hellmouth*

This book is about setting your *Buffy the Vampire Slayer* roleplaying game in Sunnydale. It gives you all the information you need to place your Season in the home ground of slayage. It isn't the only place you can run a game, but it's certainly one of the best. In the *Buffy* TV series, Sunnydale is just as important as any Cast Member. The Cast makes things happen, true, but Sunnydale determines what can happen.

Stop for a moment and think through what you know about our favorite Central Coast town. Giles told us it was a mystical convergence, afflicted by emanations from the Hellmouth. Faith said it straight and brutal; Sunnydale was built and maintained by a sorcerer as a feeding place for demons and to power his own bid to transcend humanity. What does all this mean for the highly varied assortment of residents as they go about their daily and nightly lives?

For the most part residents just ignore the supernatural around them—until they feel fangs sinking into their necks. But every single one of them is affected in some way. It may take the form of an unprecedented interest in witchcraft, a peculiar taste in pets, or an addiction that leaves puncture marks not quite as fine as those from a hypodermic. Somehow it all hangs together. Sunnydale has its own rules, its own ways of going about things. Where else would the Chosen One live in a nice brick two-story on a quiet street? Where else would “circus

folk” with “bad skin conditions” be so readily accepted while at the same time “gangs on PCP” ravage the community? There's something special about Sunnydale, some basically good, decent quality that persists despite the vampires and demons. No matter how much Buffy and the others may yearn to leave and put all the madness behind them, they know they belong here.

Sunnydale can work just as well as a location for your game. It can accommodate pretty much whatever Cast Members you create and whatever kind of adventuring you prefer, while still imposing its essential rules. You can start a whole new series here. If you have already been playing the *Buffy* RPG in some other setting, you can move to Sunnydale due to a seemingly random combination of circumstances. There is a precedent for that kind of thing after all. The Cast can find houses and jobs, places to hang out and others to avoid like the plague, beyond what they may already know from the series. They can meet people, some old friends and enemies, others new and strange. They can come to know and appreciate Sunnydale's links with the past.

Although the sign at the entrance says “founded in 1909,” the history of Sunny D and the Hellmouth goes back a lot further than that. There is a near continuous succession of otherworldly invasions, battles, and magical events from prehistory to the present. Just when do you wish the present to be? There are adventures to be had before a certain sixteen year old moved to Sunnydale back in 1996. If you want to set your Series during the time covered by the show, do you set it during the final years of the reign of Mayor Richard Wilkins III? Maybe you set it during the time when the UC Sunnydale campus played host to a certain covert government operation? Perhaps the streets, parks and sewers are waiting for some new evil to take possession of them? Or at least try and take possession, since the Cast will be there to stop them. As Giles would doubtless point out, by virtue of what they are, they have a duty to perform!

This volume covers Sunnydale through to the end of the *Buffy* TV series (and the end of Sunnydale itself). Within those bounds it includes material useful to both players and Directors of the *BtVS* RPG, as well as much information of interest to anyone who wants to get to know the place a little better. As we mentioned, we've added some things, like the Chumash legend that heads this chapter. We think you'll find our inventions helpful and intriguing, and perhaps feel inspired to make your own contributions to the town of Sunnydale.





CHAPTER SUMMARY

A comprehensive guide to Sunnydale covers a lot of ground. To ease your journey, this book is divided into the following topics.

Chapter One: Boca Del Infierno runs through the preliminaries (the stuff you are reading now), and then presents local history like you won't get at Sunnydale High, everything from the pre-Columbian roots of the area to the town's destruction. From the epochs of the Chumash nation to the Spanish invasion, the original settlement of the area, the gold rush years, and the founding of the city as it was in modern times, it's in here. Powerful creatures of evil fought and reigned over the Hellmouth long before the Mayor. He just had a better civic plan.

Chapter Two: If It's Tuesday, This Must Be Sunnydale is the grand day tour of all the town's best features. There has to be more to the town than vampires and a Hellmouth or else people would stop moving here. Maps of important locations, such as Sunnydale High School and the Bronze, are included.

Chapter Three: Solid Citizens covers the people that you'll meet—that's right, the people. No demons or Initiative agents here! There have been a few recurring characters who have managed to live through more than one episode, and they are here for your use and abuse. There are also some poor souls that snuffed it before the end of Act Two, but they could be useful allies in your own series if you get to them a little earlier than Buffy did. From Jonathan Levinson to Rory Harris, Sunnydale's most notable citizens are available as Supporting Cast.

Chapter Four: Nightlife is an after-dark tour, and we're not talking about the view of the lights from Makeout Park. The Hellmouth itself and all the most popular crypts and lairs are described. Also discussed is how the dark side of the town functions, in some cases actively supporting the society on which it preys.

Chapter Five: Episodes and Drama gets into some serious stuff—how to develop your own episodes centered in Sunnydale, involving its history and its people. It shows how to incorporate ideas and Big Bads from the series into your game, plus helps keep your own creations in the spirit of the show. There is also a set of new templates for useful Supporting Cast additions such as doctors, journalists, and the ever-popular archeologist.

Chapter Six: The Road to Hell gets to the adventure. Don't fret, we don't leave you all adrift in your new Season with no guidance. This adventure is the kind that just seems to happen on a bright, sunny morning in Sunnydale. Burglaries at the Museum and UC Sunnydale

set the Cast on an artifact hunt where nothing is quite as it seems.

The Appendix keeps everything in perspective by presenting a summary timeline for the town of Sunnydale.

So much for the meet and greet. Welcome to Sunnydale. We hope you enjoy your stay, and that it lasts a long, long time.

CONVENTIONS

Other words are set off from the standard text like this. These boxes contain additional but tangential information, or supplemental charts and tables.

These fiction sections or cut scenes give you a better appreciation for the types of tales that can be told during *BtVS RPG* sessions. They cover settings and situations different from those you may be familiar with from the TV series. None of this stuff should be construed as adding to the Buffyverse in an official way. We are just making these stories up. You don't need to read them to understand this book or the Buffyverse mythos, but you should find them an enjoyable "slice of life."

Other words, mostly stats, are set apart in this way. These boxes detail Guest Stars or Adversaries that may be used in Episodes, if you want.

HISTORY NEVER REPEATS

The land now comprising the state of California has a fascinating history in its own right, aside of Hellmouths and demonic incursions. In constructing a history a la *BtVS*, we have included actual historical incidents whenever possible, to provide a framework for those past events that have been mentioned on the show. Each of the sections here is described like it might be in some potted history for Watchers new to the area. Variations and suggestions (and some of our own cogitating) are noted in Canon Alert sidebars.



CHUMASH TIMES

Buffy: Oh, right. The knife was some sort of Indian artifact. Chumash, I think. That's all we got.

Giles: Oh, Chumash Indians. They were indigenous to this whole area.

—4.8 Pangs

For thousands of years, the only people living near the Sunnydale Hellmouth were the Chumash Indians, whose nation covered much of southern California. The Chumash thrived on the California coast, sending their tomols (canoes built from split wood planks and reaching twenty feet in length) out into the Pacific to catch ocean fish. This gave them an advantage over other California tribal nations, because they were the only people in the area with an ocean-going capability.

The Chumash were led by their chiefs and shamans. The shamans of the Chumash people were considered very powerful, especially in the area known as Alpinche (which means “acorns” in the Chumash language). The shamans in the Alpinche region were powerful sorcerers as well as healers. The Chumash considered such shamans both blessed and cursed. That is because the power of the shamans was enhanced by their proximity to a place where the barriers between dimensions was weak. Alpinche contained a Hellmouth.

THE PORTAL TO THE WORLD BELOW

Giles: Dig a bit in the history of this place. You'll find a, a steady stream of fairly odd occurrences. Now, I believe this whole area is a center of mystical energy, that things gravitate towards it that, that, that you might not find elsewhere.

—1.1 Welcome to the Hellmouth

Just as in modern times, the area around the Hellmouth was prone to supernatural events. Sometimes these events were relatively minor—single demons would be attracted to the area and plague the Chumash for a short period. Sometimes these events were cataclysmic.

At two periods in their long history, the Chumash people felt the true power of the Hellmouth. This happened about eleven hundred years ago and then again seven hundred years ago. The demonic entity or entities responsible remain unknown, but during both times the Chumash nation suffered a devastating drought that caused a famine. The Chumash fought each other, driven to anger and violence by the Hellmouth's influence.



If not for the skills of a few shamans and the bravery of a few warriors, the Hellmouth would have wiped out the Chumash civilization. The people of Alpinche were able to survive the monsters of the Hellmouth, but their greatest threat would come about two hundred and fifty years later.

It should be noted that along with a Hellmouth, an Egyptian-looking temple was located in Alpinche before the Chumash settled in the area. The temple was overseen by members of the Guardians, females who secretly watched over the Slayer line. A mystical Scythe would eventually be buried in solid rock in the area as well, only to be discovered at the time when the Slayer line would need it most. Not only was all of this unknown to the Chumash, it was also unknown to the Watchers. Since there are no overt Egyptian influences in Chumash culture, and since the only mention of the temple was in the obscure and relatively modern writings of some local monks, it can be assumed that for most of its history the temple was mystically hidden from the outside world.

canon alert

The periods of famine and warfare around the years 900 and 1300 were actual events in the history of the Chumash people. Since there is a Hellmouth in the middle of Chumash territory in the Buffyverse, it made sense to attribute these two periods to supernatural influences. The Hellmouth existed in Sunnydale long before Buffy came to town, in fact it existed long before there even was a town to come to. It can be assumed that there have been outbreaks of supernatural activity during this long period.



roleplaying in a chumash setting

You may want to set your Series in pre-colonial Sunnydale, with the Cast Members as Chumash (or possibly people from one of the other local indigenous nations). The Chumash have a long tradition of shamanism, so Cast Members with the Sorcery Quality would not be out of place. Cast Members could also be Totem Warriors from the *Slayer's Handbook*. Otherwise, players should take the role of pre-modern Native American men and women (no modern skills or equipment).

Many of the same sorts of threats would exist due to the presence of the Hellmouth, but the underlying metaphor would probably be different. Instead of demons who embody the problems of teenagers, a Chumash Cast's demons should represent forces of nature and threats to the tribe. It has already been suggested that the famine and warfare of 900 and 1300 had a supernatural cause, maybe there was an actual Famine Demon and War Demon behind the scenes. It would be up to the Cast Members to defeat such entities and preserve as much of the Chumash Nation as possible.

SPANISH COLONIZATION

Spike: You won. All right? You came in and you killed them and you took their land. That's what conquering nations do. It's what Caesar did, and he's not going around saying, "I came, I conquered, I felt really bad about it." The history of the world isn't people making friends. You had better weapons, and you massacred them. End of story.

Buffy: Well, I think the Spaniards actually did a lot of—Not that I don't like Spaniards.

—4.8 Pangs

In 1542 an event occurred that would forever change the Chumash way of life. A fleet of three Spanish sailing ships commanded by Juan Rodriguez Cabrilla were met at sea by the ocean-going tomol of the Chumash people. The Chumash welcomed and honored the strange newcomers to their lands by throwing them a feast. Cabrilla returned the favor by giving the Chumash some glass beads and claiming their land in the name of King Charles I of Spain. Despite this claim, the Chumash lands remained unexplored by the Europeans until sixty years later when Sebastian Vizcano followed Cabrilla's route to the southern coast of California.

Vizcano named the area after Saint Barbara. Unlike Cabrilla, he spent a significant amount of time with the Chumash. They showed the Spanish explorers the resources of their beautiful country. They also told him about the Portal To The Lower World. Vizcano named this cursed area Boca Del Infierno, the Mouth of Hell. This is the origin of the term Hellmouth.

canon alert

It is canonical that the Spanish were aware of the Hellmouth and named it Boca Del Infierno. Since Sebastian Vizcano was the first Spanish explorer to spend any significant amount of time in the area, it is reasonable to assume that he is the one who first came up with the name.

ACATHLA

Angelus: Acatlha the demon came forth to swallow the world. He was killed by a virtuous knight who pierced the demon's heart before he could draw a breath to perform the act. Acatlha turned to stone, as demons sometimes do, and was buried where neither man nor demon would want to look. Unless of course they're putting up low-rent housing.

—2.21 Becoming, Part One

It was around this time that a virtuous knight who served the Powers That Be prevented the Apocalypse (or at least prevented an apocalypse) from happening in the Aztec lands that would one day become Mexico. As the Aztec Empire was being conquered by Spain, a group of sorcerers used dark magic to summon the demon Acatlha to our world. As conventional fighting had proven hopeless, it was hoped that the black arts would defeat the Spanish. It is unknown whether the Aztecs sorcerers knew that their actions would destroy the world. It is possible that they were desperate enough not to care . . . or evil enough not to mind.

Once the demon Acatlha was summoned, it would draw a deep breath and slowly create a vortex between Earth and one of the demon dimensions. The vortex would grow increasingly larger until the entire planet was sucked through and humanity would find itself in the middle of hell faced with legions of demons who would like nothing more than to torture and kill them in nasty and interesting ways. The knight, whose name has been lost, crashed the ceremony, stabbed the demon's heart with a blessed sword, and proceeded to kill the black magicians.





The demon was incapacitated but not destroyed. It turned to stone, the sword still embedded in its chest. The knight didn't want anyone attempting to revive the abomination, so he took the stone demon far to the north, in what he considered an uncivilized wilderness. When he found a spot that he deemed remote enough, he buried Acatlha deep into the earth where it would never be disturbed again. It was pure dumb luck that the place he chose was so close to the Hellmouth, but that kind of dumb luck happens a lot in Sunny D (or the area that would become Sunny D).

canon alert

The only thing that is said about Acatlha in the *Buffy* TV show is that it tried to destroy the world but was defeated by a knight who buried it in Sunnydale. The late sixteenth or early seventeenth century is about the earliest that a European knight would know that there was a California wilderness in which to bury Acatlha. This implies that the knight in question was a Spanish knight, which is supported by the fact that sword stuck in Acatlha's chest looks like Renaissance Toledo-work. Acatlha had to have been summoned by somebody. As the Aztecs were already practicing human sacrifice, it doesn't stretch credibility very far to say that, at least in the *Buffy*verse, a few of them were also practicing dangerous black magic. The name "Acatlha" might simply be the Spanish interpretation of an Aztec word. The knight in question had to have some kind of mojo going to defeat a powerful demon and the sorcerers who summoned it; being some sort of agent of the Powers That Be seemed both reasonable and vague enough.

Of course, that begs the question, why would an agent of the Powers That Be bury a powerful demonic entity so close to the Hellmouth? Surely they know at least approximately where the mystical portal was located. Maybe the knight was misdirected to that specific spot. For added conspiracy theory fun, maybe the Jesuits convinced the knight to bury Acatlha there without telling him the true nature of that location. Why they would do something like that is up to the Director to devise and the Cast to discover.

Mission Mania

Giles: Now can we discuss the impending disaster?

Willow: Giles found something.

Giles: A text. It refers to the Gem of Amara as residing in the Valley of the Sun.

Willow: Demon fancy talk for Sunnydale.

Giles: It seems that Spike may know what it's about. The gem may exist after all, in Sunnydale in a sealed underground crypt.

—4.3 *The Harsh Light of Day*

One of the historical goals of Spain was to convert the native people of America to the Church of Rome. In 1697, the Jesuits arrived in Baja California with a royal charter. By 1767, their mission was assumed by the Franciscans. Father-President Junpero Serra led the Franciscan effort to expand missionary work north into Alta California. Three years later, a troop of soldiers commanded by Captain Gaspar de Portola were sent to explore the California Central Coast in preparation for the coming missions. The Spanish troop encountered the types of dangers that can be expected while exploring an unknown wilderness, though the Captain was unfazed by these troubles. This changed when his men were attacked by supernatural forces near Boca Del Infierno. The Captain knew that something demonic and evil was responsible for what happened to his troops, but the various deaths at this point of their journey were officially explained away as attacks by wild animals or Indians.

canon alert

Captain Gaspar de Portola's exploration of the California Central Coast is a matter of historic record. Demons eating Spanish soldiers is a bit of creative extrapolation to add to Sunnydale's bloody history. Coming up with a rational explanation for strange deaths is something of a favorite pastime for anyone in Sunnydale.

The true nature of Boca Del Infierno and its surrounding area may have been covered up, but it was still considered a dangerous place. In 1786, Governor of New Spain Felipe de Neve ordered a *presidio* (fort) to be built in the area before any missions were started. Four years later, the Mission Santa Barbara Virgen y Martir was founded. The Santa Barbara Mission was the largest set-





tlement near Boca Del Infierno. In the following decade, the Franciscans founded a mission in the valley itself. They optimistically named the place Valle Del Sol (which more or less translates as "Sunnydale") and the area developed a reputation for having a healthy climate. Invalids flocked to the valley for healing.

Some of the visitors to the Sunnydale Mission were quite wealthy, and it was around this time that the Gem of Amara first arrived in Sunnydale. Vampires had been looking for the mystic artifact since the tenth century—understandable since the gem would make a vampire invulnerable. Wooden stakes would only tear a hole in a vampire's shirt and the sun would just be a bright object in the sky that shined warm light on a vampire's face. The fact that nobody was able to find it for a thousand years eventually relegated the Gem of Amara to the realm of fairy tales. This doesn't change the fact that the Gem of Amara was indeed real and would be sitting in an underground tomb for about two hundred years before a vampire named Spike eventually dug the thing up.

canon alert

Except for founding of the *presidio* and Santa Barbara Mission, this is all complete conjecture. The date for the founding of the Sunnydale Mission makes sense given what is known about the spread of missions in the Central Coast. The mission is referred to as the Sunnydale Mission in 4.8 Pangs and the name had to come from somewhere. It makes more sense that Franciscan monks would describe the general area as a Sunny Valley instead of a Mouth of Hell, for the same reason that Vikings called the large island to the northeast of Canada "Greenland" instead of "Bleakfrozenhorribleland." As far as the Gem of Amara goes, the date of its arrival in Sunnydale is never given. Placing its arrival in the late eighteenth century seemed reasonable, based on the other items seen in the tomb and the time period when Europeans first started to live in the area.

THE CHUMASH WARS

Buffy: So what happened to the Chumash?

Willow: How about imprisonment, forced labor, herded like animals into a mission full of bad European diseases.

Buffy: Boy. Cultural partnership center really didn't stress any of that stuff.

Willow: Not even a diorama. And it gets better. The few Chumash who tried to rebel were hanged. And when a group was accused of stealing cattle, they were killed—men, women, and children. And for proof to bring back to their accusers . . .

Giles: They cut off their ears?

Buffy: So Hus wasn't kidding about the rightful vengeance routine.

Giles: He's recreating all the wrongs done to his people. And it's up to us to stop him.

—4.8 Pangs

At first the religious efforts went well, at least from the Spanish perspective. The Chumash lined up to be baptized in exchange for metal goods like knives and needles. They were then expected to behave like good Spanish Catholics. The problem was that the Chumash didn't speak Spanish, so they had no idea what they had gotten themselves into. When the Chumash continued practicing their old ways, the Spanish grew angry and tried to repress them.

Then, at the beginning of the nineteenth century, European diseases began to take their toll on the Chumash, who had not developed natural defenses against the invaders' germs. What started as minor outbreaks soon spread throughout the Chumash nation. A powerful shaman of the Chumash people said that they were cursed and that any Chumash who had been baptized would die a painful death. The only way to prevent this was by undertaking a ritual specifically designed to cancel out the baptism. The Spanish considered such counter-baptism rituals to be works of evil, and suppressed them as well.

The situation worsened when a massive earthquake struck along a hundred mile area of the Central Coast. The Spanish suffered as the nearby Mission La Pœrisma was reduced to rubble. Mission Santa Barbara and the *presidio* sustained severe damage. A tsunami was even reported in the area by the smuggling ship Charon. In what would be Sunnydale by the end of the century, Mission Valle Del Sol sank beneath the ground and the nearby crypt containing the Gem of Amara was buried and lost. The Spanish colony was not doing well.



canon alert

The Chumash rebellion was a historic event and according to episode 4.8 Pangs it was the reason for summoning Hus. It is never stated how or when Hus summoned, but making it the last act of a desperate people using the mystical energies of the Hellmouth seems entirely plausible. It certainly is more dramatic that way. Some Directors may not agree, in which case the appearance of Hus was more of an act of divine providence. The Chumash gods (for the sake of the argument, let's call them Coyote Of The Sky, Great Eagle Who Knows What Is To Be, and Lizard) took pity on their suffering people and sent Hus to one day avenge the defeated Chumash.

roleplaying in a spanish colonial setting

Setting a Series back when Sunnydale was known as Boca del Infierno offers all sorts of possibilities for players. This is the time when many of the things that would make life difficult for Buffy in the future first showed up, from Acatlha to the Gem of Amara to Hus. Maybe a Cast in this setting has to deal with all of those things first.

The Cast Members could still be Chumash shamans or Totem Warriors, fighting the Spanish and the Hellmouth at the same time. This time period also brings in the Spanish, facing a hard enough time adapting to a strange new world without the extra complications from living near a Hellmouth. Much of the Spanish Colonial era was during what could also be called the Swashbuckling Age. The Slayer could be a fearless young woman with a quick sword and a pirate ship, unaware of her true destiny until she pulls into port on the California coast. The Cast Members could also be local swashbuckling types, a few White Hats supporting the Hero—who might dress in black and carve letters on walls with a rapier (use the Big Knife damage). It could also be a Robin Hood kind of series where one Hero was clever and swift like a fox, and his band of merry outlaws (helping the helpless and oppressed from their rich Spanish overlords, or something like that). The Hero would of course be known as . . . um . . . however you say “fox” in Spanish.

By 1812, Mexico declared its independence from Spain. Things changed in Alta California after that. All missions were secularized, the Franciscans were removed, and non-monastic priests took over the duty of converting the Chumash. All church lands were turned over to private owners. This didn't help the relations between the Californios (the name by which the Spanish settlers in the area were known) and the Chumash. Within three years, the Chumash started to rebel throughout the Central Coast. The Chumash fought bravely, but were largely unsuccessful in their efforts. Defeated warriors were either executed or imprisoned. During the next few decades, diseases like malaria and smallpox virtually wiped out the natives. As a final act, the Chumash placed a curse on their conquerors. A Vengeance Spirit called Hus was attached to the Mission nearest to the Hellmouth, which was the sunken Sunnydale Mission, where he was called upon to make the conquerors suffer as the Chumash had suffered. When the Mexican-American War ended in 1848, Alta California became part of the United States. Two years later California became the 31st state and any land belonging to the Californios or the Chumash (as well as any other Native American) was taken away and given to American settlers.

THE WILD WEST

Wesley: They eventually became the acolytes of a demon called Balthazar, who brought them to the New World, specifically here.

Giles: You seem to know a lot about them.

Wesley: I didn't get this job because of my looks.

Buffy: I really, really believe that.

Wesley: I've researched this town's history extensively.

Giles: So why have we not seen them before this?

Wesley: They were driven out a hundred years ago. Happily, Balthazar was killed. I don't know by whom.

—3.14 *Bad Girls*

Something darker was happening while earthquakes were ravaging the Central Coast and the Spanish were doing their best to wipe out the Chumash. A vampiric dueling cult known as El Eliminati left their home in Europe under the leadership of a demon named Balthazar and headed for the New World. Once the Franciscans were removed from the missions and church lands became secularized, the vampires started to move in. El Eliminati were the main inhabitants of Sunnydale at that point, since the mission and surrounding settle-





canon alert

The date for El Eliminati's arrival is conjecture, but it makes sense that the Spanish sect of vampires would arrive in Sunnydale around this time. The mission is gone and California is now a wild territory instead of a colony of Spain. That sort of wild danger probably appealed to the dueling cult. The Boca Del Infierno ghost town tale is from a short story by one of the show's writers, so we're passing it along.

ment had been destroyed during the 1812 earthquake and the following Chumash War. Once California became part of America, gold was discovered in the new possession. The territory became a state and the population surged as hopeful Americans arrived with dreams of becoming ridiculously wealthy.

Towns quickly sprung up wherever gold was discovered. They were promptly abandoned when the gold ran out. One such ghost town was good old Boca del Infierno. The gold ran out quickly, but its proximity to the Hellmouth made it irresistible to El Eliminati. They were the first vampires to set up a home for themselves, but they were certainly not the last. The place soon became a haven for vampires. Travelers would be killed and eaten, or sometimes turned, so that the vampire population slowly increased. There was even a Willy's Place. It was called Whiskey Willy's back then, but it was the same kind of bar—a dark place where demons could drink cheap booze and eat bad food in a dismal environment.

roleplaying in a wild west setting

A Wild West Setting is probably one of the easiest to run. Need a Big Bad? Balthazar and El Eliminati are already detailed in *Monster Smackdown*. Need some good guys? Use the Slayer Gunslinger and the Victorian Watcher from *Slayer's Handbook*. Of course at this time Sunnydale is entirely populated by vampires, but maybe it is the Cast Members who clear the place out enough to make it possible to build a human town again one day. Throw in a corrupt land baron, a hired mercenary gunslinger, and some oppressed poor settlers for the B Plot, and you have everything you need for a classic western.

Wild West Series creators may also benefit from consulting a sister **Unisystem** book called *Fistful o' Zombies*.

The vampire town didn't last long. The Slayer at the time, a young woman of the Navajo, tracked a vampire across the Southwest to the California Central Coast. The Slayer set fire to Whiskey Willy's in an effort to call out her vampire enemy. As she fought and eventually slew the vampire, the entire town burned to the ground. Fortunately for the Slayer, Balthazar and his minions were not in Boca Del Infierno at the time. They returned to find a burning ruin and piles of dust where there used to be a thriving vampire sanctuary. Things only got worse when an ambitious magician named Richard Wilkins arrived at the Hellmouth shortly thereafter.

SUNNYDALE

Faith: Keep dreaming. No one can stop the Ascension. Mayor's got it wired, B. He built this town for demons to feed on and come graduation day, he's getting paid. And I'll be sitting at his right hand.

—3.17 *Enemies*

Richard Wilkins was a cheerful, optimistic man who came to California during the final days of the nineteenth century. Sure he was overly fussy about cleanliness and some people might have considered him nothing but a duded-up tenderfoot, but he was hard as steel at the core. What wasn't readily apparent about Richard Wilkins was that he was a dark magician in league with demonic forces who had all granted him power in exchange for the services he offered his dark masters. Even back then, it wasn't a good idea to underestimate Mr. Wilkins.

The demon Balthazar had increased his potency by investing an amulet with much of his power. This allowed him to easily bully and control El Eliminati. It also gave him a major vulnerability. Wilkins stole the amulet and ultimately defeated Balthazar. By defeat, we mean leave weak and crippled so severely that most occult scholars who knew about the fight assumed Balthazar had died. The demon dragged his mangled body underground and hid with what remained of El Eliminati.

These were the early stages in Wilkins' quest for Ascension. He was asked to build a town from which the demons could feed, and he was promised prosperity and a long life. He complied and thus did not age for the next hundred years. At the end of that hundred-year period, if Wilkins continued appeasing his demon masters and performed the appropriate rituals, he would ascend and become a great and powerful demon. Not one of the humanoid creatures that are routinely seen on Earth and dispatched (if you happen to be a Slayer or Initiative agent or something like that), but a gargantu-



an monster able to massacre an entire population. In the case of Wilkins, this meant becoming a giant snake.

But all that was in the future. First Wilkins needed to build his town. Sunnydale grew and prospered, doing surprisingly well for a small California town with an appalling death rate. People died here, but businesses and people kept moving here as well. As the town thrived, the demonic population of the place increased as well. Vampires roamed the streets at night and demons did monstrous things. Other mystic types, magicians and witches, also tended to end up in Sunnydale. As long as you played by the Mayor's rules, everything was fine.

True, Mayor Richard Wilkins was an evil man who planned on destroying his town to appease his demon masters. Yes, he was allied with monsters and performed all sorts of horrible rituals and sacrifices. But he also loved his town and didn't want anything bad to happen there. Part of this is because he didn't want anything coming between him and his Ascension, but part of this is because there are certain things that should be a given in a place like Sunnydale. Just because you are a demon is no reason to disrupt the entire town. You can feed on the innocents, but do it discreetly, don't be rude, and remember that some people have to work in the morning. Granted this is a strange attitude in a person who planned on eating the entire population on his way to demonhood, but nobody ever said evil crazy people needed to be logical.

THE MASTER

Giles: Did you find anything of interest?

Willow: I think, maybe . . . I surfed through the old newspapers around the time of that big earthquake back in '37? And for several months before there were a rash of murders.

Giles: Great! I-I mean, well, not, not "great" in a good way, uh, um, uh, go on?

Willow: Well, they sound like the kind you were looking for. Throats, blood . . .

Giles: It's all coming together. I rather wish it weren't.

—1.2 *The Harvest*

The early days of the town of Sunnydale were plagued with strange occurrences—ghosts, monsters, druidic rituals in Breaker's Woods. A scholar of the occult named Josephus du Lac was one of the town's first residents. The sect he founded was excommunicated by the Vatican, but they continued their practices without the Pope's approval. With so many demons and vampires to



study, du Lac's metaphysical research progressed nicely. He even managed to create a ritual that would restore a severely injured vampire back to full health. When Josephus du Lac realized that this might not actually be a good idea, he had the ritual encoded and buried with him. This is an example of the type of resident the Mayor liked. He was quiet, kept to himself, and his research into the black arts never got in the way of the Mayor's own plans.

The Master was a different sort of visitor. This ancient vampire led a vampire sect known as the Order of Aurelius. The Master and his Order were a powerful force feared and respected by other vampires. The Master was disdainful of mankind and rejected human society—he had evolved beyond humanity. He always appeared as a vampiric monster and had no human form, he choose to live in sewers and tunnels as a demon instead of above ground as a man. He was also one of those vampires who talked a lot about destroying the

canon alert

The *Buffy* TV show never stated that the Mayor was responsible for the Master's entombment. But given the facts we later learn, it certainly makes sense. Before turning into a giant snake and getting blown up, the Mayor was pretty much on top of things. He would have certainly been aware of the Master's arrival in Sunnydale and his subsequent plan to destroy the town. The cult of Proserpexa were also apocalyptic. Since the Mayor needed Sunnydale intact for another sixty years, it is reasonable to suspect that he (or at least one of his many demon bosses) had something to do with both earthquakes.





roleplaying in early sunnydale

Sunnydale in 1920s and 1930s would be the perfect setting for some Pulp Adventure roleplaying. The place was already swimming with secret cults trying to summon Things Too Horrible For Man To Comprehend. You could also throw in some mad scientist types using the Superscience rules from *The Magic Box*. The Pulp series were full of stories about powerful Heroes supported by a team of more mundane sidekicks, so an Experienced Hero working with a group of Heroes or White Hats certainly fits the genre.

If the Cast Members are going around saving Sunnydale from the mad schemes of various villains, they might even find help from the Mayor's Office. Most of the players probably know that the Mayor becomes a big evil snake in the end, but the Cast Members wouldn't know any of this. If you never refer to the Mayor by name and have only go-betweens like the Deputy Mayor or the Chief of Police deal with the Cast Members, it might help the players forget that the Mayor is named Wilkins. Then you can build up to a surprising twist where the groups benefactors suddenly needs to sacrifice the lot of them for one of those pesky demonic deals he was always making.

Pulp Series creators may also benefit from consulting a sister **Unisystem** book called *Pulp Zombies*.

world because he actually wanted to destroy the world. His chosen method of doing this was to open the Hellmouth and allow all the demons who had been driven from our world to return. He wanted to create a Hell on Earth.

The 1930s were a time when all sorts of dark cults planned to unleash one thing or another. The Order of Aurelius relocated to Sunnydale and started a reign of terror. The cult of Proserpexa was mainly human in composition but they weren't keeping quiet either. They constructed a huge church overlooking the town on Kingman's Bluff, whose main feature was a naked figure of their patron displayed on the steeple. What the Mayor could not let go was the attempt to open the Hellmouth.

If Sunnydale was destroyed, that would definitely get in the way of the Ascension. In 1932 and 1937, intense but severely localized earthquakes struck Sunnydale. Neighboring cities like Santa Barbara or Ventura did not

feel the slightest tremor. Surprisingly few buildings in Sunnydale itself were damaged. But in 1932 the church of Proserpexa was swallowed by a yawning chasm. The cult never successfully re-established itself, and it may be surmised most of their powerful members died in the incident. The Order of Aurelius had taken control of a church that just happened to be built directly above the Hellmouth. In 1937, it too vanished. The Master found himself confined to a small area where the altar once was. A mystical barrier prevented the Master from leaving that limited area. The Mayor's route to Ascension was once again clear.

A NEW SLAYER IN TOWN

Giles: I was afraid of this.

Buffy: Well, I wasn't! It's my first day! I was afraid that I was gonna be behind in all my classes, that I wouldn't make any friends, that I would have last month's hair. I didn't think there'd be vampires on campus. And I don't care.

Giles: Then why are you here?

Buffy: To tell you that . . . I don't care, which . . . I don't, and . . . have now told you, so . . . bye.

—1.1 *Welcome to the Hellmouth*

Sunnydale has always appealed to vampires. It was easy enough to survive there if you didn't step on the Mayor's toes. It was obscure enough that you could aspire to be a big bloodsucking fish in a little pond. There really wasn't anything but a demon-obsessed mayor to get in the way of killing whoever you want, and that was a pretty easy limitation to deal with once you knew the rules. Quite frankly, most vampires never even knew what the rules were. If all you did was kill a bunch of people from time to time, the Mayor didn't care. If you planned on destroying the world before 1999, you were taken care of without ever realizing his true identity. As we mentioned, the perfect place to set up shop.

All of that changed in January 1997 when Buffy Anne Summers moved to Sunnydale from Los Angeles in the middle of her sophomore year. Buffy was the latest in a long line of Slayers, one girl in all the world who would fight the vampires, etc. She had no idea that her new school was built over a buried Hellmouth, but she quickly rose to the challenges of being a Slayer in Sunnydale. She killed the Master's right hand man, a vampire named Luke, before she had been in town a month. Soon afterward, Buffy managed to kill the Master (with the help of Giles, Willow, Xander, Angel, Jenny Calendar and, occasionally, Cordelia.)

Buffy fought continuously against the forces of evil and





most of the time the people of Sunnydale had no idea what was going on. There were times when many witnesses caught a glimpse of the supernatural underbelly of the town of Sunnydale. In September of 1997, a number of parents were trapped in Sunnydale High School by a newly arrived Spike and some vampire lackeys. The attacks were explained away as gang members on PCP (a favorite of those involved in the conspiracy to keep the people of Sunnydale ignorant of what really goes on in their town). After Buffy's birthday in January of 1998 led to her first night with Angel (or anyone else for that matter), which in turn led to Angel losing his soul and becoming evil, the shoppers at Sunnydale mall were attacked by the Judge. The Judge was in turn destroyed by a rocket launcher fired by Buffy (thanks goes to Xander for teaching her how to fire a rocket launcher). Christmas of 1998 was marked by an unusually thick snowfall that left the streets of Sunnydale looking all White Christmas (the snow clouds also managed to keep the sun covered up and vampire-safe, fortunately for Angel). The following month was highlighted by an angry mob (led by Mothers Opposed to the Occult, or M.O.O.) attempting to burn Buffy, Willow, and Amy at the stake. The vast majority of the mob managed to completely forget about the horrible thing they almost did.

In June of 1999, the Mayor finally achieved his goal of Ascension. Once he became a giant demonic snake, Xander commanded the entire graduating class of Sunnydale High in a battle with the Ascended Mayor and his vampire minions. Buffy led the Mayor into a booby-trapped school library. The trap was sprung, the Mayor exploded into crispy snake chunks, and the entire school was demolished. The average resident of Sunnydale believes it was all part of a tragic accident that took the lives of Mayor Wilkins and Principal Snyder, as well as students like Larry and Harmony. In December of that year, the entire town was struck mute as a result of the Gentlemen, though most people believe it was a devastating outbreak of laryngitis.

In March 2000, the entire population of Sunnydale was caught up in a strange augmentation spell where everyone thought that Jonathan Levinson was a Superstar. Once the spell was broken, the effects wore off and most people forgot about the time they spent worshipping Jonathan (much like the way most of the women in Sunnydale have forgotten that they were all murderously in love with Xander Harris back in February 1998). That Fall the number of mental patients in Sunnydale rose sharply as Glory began sucking the minds out of the townsfolk. There were reports of two meteor strikes in the Sunnydale area at this time, but no impact sites were





ever conclusively identified (thanks to the efforts of the remnant Initiative on the one hand, and Glory walking away on the other).

In the year 2001 the Bronze got remodeled (after extensive troll damage—part of a rampage all the way from Main St. and back), an entire train car full of murder victims pulled into town (all because Dru wanted to pay her Spike a little visit, and apparently got hungry on the way), and a bizarre jumbled tower was built in the industrial section of town. The purpose of the junk tower was to reach the exact spot where the Key could be used to break down the barriers between dimensions. Although this was only partly successful, many people saw horrors that were difficult to explain away (then again, this all happened at night so the vast majority of people missed the whole thing because they were sleeping). The barriers were finally closed through Buffy's self sacrifice.

Buffy's friends concealed her death to maintain the protection Sunnydale gained from her reputation. Still, a demon biker gang eventually saw through the ploy and trashed half the city. Due to the nature of her death, Willow long believed that the correct resurrection spell could bring Buffy back. The spell succeeded in a most untimely way as far as the biker gang was concerned (although Willow should have read the fine print about exhuming the subject first). Also, Willow was never quite the same.

Over the next few months Sunnydale experienced a rash of unusually baroque crimes, starting with the robbery of the Sunnydale bank in broad daylight. Shortly thereafter the spectacular Illuminatus Diamond was stolen from the Sunnydale Museum—the guard frozen almost to death in the process. Yes, Sunnydale had acquired its own trio of supervillains, complete with subterranean lair and partiality for black outfits. Initially, not even the Slayer noticed—though her life got awfully strange there for a while because as it turned out, Warren Mears, Jonathan Levison, and Andrew Wells all knew her from school. But time loops and sudden materializations were nothing compared to what happened only weeks afterwards to Sunnydale as a whole. By the time the first of the cases of spontaneous human combustion came to the attention of police, all they could do was take witness arias. For forty-eight hours the entire population sang and danced through their lives, until the phenomenon stopped as suddenly as it began. As usual in Sunnydale, the incident was mostly forgotten . . . or overlooked.

In May, Sunnydale experienced another series of severely localized earthquakes. One caused serious damage to the Sunnydale Police HQ and two suspects being

held over a payroll robbery the previous night escaped in the confusion. Another tremor nearly flattened The Magic Box occult supplies shop on Maple Court. Most astonishing of all, the next day the steeple of the Church of Proserpexa was discovered to have risen on Kingman's Bluff. Some people reported seeing another meteor falling across Sunnydale during the night. Further, the Restfield Cemetery suffered odd damage that most attribute to another tremor.

Roleplaying during the Buffy era

This setting is the most detailed one, and has already been dealt with in the other Buffy role-playing books, novels, comics, and fanfic. If the players are portraying the Original Cast, you must decide at which point your Series diverges from the *BtVS* TV show (because once the players get into it, it will diverge whether you want it to or not). If the players are playing new Cast Members, you have to decide how that group interacts with the Original Cast. The show already had peripheral White Hats like Amy (before she became a rat and turned bad) and Jonathan (before he became a supervillain), maybe the Cast Members could work like that.

You could also choose to completely alter what happened in the show. Buffy stays in Los Angeles, Angel goes after her, and Kendra is assigned to Giles as his new slayer. Bizarro Sunnydale and a Sunnydale where Glory fared a little better in her fight with Buffy have been touched on in other sourcebooks, but what about other variations? What if Angelus had turned Willow during Season Two, but Giles located and destroyed Acatla early on. Buffy, Giles, Jenny, and Xander would be caught in a war against Angelus, Willow, Spike, and Dru. What if Riley had even more implanted initiative tech than was shown in Season Four? Maybe he becomes yet another man who makes love to Buffy and then turns evil, his personality taken over by some AI chip designed by Maggie Walsh. Another route would be for you to decide that the Original Cast doesn't exist in your Sunnydale. Buffy never left Los Angeles, Giles is still in England, Angel is wandering aimlessly around New York, and it is up to a new Cast to save the town . . . repeatedly.





ALL GOOD THINGS MUST COME TO AN END

Buffy: Spike

Spike: I mean it. I gotta do this.

Buffy: I love you.

Spike: No you don't. But thanks for saying it. It's your world up there. Now GO! I wanna see how it ends.

—7.22 Chosen

The 2002-2003 school year was notable for Sunnydale because of the fact that for the first time in three and a half years there was a Sunnydale High School again. Sunnydale High v2.0 was different from the school that Buffy, Willow, and Xander attended. It had a more modern look and layout (Xander's construction crew was partly responsible for this). The principal was the son of a Slayer instead of the pawn of an evil demon wannabe. Finally, this time the Hellmouth was under the principal's office instead of under the library. Some things did stay the same though—there were demon summonings, disturbing apparitions, and the usual assortment of phenomena that would have made Charles Fort shake his head in disbelief.

Principal Wood (the aforementioned son of a Slayer) asked Buffy to take a counselor position early in the school year, mainly to make sure that there was a Slayer on the grounds to help protect the students from the effects of attending school on top of a Hellmouth. The school year started with the usual assortment of evil and high weirdness, but as the months went by it became apparent that something different was happening in Sunnydale. The First Evil had begun a campaign against the Watchers and the Slayer line (the First Evil hadn't been active in Sunnydale since that mysterious snowfall in 1998). A number of possible Slayers, dubbed Potentials, started arriving or being gathered in Sunnydale. It seemed both the forces of good and evil were marshalling.

An underground structure known as the Seal of Danzalthar was uncovered beneath the High School, roughly where the Hellmouth was located. The Seal could be opened briefly through a ritual involving lots of blood loss (a Jonathan Levinson amount of blood wasn't quite enough, but a Spike amount of blood seemed to work just fine). As the Seal was opened, a type of Primordial Ubervamp known as the Turok-Han was able to escape. What nobody realized until much later was that the Turok-Han was more than a solitary survivor of its species. Indeed, a massive army of them waited on



the other side of the Hellmouth. It was also at this time that the residents of Sunnydale did something completely unprecedented. They became aware of the strange goings-on and even the upcoming apocalypse. They started leaving town in droves.

After an adventure or two in L.A., Faith returned to Sunnydale. Buffy and Faith tried to prepare the Potentials to the best of their ability, but nothing seemed to have any real effect on the First. Then Buffy found a sacred weapon of the Slayers, an ancient Scythe that had been protected from evil forces and hidden from the Watchers for centuries (it seems that there was a group of female guardians who thought that they looked after the Slayers better than any patriarchal Watcher ever could). Angel also returned to Sunnydale (for a short time) and dropped off a mystical amulet and a thick file on the bad guys, courtesy of Wolfram & Hart. The amulet was some kind of cleansing artifact that could only be used by a champion with a soul who was also more than human. Angel assumed that this meant him, but Buffy quickly figured out it was for Spike.

Buffy and Faith decided to lead the remaining good guys on an all-out assault on the First and its minions. Using their own blood, the Slayers and Potentials opened the Seal of Danzalthar and took the fight to the Turok-Han horde. Spike was with them, wearing the amulet. The rest of the Scoobies remained in Sunnydale High as back-up for any Turok-Han that made it past the Slayers. Willow and a Potential named Kennedy holed up with the Scythe. Just as Willow had become a channel for Dark Magic a year ago, she now used the Scythe to become a channel for True Magic. She went all Cate Blanchett as she manipulated a tremendous amount of magic and activating every Potential on the planet. Then Kennedy took the Scythe to Buffy and the Turok-Han horde had to face dozens of Slayers instead of just two Slayers and some scared girls.

A fierce battle raged and Anya was among the casualties. Then the amulet that Spike wore kicked in. The ensouled vampire was surrounded by bright golden light. The light burned the Turok-Han like sunlight. As Buffy and remaining Scoobies fled Sunnydale, Spike exploded in a burst of pure light. This killed all the Turok-Han, closed the Sunnydale Hellmouth, and caused the entire town to implode.

The last time Buffy and her allies looked upon Sunnydale, it was nothing but a huge dark crater. Presumably it would eventually be filled with water from the Santa Barbara Channel, once high tide kicked in. After centuries of being the site of conflicts between the forces of good and evil, nothing remains of Sunnydale



except a road that leads into a strangely circular bay. Though the First was defeated and its manifestation driven from our world, it's hard to say evil has been vanquished. There are still plenty of demons roaming the world and we know Cleveland has another of those pesky hellmouths. Still and all, Sunnydale and the Hellmouth that it was built around no longer exist.

That's probably why it is so hard to find the town on a map of California these days.

Roleplaying after the Buffy era

This is going to be a bit rough, certainly at the beginning. Sunnydale is a big hole in the ground. Once it fills in with the sea, it's a big inlet or at best a lake near the coast. You could work up some oddball underwater Series with scaly demons and ocean behemoths. You would need Cast Members that breathe underwater. Perhaps the Gill Monsters from 2.20 Go Fish (and featured in *Monster Smackdown*) develop some humane tendencies and take on the fight against evil.

Alternatively, you could have the ground settle into its new topography and civilization return to the Sunnydale area. New developments could spring up and new residents move in. Of course, the Hellmouth wouldn't be as destroyed as previously thought (what with it being a supernatural force and all). So strange things start happening. Sooner or later, a Slayer or other do-gooders show up and the tales begin again . . .





2 *If It's Tuesday, This Must Be Sunnydale*

Mr. Trick: Sunnydale. Town's got quaint. And the people? He called me "sir". Don't you just miss that? I mean, admittedly, it's not a haven for the brothers, you know, strictly the Caucasian Persuasion here in the Dale. But, you know, you just gotta stand up and salute their death rate. I ran a statistical analysis, and hello darkness. It makes . . . D.C. look . . . like Mayberry, and ain't nobody saying boo about it. We could fit right in here. Have us some fun.

—3.3 Faith, Hope & Trick

Sunnydale is a small town located in the Central Coast region of California.

To the south, the sea, to the north, the Santa Ynez mountains, to the west a small river winding into the bay. In all respects it appears to be just another quiet coastal community overlooking the Santa Barbara Channel, interchangeable with Carpinteria or Montecito. Of course, those towns don't have the depressingly high death rate of Sunnydale but that little fact is glossed over whenever the City Council talks about the joys of Sunny D. This is how the population has remained at a steady 38,500 over the years. For every poor resident killed by some monstrous evil, an unsuspecting innocent seems to arrive looking for a new start in a quiet town (most of these are refugees from the daily grind of living in Los Angeles).

We suspect that it's pretty much always been that way in Sunnydale. We even have some non-canon material to prove that very point.





Diary of Levi Morgan
August 8, 1878 (last entry)

Luck is holding out for me and Lucas about like it always do. Finally found us some gold in the San Rafael Mountains after months of prospecting—thought we might buy some whiskey. Maybe even find us some soiled doves to help us drink it. Me and Lucas heads for the coast in hope of finding some kind of town and some vaqueros tell us we are near a place called Valle Del Sol, though some of them called the place Boca Del Infierno. They said it was a rough town, but anyplace has got to be better than where we just came from.

The place is a whole lot of nothing, but Lucas immediately spots a place by the name of Whiskey Willy's. Little brother always did have a knack for finding a place to wet your whistle even if you thought there weren't none. Ain't nobody on the streets of Valle Del Sol—you'd think it were a ghost town. The saloon is run down and the windows are boarded up. But we hear noise from inside Whiskey Willy's. The place has a real solid door, so it must have been a fine place in its time.

Soon as we get in, we see what must be the whole population of this no horse town. They're all looking at us like we were scalawags walking into a gathering of Confederate veterans. I gets me a bad feeling about this place right then and there, but old Lucas ain't got but one thing on his mind and that's getting a shot of whiskey down his throat. He saddles up to the bar, but some duded up Californio gets between him and the barkeep and says that they don't serve our kind there.

Then another Californio in the same fancy clothing and with the same Spanish accent says that maybe they do serve people like us, but not in the way we were thinking. And then the damndest thing happened. His face got all twisted up and his mouth was suddenly full of sharp teeth as if he was part mountain lion. He rips a bite out of poor Lucas before my little brother knew what was going on. Then everyone in the bar got that same crazy wildcat look, like they wasn't even human no more. Before I even knew what I was doing I ran back out that door, but none of them seemed interested in following me. They just stayed inside the bar where it was dark, drinking from my brother's neck wound like they was some kind of animals. I hightailed it out of there and headed down the coast. I was thinking maybe make it to a bigger city or . . .

And damn my hide if Lucas didn't come waltzing up to my humble campsite a couple days later. My little brother always did have a knack for finding trouble and getting out of it again. I feel like a plum coward for running out on him like that, but I thought he was already a goner for sure. He's promised to tell me how he managed to get out of there alive. That should be some great tale to jot down . . .

canon alert

In the interests of making Sunnydale and its most important locations more playable, we have included several maps in this chapter. These maps are far from precise. We've wedded all the information we have available and tried to make it as coherent as possible. Be aware that the maps amount to our best guesses, and should not be construed as official. There may be scenes that contradict our sketches, but rest assured others support them. As always, if you disagree with all or part of our work, adjust it to suit your game.





GETTING THERE

Xander: Ooo. The Sunnydale bus depot. Classy! What a better way to introduce someone to our country than with the stench of urine.

—2.4 Inca Mummy Girl

The town is easily accessible by bus, train, plane, or ship.

The Sunnydale Bus Depot is the cheapest way to get in and out of town and only one person ever had his life force sucked out from him while waiting there (at least as far as we know; 2.4 Inca Mummy Girl). That makes it a pretty safe place by local standards.

Sunnydale Station is the last passenger stop on a branch line that connects to the main line between Los Angeles and San Francisco (as explained in 5.14 Crush). Apart from the time Drusilla killed an entire car of passengers on her way to visit Spike (she was probably just hungry, and you can't get snacks onboard a commuter train), the train station is also relatively safe.

Air travel is the quickest method of traveling to or from Sunnydale, whether you are a Caribbean Slayer hiding in the baggage compartment or a Watcher flying back to England. Sunnydale Airport is a small facility, but they have connecting flights to Los Angeles every day. The fact you have to get there via Highway 101 and its monster traffic jams is a major bummer (particularly when in a hurry to pick up relatives which Xander and Anya discovered in 6.15 As You Were).

Sunnydale also functions as a minor port on the California coast. The Sunnydale Shipping Yards are located just south of the warehouse district. These docks can service a few cargo ships at once. Most of the residents of Sunnydale never give the docks a second thought, but the area is quite popular with the supernatural underworld. Vampires, demons, and rogue slayers can stow away on some slow transport out of town without worrying about leaving a paper trail (or bursting into flame for those of the undead persuasion, which is why Angel wanted to leave town this way in 2.13 Surprise). The docks are also a great place for fight scenes. If it's good enough for Jackie Chan and Chow Yun Fat, it should be good enough for you (just watch 3.15 Consequences if you don't believe us).

ACCOMMODATIONS

Manager: The room's eighteen dollars a day. That's every day.

Faith: Yeah, I know. I'll get it to you by tomorrow, I swear.

Manager (sighs): It's not like I own the place.

Faith: But I bet you will someday.

Manager: Not if I listen to broads like you.

—3.3 Faith, Hope & Trick

For many people, Sunnydale is just a one-night stop for those who have made it past Ventura but are too tired to continue the drive to Santa Barbara. There are some cheap places to stay just off of the highway, and in the downtown district. The Sunnydale Motor Inn is good for those people who just need to stay for a night or two (Ethan Rayne stayed here when he turned Giles into a demon; 4.12 A New Man). The Motel Downtowner Apartments caters to those who wish to hang around for longer periods and don't want to spend a lot to do it. They are both best described as "rat traps," but at least the Downtowner has a nice view (this is where Faith stayed in 3.3 Faith, Hope & Trick, before the Mayor set her up with much nicer accommodations). The Sunspot Motel has a better atmosphere, but the maid service is lousy (7.11 Showtime).

ATTRACTIONS

Buffy: It went fine, thank you. There's some new hoidy-toidy vampire sect in town.

Willow: That's bad.

Xander: Well, hey, they're bringing in the much needed tourist dollars.

—1.5 Never Kill a Boy on the First Date

For those who want to take in the sites, the town does try to offer some tourist attractions. The Sunnydale Zoo has a nice variety of animals. They have hyenas (though there was some trouble with that exhibit; 1.6 The Pack), elephants, chimpanzees, and a Reptile House (which has only ever had a snake escape once; 5.8 Shadow). The Sunnydale Museum of Natural History is a large institution with dinosaur fossils and artifacts from various ancient societies (2.4 Inca Mummy Girl). There is a large ice rink (2.9 What's My Line? - Part One), although not in the most frequented area (maybe it's built over a sleeping ice demon), and a golf course inconveniently situated off the highway (shown on Andrew's big board in 7.15 Get It Done). The large open space at Rugg's Field includes some casual sporting facilities such as a running track, as well as basketball and tennis courts (4.9 Something Blue). There is a game arcade in the Mall (2.12





Bad Eggs), and plenty of parks of course, including one with a large carousel (where Riley took Dawn in 5.8 Shadow).

Sunnydale's main beach is a public one (5.1 Buffy vs. Dracula), with a pier at one end that has a small amusement park attached to it (Cordelia had a really good picture of herself and Xander taken at that pier), and there is a mini-golf center nearby. Part of the beach is less public, located near a scenic viewpoint. This rocky area is a popular place for students to hold late night bonfires where the swim team can torment the weak before they transform from speedo-wearing jocks into aquatic monsters (2.20 Go Fish).

Art Anyone?

One of the attractions along the Sunnydale beachfront is the art gallery that Joyce Summers ran for a time, with her (unseen) partners. It seems to have done pretty well, offering a mix of local Californian and imported tribal art. Joyce kept this part of her life separate from her family, so there were few visits from her daughter(s) to help out (although some of the creepier exhibits gravitated naturally towards the Slayer; 3.2 Dead Man's Party).

SHOPPING

Joyce: It's an outfit. An outfit that you may never buy.

Buffy: But . . . I looked good in it!

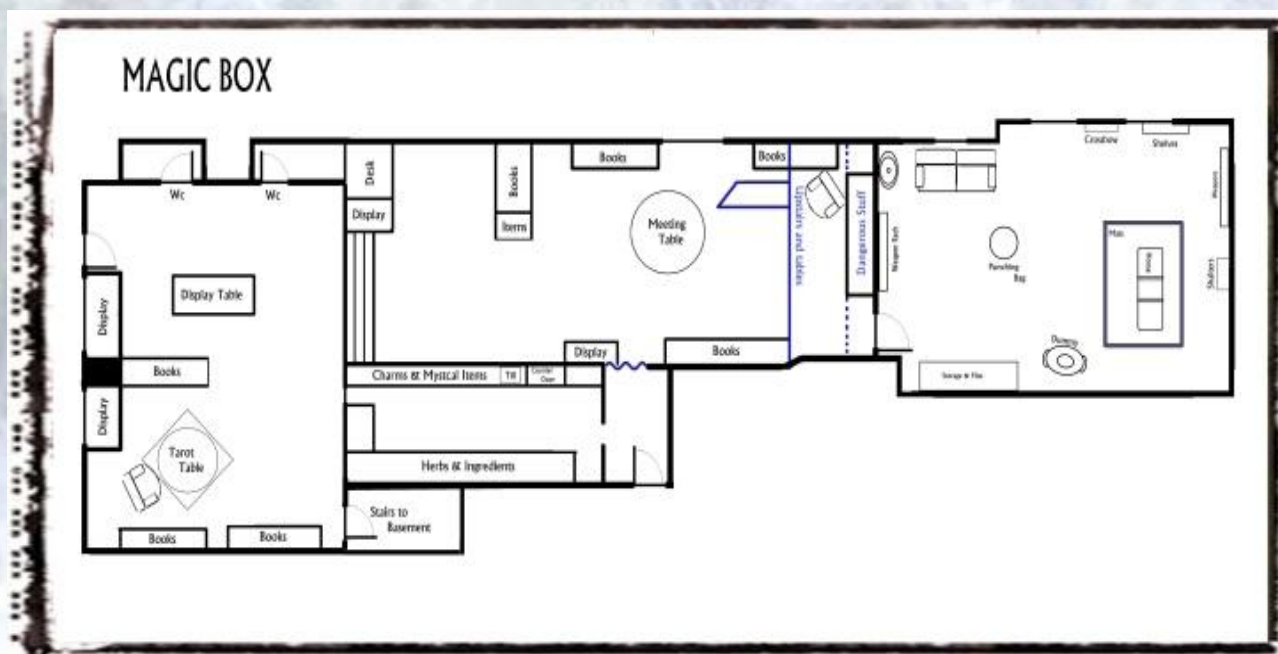
Joyce: You looked like a streetwalker.

Buffy: But a thin streetwalker.

—2.12 Bad Eggs

Sunnydale has one mall (The Sunnydale Mall, naturally enough), which is popular with vampires because it has underground access and no outside windows. Many people frequent the shops there, having largely forgotten that little incident with the Judge and a rocket launcher (2.13 Surprise). Young teenagers like to come to shop (or shoplift). The Mall seems to become uncool once you get out of high school, however.

College kids appear to shop mostly in the Main Street District. Main Street connects the UC Sunnydale with downtown Sunnydale, and it's home to a lot of the more interesting shops. Why see a mediocre film at the Mall when you can see a great piece of cinematic art at Sun Cinema (though it might be a racy bit of cinema art, as Buffy and Angel discovered in 3.17 Enemies)? Why drink at the one Starbucks in town when you can hang out at the Espresso Pump (4.17 Superstar and 5.18 Intervention among others)? Why shop at the Gap when you can buy your fashions at April Fools (the shop where Cordelia worked after her father's "misunderstanding" with the Tax Office in 3.20 The Prom)? Downtown is also home to the longest lasting magic shop in Sunnydale, currently called the Magic Box. It has gone through a few name changes and even more owners, but in one form or another it has always been there on Maple Court, just off Main Street.





Dining

*Cordelia (to Wesley): I study best in a good restaurant.
Around eightish? Think it over?*

—3.17 *Enemies*

Sunnydale has a wide variety of fine dining available (including a particularly nice French restaurant down a dark alley), but *BtVS* is really about fast food—despite or perhaps because of the unfortunate incidents that have happened at The Happy Burger (3.3 Faith, Hope and Trick) and on the way to Ben & Jerrys (1.5 Never Kill a Boy on the First Date).

The Doublemeat Palace (6.12 Doublemeat Palace and more) is a national franchise famed for getting the cow and the chicken together. Their restaurants are instantly identifiable by the huge cow-and-chicken logo. The staff dress in red and white striped uniforms with bright felt cow-and-chicken hats. Rumors persist about the “secret ingredient” in the burgers, but all regular customers agree that “DoubleMeat is Double Sweet!” The Sunnydale branch has a drive through station for extra convenience. Behind the cheery façade of the restaurant and kitchen lie things the customers do not need to know, including the Walk-In Freezer, Dehydrated Pickle Storage, and the Manager’s Office.

SERVICES

Buffy: Wow. A mugging. Haven’t gotten one of those in a while.

—6.9 *Smashed*

There aren’t many muggings in Sunnydale. There isn’t much of a graffiti problem either. This phenomenon may be not unrelated to the vampire attacks and occasional skinings which make working for the local hospital or police department much more stressful than might be expected in a town this size. The hospital is a large, old building to the west of the Central Business Area that has gone through a few name changes in its long history (perhaps the company running the place tries to sell it to a new owner once the umpteenth body vanishes from the morgue). When Buffy first arrived in Sunnydale, the hospital was known as Mercy General (1.10 Nightmares). It is now Sunnydale General (3.22 Graduation Day - Part Two and beyond). Ambulance dispatch is prompt and the standard of treatment in the emergency room world class.

The Sunnydale Mental Hospital (5.9 Listening to Fear) is a comparatively quiet place, at least as far as supernatural events go. People who have suffered supernatural events keep it busy, however, and University students are known to do internships there.

The main police department is located downtown in an old two-story building clearly marked by lights and signs (6.13 Dead Things and 6.21 Two To Go). Police cars are parked outside. The reception is through the glass doors on the ground floor and upstairs there is a small holding cell instead of an actual jail. Any serious criminal is sent out of town to one of California’s many penal institutions. Of course, most of the perpetrators of crime and violence in Sunnydale get staked instead of caught. **Chapter Five: Episodes and Drama** details more on how Sunnydale is actually policed (see p. [?]).

Sunnydale also has a well-equipped Fire Department and rescue service. They handle everything from disasters such as the destruction of Sunnydale High School (3.22 Graduation Day - Part One) to the rescue of kittens from trees (fire fighters actually rarely rescue kittens from trees, but Clem would probably be willing to carry a feline out all but the tallest branches if it looked tasty enough). The town also has all the usual sanitation services (although sewer maintenance can be a bit dodgy sometimes). The City Dump is located on the outskirts of the industrial district (5.3 The Replacement).

City Hall is also situated in the Central Business Area. It is a modern, multistoried building with topiary out front (much of Season Three, but especially 3.19 Choices). All facets of local government are located here, including the Council Chamber. The Mayor’s office can be found on the very top floor with a skylight opening directly onto the roof. City Hall sports a substantial meeting area available for public functions such as the burning of suspected witches. The Sunnydale branch of the state Department of Social Services is also based here (6.11 Gone).

The Sunnydale Hall of Records is located in the older, more genteel district containing the museum (3.17 Enemies). A venerable building, it holds a wealth of material from Sunnydale’s past, from archived newspapers to old photo albums.

The Sunnydale Securities Bank is the main local facility, with branches in most parts of town. Despite suffering robbery in the past (6.4 Flooded), it is the place Sunnydale trusts.

The local paper is the Sunnydale Press, a thriving broadsheet that embodies the civic pride and sense of community that the town’s real strength (seen in such episodes as 2.5 Reptile Boy, 4.10 Hush, and 6.7 Once More With Feeling). Be it a tragic accident like the death of local football hero, Danny Epps, a natural disaster such as the earthquake that damaged the police station in the Spring of 2002, or social concerns like the influence of the occult upon Sunnydale youth, the Sunnydale Press is the voice of the people and tells them everything they need to know.



ARMY BASE

Xander: 'Well, you know the ladies. They like to see the big guns. Gets them all hot and bothered.'

—2.14 *Innocence*

Sunnydale has a small army base that is the home of the 33rd under Colonel Nussem. We weren't told anymore than that, but we're going to assume that's the U.S. Army 33rd Infantry Battalion (a battalion would be commanded by a colonel and it's not located elsewhere).

The base has its own aircraft (that shares the runway of the adjacent airport, but is otherwise separate) and a military hospital. In some games, the Sunnydale Army Base could serve mainly as a place from which Xander steals equipment while his memories of being a soldier still last (something he first did in 2.14 *Innocence* but must have done a few other times judging from the army gear he collected through Season Four). In Seasons involving the Initiative, the base is a support unit for that organization. When Riley was sent to a military hospital (4.15 *This Year's Girl*), it was on the Sunnydale Army Base. It should be noted that while the Initiative uses the Sunnydale Army Base as a resource, the personnel of that base have no idea that the Initiative exists. Information about the Initiative is on a need to know basis and they don't.

EDUCATION

Willow: The school paper is edging on "depressing" lately... have you guys noticed that?

Oz: I dunno. I always go straight to the Obits.

—3.18 *'Earshot*

Sunnydale High School (see p. [?]) is part of what is clumsily known as the Joint School District Sunnydale Unified School District, which consists of all the schools in the tri-county area. This includes Sunnydale High and Sunnydale Junior High as well as Fondren High (2.2 *Some Assembly Required*), Saint Michael's High (2.5 *Reptile Boy*), Miss Porter's School for Girls (3.2 *Deadman's Party*), and the nearby Kent Preparatory School (2.5 *Reptile Boy*). Westbury High (2.2 *Some Assembly Required*) and Grant High (2.5 *Reptile Boy*) are in nearby towns. Unlike Sunnydale High, none of these other schools are located on top of a Hellmouth. Apart from the occasional theft of a dead cheerleader or kidnapping of a student to sacrifice to Machida, hardly anything supernaturally evil ever happened to them. Sunnydale Junior High did have a blob of green energy as a student for two years (ah, Dawn?), but apparently nothing too strange ever happened on campus because of that. Sunnydale Junior High takes students up to ninth grade; Sunnydale High covers tenth through twelfth grade.

Sunnydale is something of a college town as well, with institutions like UC Sunnydale and Crestwood College (see p. [?]).

FORTY-THREE CHURCHES

Giles: There are forty-three churches in Sunnydale? That seems a little excessive.

Willow: It's the extra evil vibe from the Hellmouth. Makes people pray harder.

—2.10 *'What's My Line? - Part Two*

Even though most people in Sunnydale don't acknowledge the evil around them, they are still aware of it on a subconscious level. There are little clues scattered around town that show this, but the most obvious is the fact that there are forty-three churches in a town with a population of less than 40,000. A large Catholic community can be found in Sunnydale, as might be expected in a town that was built around an old mission site. The Catholic churches in town (good for stocking up on holy water and communion wafers) are supplemented by a convent and perhaps one monastery (Father Gabriel was wearing monastic robes when he was killed by Hus in 4.8 *Pangs*). Since the first Europeans in Sunnydale were Catholics, some of the Ancient Artifacts of Mystical Importance that pop up from time to time can be found in Catholic institutions. Most people assume that monasteries are built so that people can retire from the mundane world to devote their life to spiritual growth. In the Buffyverse, monasteries mostly function as Places To Keep Artifacts Safe From The Bad Guys. Some of the local churches also ended up being the places where Big Bads like the Master or Spike conduct dark rituals (Californians are notoriously tolerant of all expressions of faith).

With forty-three houses of worship, many other religions are represented in Sunnydale. Xander is Episcopalian and Willow is Jewish, but apart from the Harris family getting a bit too drunk at Willow's Bat Mitzvah, the Sunnydale Temple hasn't really paid much of a role in the adventures of the Original Cast. Things could be different in your Series. The Jewish religion has existed a lot longer than Christianity, who's to say that the local rabbi doesn't have access to something like the Ring of Solomon or the Golem of Prague? If the Catholics are hiding mystical doo dads in Sunnydale, no reason others can't do likewise.

Because the *Buffy RPG* deals with fighting the supernatural, the main institutions that the Cast is likely to deal with will be the older, more traditional ones. Catholic and Orthodox Churches or Jewish Temples (at least Conservative or Orthodox ones) are the most likely places to find the Magic Bullet Of Saving The Day.





Lutheran or Episcopalian Churches might also have some useful artifact from days past. Less ritualistic institutions like Unitarians, Presbyterians, Baptists, or Reform Jews may be able to provide the Cast with spiritual comfort, but are unlikely to have artifacts or documents for the Cast to use in the fight against evil.

Your Director may put any type of Church in Sunnydale that she feels is appropriate for her series. If the Cast includes Moslems or Mormons or Buddhists, chances are they have somewhere to worship in Sunnydale. Since this is Southern California, even an ashram might not be out of the question. Maybe the local guru can help a Cast Member unleash all those cool psychic powers from *The Magic Box*, or perhaps the swami is yet another bad guy trying to take advantage of the Hellmouth's energy.

Of course, the Hellmouth also draws in religious organizations of a darker nature (the kind more interested in summoning dark forces to destroy the world than joining the ecumenical council). This is discussed more in **Chapter Four: Nightlife**.

other locations

Other places seen in the show include Lorrin Software (where Ted worked, in 2.11 Ted), Ethan Rayne's Costume Shop (2.6 Halloween—a temporary operation, although its competitor, Partytown, is presumably a permanent fixture), Meyer's Sport and Tackle store (3.14 Bad Girls and 4.15 This Year's Girl), and the meat packing plant (3.20 The Prom). Xander has worked in a number of places, including various construction sites and the ice cream van (not to mention delivering pizza and distributing Boost Bars). A big employer (Sunnydale's third largest at the time) used to be Calax Research and Development (CRD), a computer research lab, but it shut down in 1996. Moloch used it only briefly to try and take over the world (1.8 I Robot, You Jane).

Of course, just because the show never mentions a bio-dynamic health food store, or an exotic fish import service (which for some denizens may be the same thing), doesn't mean they don't exist. It's easy to create new businesses as your game requires, either as central locations or background detail.

HOME SWEET HOME

Giles: Well—thank you, all. You've made me feel right at home.

Xander: Isn't home that empty place you're trying to escape?

—4.6 *Wild At Heart*

Sunnydale is a place where vampires roam the streets, witches practice the dark arts, and various forces of evil plan to destroy the world. It is also a place where a number of people live (nearly 40K as we mentioned). If the Cast in your Series lives in Sunnydale, their homes could be where much of the in-game time will be spent. A home is a place to feel comfortable, a refuge from the troubles that plague the Cast. It's a place to hide from angry monsters or hostile Initiative agents. Meetings and birthday parties are held in homes. Then again, Jenny's murdered body, crazed zombies, angry Chumash spirits, a demonic roommate, and a Hellgod have all appeared in homes. Gotta love the Hellmouth.

BUFFY'S HOUSE

Buffy: I'm not crazy! What I need is for you to chill. I have to go.

Joyce: No. I am not letting you out of this house.

Buffy: You can't stop me.

Joyce: Oh yes I... (Buffy shoves her mother out of the way).

Joyce: You walk out of this house, don't even think about coming back!

—2.22 *Becoming - Part Two*

Buffy's home, a two-story house at 1630 Revello Drive, is a typical suburban home, and a nice one at that. A front porch holds a cane seat suitable for heart-to-heart talks about murderous robotic boyfriends. The living room downstairs has a fireplace and enough chair and sofa space to accommodate an impromptu White Hat meeting (though they are usually held somewhere else—you should always strive to keep work and home separate). A glass door leads to the front hall and the dining room. A good-sized kitchen can be entered from the back hall or dining room. The basement can be reached from the back hall (the basement is a good place to hole up if you are hiding from an assassin made of thousands of worms, or a murderously obsessed mob of women or, on occasion, want a quick swim).

The second floor has three bedrooms and a large (but only one) bathroom. Joyce and Buffy used two of the rooms for much of the TV Series. The other didn't factor in much until the Monks transmuted the Key into Dawn in August 2000, at which point it became (or had

Buffy

the vampire slayer



1630 Revello Drive

Ground Floor



Second Floor



Cellar



If It's Tuesday, This
Must Be Sunnydale





always been) Dawn's room. Buffy's room has a window that overlooks the porch roof, which made it convenient for going on late night patrols without waking her mom. It was also easy for Angel to look in on Buffy from that window (in a dark romantic way, not a creepy stalker way). Dawn's room can be escaped by climbing down a trellis in the back, so Buffy's little sister has her own way of leaving the house without anyone else knowing.

After Buffy died the second time, Willow and Tara moved into the house to take care of Dawn (they took over Joyce's room, which must have been a bit awkward once Buffy returned—not that that whole situation wasn't weird enough). When Spike returned from Africa with a brand new soul, Buffy put him up in the basement. During Sunnydale's last year of existence, Giles started bringing potential Slayers to the house on Revello Drive. As the First's influence on Sunnydale increased, everybody ended up staying at the Summers home. The final count was one witch, two Slayers, one former blob of green energy, one former demon, one former Watcher, one former self-proclaimed supervillain, about thirty Potentials, and one normal guy who was great at fixing windows and talking the others through a crisis. Robin Wood hung out there to plan strategies and hook up with Faith, but he had his own place. Perhaps there is a limit to how many people you can cram into a two-story suburban home.

GILES'S APARTMENT

Oz: Okay, either I'm borrowing all your albums or I'm moving in.

Giles: Oz, there are more important things than records right now.

Oz: More important than this one?

Giles: Well I suppose an argument could be made for—

Xander: Whoa, Giles has a TV. Everybody, Giles has a TV. He's shallow like us.

Oz: I got to admit, I'm a little disappointed.

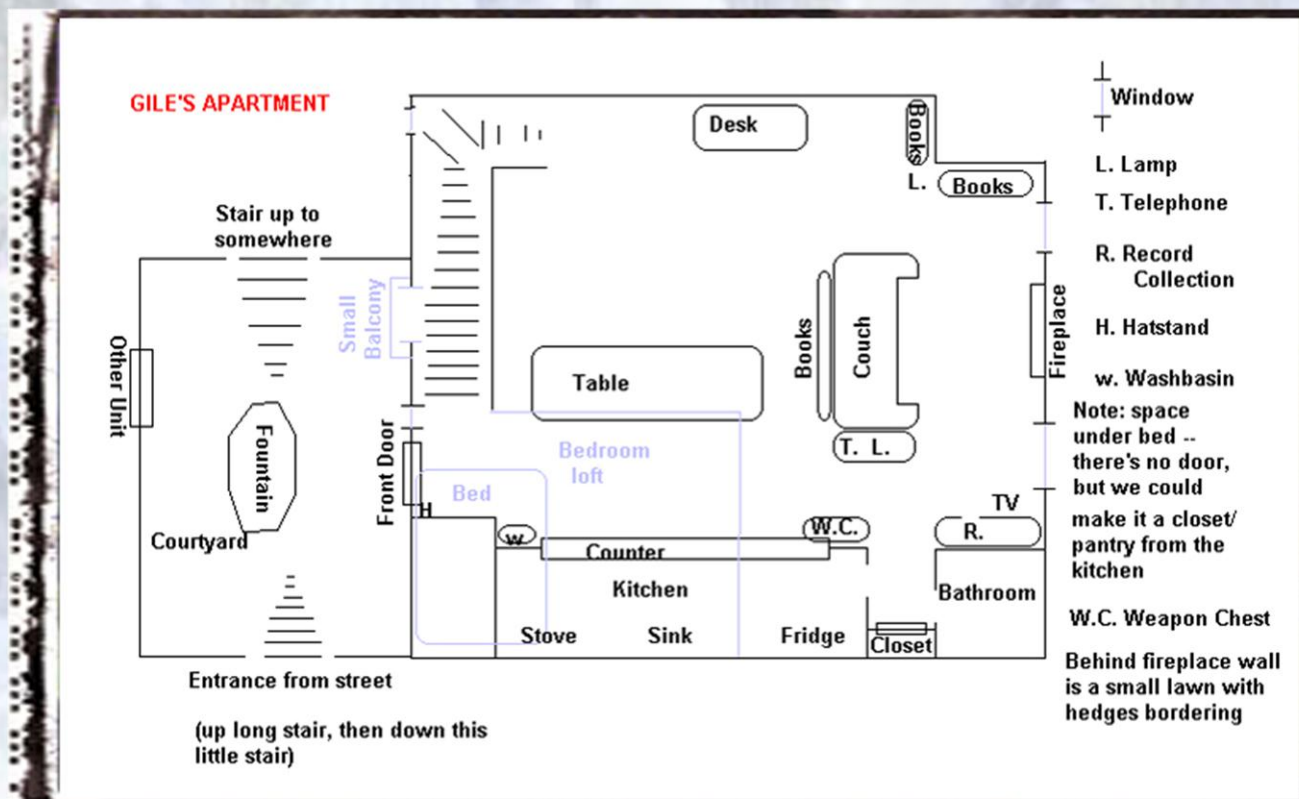
Giles: I, ah, uh, uh.

Willow: Well maybe it doesn't work. Like a piece of art.

Giles: Public television.

—4.3 *The Harsh Light of Day*

Rupert Giles lives in a Spanish Colonial style apartment complex, a quiet place except for the occasional attack by Chumash spirits or Fyarl demon rampages. It is basically a studio apartment, the kitchen separated from the living room by a bar, with the bathroom past the kitchen. The living room is full of old scholarly texts, archaic weapons for monster slaying, and one of the coolest record collections in the 805 area code (an original 1970 release of "Loaded" by the Velvet Underground, Lou Reed singing "Sweet Jane," how can you not love that?). A staircase leads from the living room to the bedroom, which is simply a loft overlooking the first floor. There



Buffy

the vampire slayer



isn't a lot of room on that loft—only big enough for a bed really, but it adds yet another touch of class to the small apartment.

The apartment really fits Giles. It has all the comfyness that one would look for in the home of a school librarian, it is full of books and artifacts as befits a watcher, and it has an artsy style that you would expect from someone who used to raise hell in seventies London while calling himself "Ripper." It also became the meeting place of the White Hats after Sunnydale High School blew up. If your Series uses the Original Cast during their college years, they end up spending a lot of time in the home of Giles.

XANDER'S PLACE

Riley: Getting nostalgic?

Xander: I don't know. At first it's just a place, then you start to make memories, and... then you're like, that's where Spike slept, and there, that's where Anya and I drowned the Separvo demon. Oh! and, and right there, that's where I got my heart all ripped out. I really hate this place.

—5.3 *The Replacement*

17619 Whiteoak Drive is the other end of the suburban spectrum from Buffy's house. Buffy lives in a nice home surrounded by big trees and green turf. Not extravagant by any means, but rather nice. The Harris home is a drab one-story ranch with two skinny palm trees and a yard full of dying grass. Xander used to have a room with windows until he went off to discover America after

graduation. He only got as far as discovering Oxnard and the Fabulous Ladies Night Club, and when he returned he found that everything at home was the same except that he had to pay rent and live in the basement.

The basement was dark, small, and smelly. Xander shared living space with the washer and dryer. Sometimes the family cat would urinate in the room (shorting out a hot plate in the process). It was a miserable place, but it did have the advantage that nobody really knew about it. If you wanted to hide from the Initiative, Xander's basement was the way to go. There were hardly any demonic attacks there either, because even the most fiendish monster from hell has some standards and wouldn't be caught dead in Xander's basement.

Once Xander got a job as a carpenter and turned that into a job managing an entire carpentry crew, he was making enough money to finally move out of his parents' basement and into his own apartment. This is nice two-bedroom place (the second smaller room could be used to put up any suspected brainwashed vampires with souls) with a balcony and a ceiling fan (very Old South, but without the unpleasant slavery associations). Like Xander's old place, the apartment is a great place to rally the White Hats where the Big Bads are unlikely to look. Unlike the old place, it isn't dark and smelly. It's like an actual grown-up's apartment. Once Anya moved in with Xander, it probably became the first place he ever thought of as home (home in the sense of "comforting refuge" instead of "place full of abusive alcoholic relatives").

IF IT'S TUESDAY, THIS
MUST BE SUNNYDALE





WILLOW'S HOUSE

Xander: Angel was in your bedroom?

Willow: Ours is a forbidden love.

—2.7 *Lie to Me*

Willow's house is an affluent bungalow. The path leads through ornamental hedges and motion-sensitive lights to a glass-paneled front door, opening onto a tiled atrium. There is a large lounge-room and everything is furnished in restrained elegance. With her parents seldom home and seldom noticing her when they were, Willow was a latchkey kid from way back and used to having the run of the house. Her bedroom was her sanctum throughout high school, but she felt comfortable enough to set up the entire lounge-room for a steamy seduction when required.

Willow's bedroom had French windows opening onto the back garden—perfect for surreptitious conversations with vampires. It was as well set up a computer-nerd's den as you could wish, with a private phone line, a fish tank, and feminine touches such as fluffy quilts and stuffed toys. It is worth noticing, however, that once she left for college she never, ever moved back.

ANGEL'S PAD

Darla: Nice. You're living above ground, like one of them.

—1.5 *Angel*

Angel, as distinct from Angelus, lives in a disused building (or maybe "lives" isn't quite the right word). It is within a block of the Bronze, in an alley from which a door leads into a stairwell. His actual chamber, as Darla noted, is on the same level. Zen-inspired furnishings and display cases for the few, precious antiques he brought with him to America disguise the expanse of white tiles and a clinical-looking sink. The place may have been an abandoned meatworks or chemical lab. A row of windows at ceiling level are covered by heavy blinds. His bed is in an alcove shielded by heavy, black drapes. Angel doesn't bother much with security. Any enemy his reputation can't keep away won't be intimidated by locks.

other locations

Some other homes that have appeared include Amy's house (the one that wasn't a mouse cage—1.3 *Witch*) and Faith's apartment (donated by the Mayor in 3.16 *Doppelgängland*). Mrs Kalish used to live opposite Buffy until she had an encounter with a Taraka assassin (2.9 *What's My Line*), and Old Man Kaltenbach's house had quite a reputation before his own demise in 6.6 *All the Way*.

CAMPUS HOUSING

Willow: I haven't even dealt with the housing situation yet. Have you done anything? I hear there some off-campus places that are way cool for groups to, you know, go in on.

—4.20 *The Yoko Factor*

When the Original Cast started college, Willow lived in a small dorm room with one of the loudest party-obsessed students on campus while Buffy landed the cherry corner suite that is 214 Stevenson Hall. Roomy for a dorm room, the place has a nice view of campus, and comes with two doors (suitable for bawdy French farce). Unfortunately it also came with a demon roommate (Cathy played Celine Dion and Cher twenty-four hours a day—just when you think you are used to Hellmouth-spawned evil, you come across something like that). Once Cathy "returned" home, Willow moved in. When Buffy moved back to Revello Drive because of her mother's illness, Tara took her place at Stevenson Hall.

Up to that time, Tara lived in one of the smaller single person dorm rooms. Most of those are drab affairs with the university issued bed and desk. Tara made the room she had her own. It was full of velvet wall hangings and white Christmas lights, pillows and candles, and a huge piece of art dominating one wall. It was artsy in a Wiccan kind of way, and Willow often used it as her place of refuge from life as a White Hat. It was a warm and fuzzy home for Tara, Willow, and Miss Kitty Fantastico. By the end of the fifth season, all the black velvet and artwork was gone, Tara had moved in with Willow, and Miss Kitty Fantastico was no longer a campus cat.

Lowell House is a good example of a place to live for those who want to be dorm free. It is set up similarly to a frat house, but for grad students. Specifically, it is for Initiative agents who are posing as grad students, but that is hardly common knowledge. The Initiative underground facility was directly below Lowell House. To most people it was yet another place to go for a UC Sunnydale party. There are probably a few people who wonder why the House closed for repairs during the summer of 2000, and why so many cement trucks were required for the work, but Sunnydale residents have a habit of ignoring the strange until it goes away.

Buffy

the vampire slayer



SUNNYDALE HIGH SCHOOL

Xander: Sunnydale High. These walls—if they were still walls, what stories they could tell. Eew! Mayor meat. Extra crispy.

—4.11 Doomed

After the apparent destruction of a rather nice gothic revival church in the '37 quake, the town planners decided to build a high school on the site. Nothing like a repository of fresh, young bodies directly atop the Hellmouth. The effect upon the daily life of the school was huge. A murder/suicide in the fifties caused a haunting in the nineties. Students turned invisible, dabbled in witchcraft, and created Frankensteinian monsters out of their dead brothers. The indoor swimming pool was connected via water-filled tunnels to a subterranean grotto that led, eventually, to the open sea. Something bizarre or horrible happened within the walls of Sunnydale at least once a month, usually twice. This constant exposure to the perils of the Hellmouth made the students of Sunnydale High much more aware of what was really going on in their town. They also knew that Buffy was the one keeping things in check, and thus awarded her "Class Protector" at her prom.

Despite all the weirdness, regular high school stuff did happen. Students had to take exams and go to school rallies and yell, "Go Razorbacks!" The popular kids lorded over everyone else, with Cordelia Chase as their

queen (she was rich, attractive, and a cheerleader after all). The brainy unathletic kids were picked on, probably by some of the same people that has bullied them since elementary school (this is a small town after all). Between the jocks and the nerds was everybody else—teenagers just trying to make it until they graduated.

A Series set in Sunnydale High School must always account for the fact that the Cast is in high school. A rigid caste system is almost impossible to overcome (Willow wasn't really free of it until college). Most of the teachers are frustrated and apathetic, and the principal hates everyone. Days are full of pointless tests designed to crush individuality and creativity once and for all before the poor students are spat out into the real world.

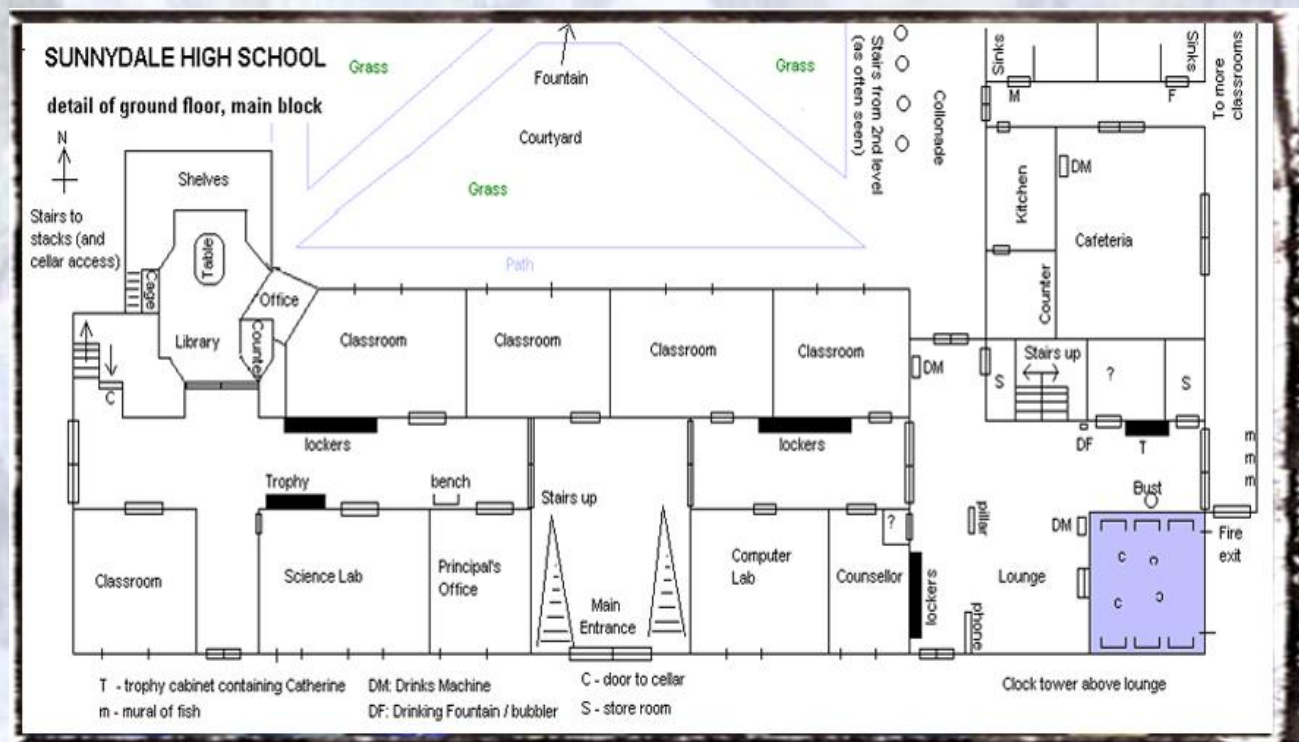
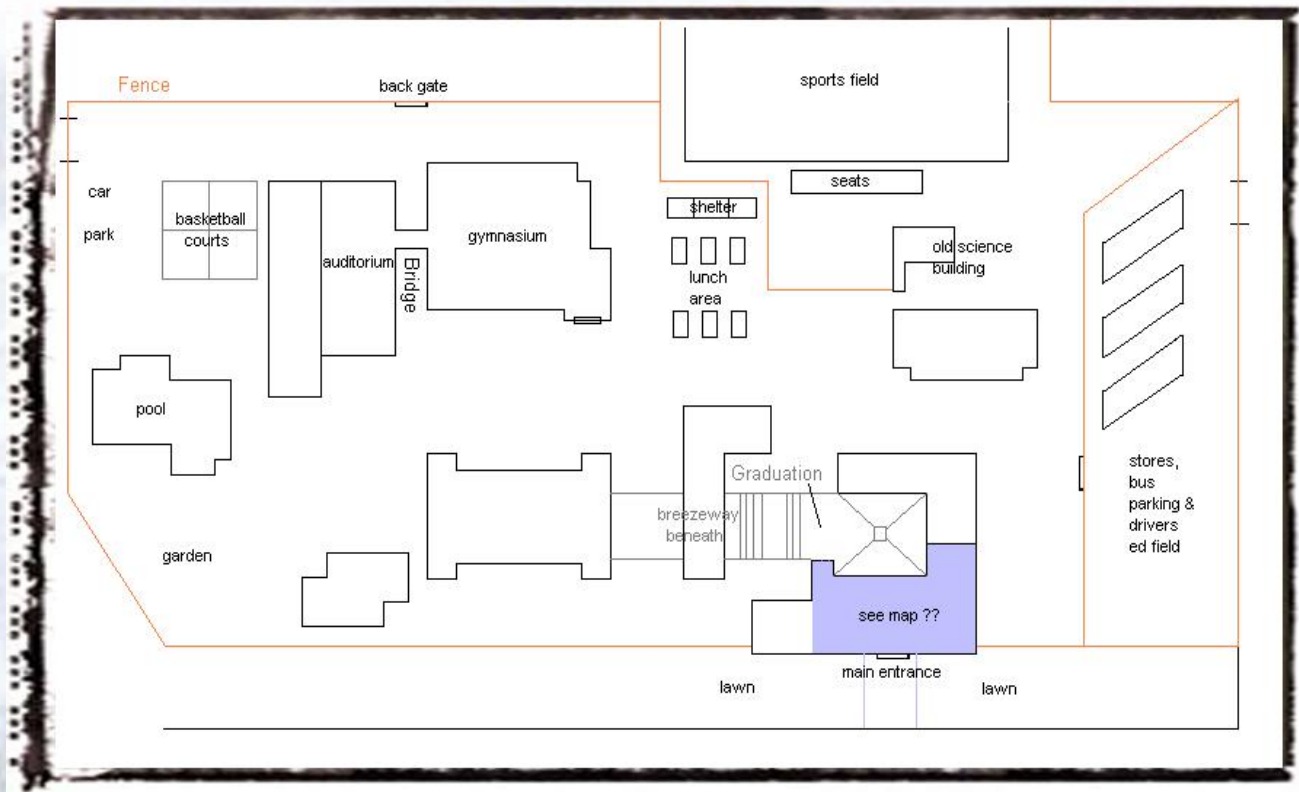
When Buffy first came to Sunnydale High, it was run by Principal Flutie. Flutie considered himself firm but fair, and often seemed overwhelmed by the day to day business of supervising a school. Once the Hellmouth got into full high weirdness mode, Flutie was completely out of his depth. He was eaten by hyena-spirit-possessed students (the official explanation was a wild dog attack). After Flutie's gruesome death, the Mayor himself hired Principal Snyder to take over. Snyder was a tough man who thought that the school would be a better place if there weren't so many students in it. He was extremely strict and couldn't stand teenagers who goofed off, missed class, or even seemed to be having too much fun.

IF IT'S TUESDAY, THIS
MUST BE SUNNYDALE



Buffy

the Vampire Slayer





He was part of the conspiracy to keep the true nature of the town hidden from those who lived there. Even though Snyder was aware of vampires and could recognize the results of their attacks, he was the first person to explain it to the press as gang members on PCP.

As mentioned in **Chapter One: Boca del Infierno**, the Mayor's ascension took place at the High School. One of his first demon acts was the consumption of Snyder. In the process of killing the True Demon Mayor, Buffy and the gang blew up the entire building. Sunnydale Junior High was unaffected, and the senior students were most likely distributed between Fondren and the other local schools. A new Sunnydale High School was eventually built on the exact same site (with the Mayor gone, things like this happened a lot slower) and opened for the 2002-2003 school year. The new school didn't even last a full year before it shared a similar fate to its predecessor. The difference was that instead of being blown up, the new Sunnydale High was the epicenter of a giant Hellmouth-closing implosion that replaced the town of Sunnydale with the massive crater that should slowly be filling with water from the Santa Barbara Channel.

COLLEGE LIFE

Buffy: I hope he gets back soon. It'd be fun to have the whole gang back together—you know?—hanging out in the . . . library. Wow!

Willow: Oh my gosh! Isn't this amazing?

Buffy: It's . . . cozy.

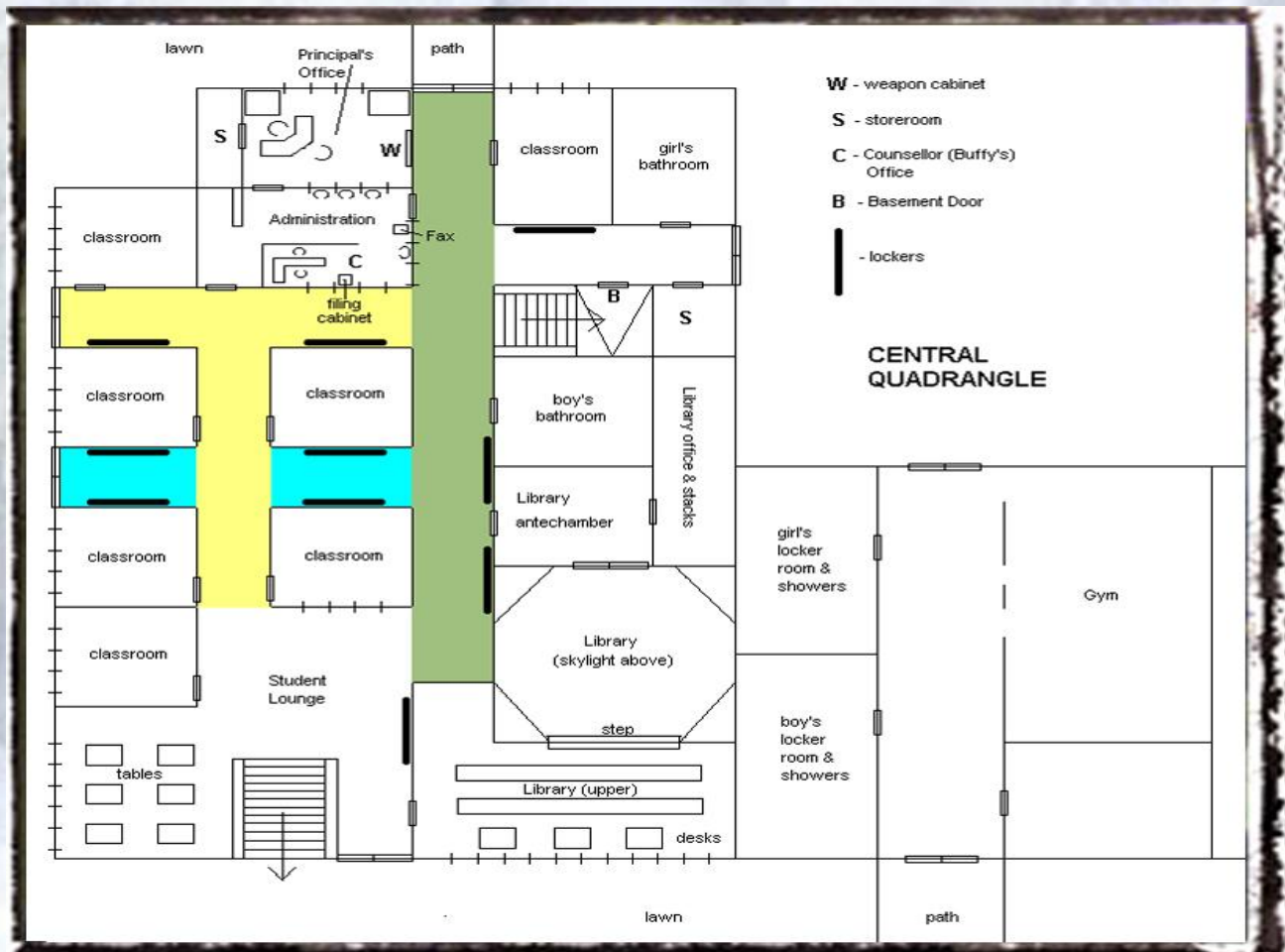
Willow: You know I never wanted to hurt Giles' feelings, but occult books aside, our old library just didn't have the greatest selection. But this!

Buffy: Yeah, this is great, you know, if we ever need a place for the Nuremberg rallies.

Willow: This is a real library. See we even have to whisper. It's like a whole new world.

—4.1 *The Freshman*

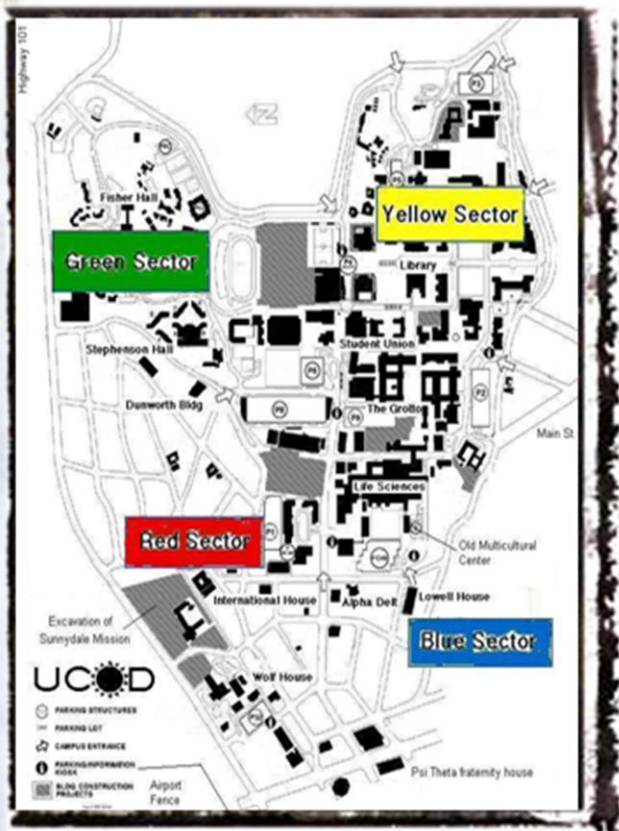
The first three seasons of *BtVS* took place in high school, where young people on the verge of adulthood struggle to forge their own identity. Seasons Four and Five took place in college, where those same people have the freedom to explore who they are and what they want to be. This may be as simple as discovering that Beer is



Bad, or as complex as realizing that you are actually a gay witch. College is where the first real steps to an adult existence are taken. It's the place where increased freedom is balanced with increased responsibility. For the Original Cast, it is also the place where they had a secret government lab under their classes instead of a Hellmouth.

The two main institutions of higher learning in Sunnydale are the University of California Sunnydale and Crestwood College. Crestwood College is a private college mainly known for its business school. More than a few leading industrialists were alumni of Crestwood, and almost all of them were also members of the Delta Zeta Kappa fraternity. The Zeta Kappas lived in a house that bordered one of the dozen cemeteries in town, and every one of them pledged their life and death to the demon Machida. Once Buffy killed Machida, the former Zeta Kappas found themselves facing bankruptcy and ruin while the current ones faced murder charges. Since then, Crestwood College hasn't been the place to start your life as a billionaire that it once was.

UC Sunnydale is a public university with a much broader range of study. Since it is only across town from the Hellmouth, it does have its fair share of bizarre events. Werewolves and vampires are seen on campus, as well as robots and hellgods. The Initiative was located directly underneath Lowell House. Neanderthals have been spotted in the college bar known as the Pub as well as the underground campus coffeehouse known as the Grotto. The person eating lunch at the Rocket Cafe could be a demon or a werewolf, and some supernatural entity or other seems to show up at almost every campus party. The fact that the students of UC Sunnydale have gotten bands like Bif Naked and That Dog to play at these parties is probably the reason that people still show up despite the possibility of a haunting. It's either that or the lure of free beer and food.



THE BRONZE

Cordelia: And if you're not too swamped with catching up you should come by the Bronze tonight.

Buffy: The who?

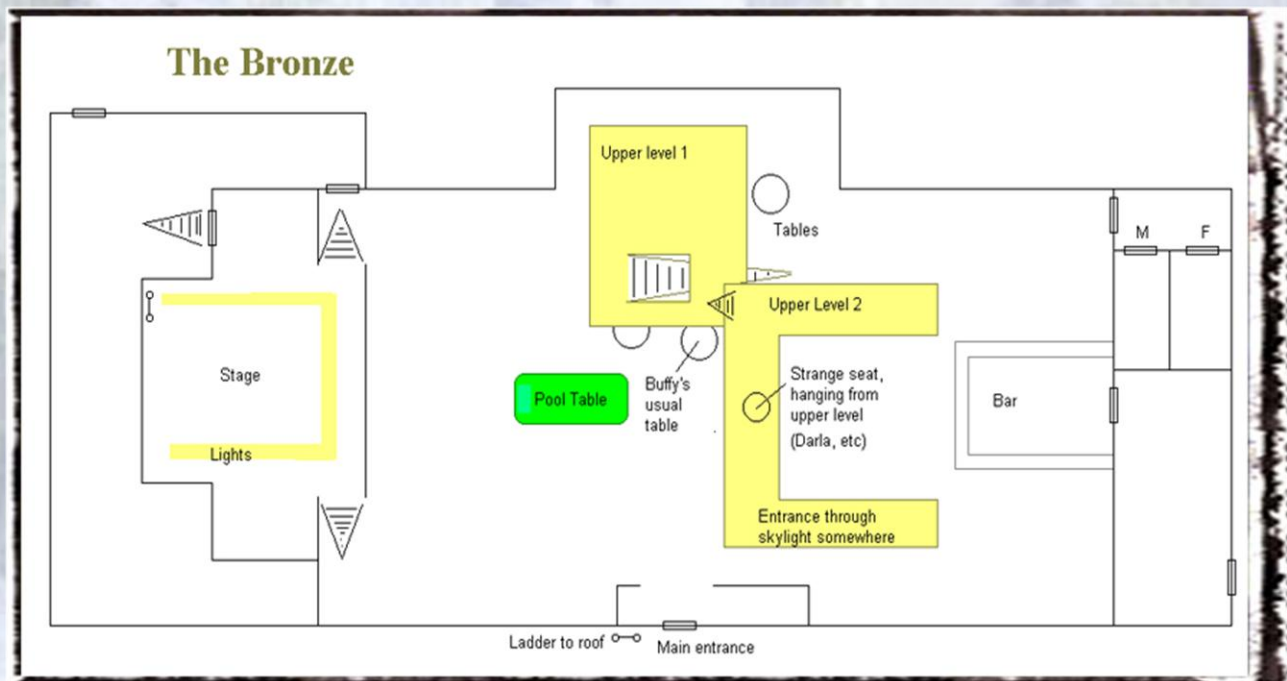
Cordelia: The Bronze. It's the only club worth going to around here. They let anybody in, but it's still the scene.

—1.1 Welcome to the Hellmouth

One of the most frequent locations used in the *BtVS* TV show is the Bronze. Schools and addresses might change, but the Bronze remains a constant in the lives of our heroes. It has grown from a dark shabby all ages bar that featured fumigation parties to a brighter more stylish music club (it's a good thing their insurance covered damage by enraged trolls). The Bronze attracts a wide variety of acts, many of whom are indie bands from Los Angeles. Why the cooler bands in the City of Angels want to play in a small club in a small town two hours away is unknown. Maybe the actual owners of the Bronze have some connections in the music industry. Maybe it is just one of the odd side effects of living on a Hellmouth.

disclaimer

We're pretty sure you know it, but since they include a disclaimer in the *BtVS* TV series, we'll do likewise. UC Sunnydale is a fictional place not affiliated with any campus of the University of California. Following the lead of the *BtVS* TV series creators, certain elements of the UCLA campus map were modified and included as part of our map. That should make your job easier when setting scenes at UCSD.





The Bronze also features local acts as well. The two most popular were *Dingoes Ate My Baby* (who sound like *Four Star Mary*) and *Shy* (who sound like *THC*). *Dingoes* had developed a following from Los Angeles to Santa Cruz, and *Shy* wasn't doing too bad either. Both bands broke up after losing key members. The fact that the two most popular local bands both featured werewolves is purely coincidental.

Sunnydale High School and the Bronze had some sort of arrangement going where many of the school dances were held at the Bronze instead of the school. How this relationship started is unknown, but it is generally a good

idea not to gather a large group of people together directly over the Hellmouth if at all possible. 'Course, turns out the Bronze wasn't the safest place in the world either.

The Bronze is dark, in a bad part of town, and full of naïve young people who are not at their most cautious. Vampires love the place and regularly prowl the area for victims. This makes it a popular patrol site for the Slayer and her White Hats. Other than that, it's a great place to hang out, dance, drink, and share soulful stories, pep-talks, or make-out sessions.

the sunnydale soundtrack

Aimee Mann: I hate playing in vampire towns.

—7.8 Sleeper

Admit it. You have seen all those cool bands playing at the Bronze and wished that you knew who the heck they were. The music heard in the Bronze has its own unique flavor and you are thinking about buying some indie CDs to enhance the atmosphere of your own series. With that in mind, here is a list of the musical acts seen in *BtVS* . . .

During Season One there were onstage performances by Sprung Monkey, Superfine, and Velvet Chain. When there wasn't a band onstage, the CD "Burning Out The Inside" by Dashboard Prophets seemed to get played a lot.

In Season Two the patrons of the Bronze were treated to live music from Cibo Matto, local boys *Dingoes Ate My Baby* (who sound an awful lot like *Four Star Mary*), Lotion, and Splendid.

Season Three featured Bronze performances by Bellylove, *Dingoes Ate My Baby* (they also played the Homecoming Dance. There was a DJ for the prom), Darling Violetta, and K's Choice.

Season Four had the Bronze stage graced by Splendid (again), *Dingoes Ate My Baby*, Veruca's band *Shy*, and Royal Crown Revue (though this was in a spell-altered Sunnydale where Jonathan Levinson was a Superstar who could sing just like Brad Kane).

Season Five didn't really feature that much in the way of live sets at the Bronze, even though they remodeled and everything. Tara did have her birthday there. She danced with Willow to a really pretty song by Melanie Doane.

At one point everyone sang during Season Six because of the demon Sweet, but there were some new faces at the Bronze as well. Michelle Branch was singing at the Bronze the night Tara and Willow broke up. Another band that played at the Bronze was Virgil, who Amy and Willow magically transformed into the Halo Friendlies for a while.

Season Seven marked the destruction of Sunnydale, but that doesn't mean it didn't have some music as well. Angie Hart from Splendid played there, performing a song that was cowritten with some guy named Joss Whedon. Aimee Mann also played at the Bronze (and apparently she has had some experience playing vampire towns). Aberdeen and Nerf Herder also played the Bronze during this season.

There are other places to hear music besides the Bronze of course. UC Sunnydale seems to be able to get quite a few indie acts to play at house parties. Bif Naked was playing when Buffy went to a house party with Parker, and Riley had an old mix tape from when That Dog played at Lowell House. For those who would rather have coffee and comfy chairs instead of beer and drunk frat boys, the Espresso Pump is also something of a musical venue. Giles played there quite a lot, but they also had other musicians as well. Anya and Halfrek didn't seem too appreciative of Strange Radio when they were singing their sweet duet, but the rest of the coffee shop seemed to enjoy it.





The Lay of the Land

The geography of Sunnydale is usually not addressed within the show, which has more exciting things to concern itself with. Nonetheless there have been plenty of hints and a number of maps of various scales shown on screen, which we have compiled together into a single civic plan. We've made a lot of guesses in order to place locations exactly, and not everything in the show is consistent with the layout, but we figure both Directors and players will benefit from a common agreement of what goes where. As always, if you don't like some of the details of our map, change to fit your view. As long as everyone is on the same page, you're in good shape.

Although traditionally referred to as a valley or "dale," the area is mostly flat, the most obvious exception being Kingman's Bluff, which overlooks the town. There is a slight slope upwards towards the east as well, so that by the time you reach the high school, you can get a very good view (say, if you were on the gymnasium roof). We do know there is a long southern coastline, and although there are bands of dense woodland, the desert seems never to be far away.

The historical center of town adjoined the Hellmouth, though by the time Sunnydale reached a sizeable population the Town Hall and richer areas had moved a little distance away (for safety, no doubt). Signs of this are still easy to find in the area around the clock tower (31) and the affluent residences nearby. As the population grew further, industry moved closer to the coast and the river, pushing the town further westward. The buildings around the current central business area, including the new City Hall (26) and the Sunnydale Mall (27), were a concerted effort by the Mayor to modernize and centralize civic functions.

The three historically important roads are still there—the mission road that became Main Street, the original main strip that became a busy north-south road that goes past the high school, and old Route 17 wandering up towards the Santa Ynez mountains. Market Street goes from close to the high school into the center of town. Highway 101 bypasses the town, forming a northern perimeter to it (although most traffic to and from Los Angeles takes an exit along the coast).

Development is still on-going and the town's construction industry remains busy. In particular the area east of the High School has been opened up in recent years, since the Mayor's death. The once sprawling Miller's Woods is now reduced to Miller's Grove—a few blocks for picnickers and cave-dwelling demons, surrounded by new houses and new residents experiencing the benefits of the Sunnydale lifestyle.

Finally, we shouldn't forget the quieter areas traditionally used for getting acquainted with the opposite sex. Marginally quieter—if you don't count the vampires and werewolves. Basically, people use Makeout Park (51) and The Overhead (17) at their own risk, but use them they do—must be the view.





SUNPPY MAP LEGEND

HOUSES

- Buffy* (1630 Revello Drive)
- Giles' Apartment*
- 21 Xander and Anya's Apartment
- 34 Cordelia's parents
- 35 Willow's Parents
- 49 Xander's Parents
- 50 Angel's old abode
- 55 Anya's new apartment
- 56 Robin Wood's House/Garage

SCHOOLS

- Sunnydale High*
- Hellmouth
- Master's Church
- UC Sunnydale*
- 8 Saint Michael's High
- 13 Miss Porter's School for Girls
- 18 Fondren High
- 29 Sunnydale Jr. High
- 38 Crestwood College
- 62 Kent Preparatory School

SPORT AND ENTERTAINMENT

- Rugg's Field*
- Tourist Strip*
- Pier
- Joyce's Gallery
(not necessarily at the beach)
- Mini Golf Range
(not necessarily at the beach)
- Zoo*
- 4 Golf Course
- 9 Carousel
- 12 Sunnydale Icerink
- 33 Museum of Natural History
- 47 State Street Movie Theatre
- 54 Weatherly Park
- Sun Cinema (see Main St Shops)
- Entertainment Arcade (see Mall)

NIGHT SPOTS

- The Bronze*
- 17 The Overhead
- 41 Willy's Place
- 51 Makeout Park
- 59 The Sunset Club
- 58 The Fish Tank

SHOPS AND BUSINESSES

- The Main St. Shops*
- The Magic Box
- Sun Cinema
- April Fools
- The Espresso Pump
- Central Business Area*
- The Sunnydale Securities
- Bank (central office)
- The Sunnydale Press
- Social Services office
- 23 Doublemeat Palace
- 27 Sunnydale Mall
- Entertainment Arcade
- Starbucks
- 45 The Happy Burger
- 46 Calax R&D
- 48 Lorrin Software
- 55 Ben & Jerry's

PUBLIC SERVICES

- Army Base*
- The Dam*
- 11 Sunnydale Mental Hospital
- 22 Sunnydale General Hospital
- 25 Police Station
- 26 City Hall
- 28 Fire Station
- 31 The Clock Tower
- 32 Hall of Records
- 61 City Dump
- Social Services Office
(see Central Business Area)

CHURCHES AND

CEMETERIES

- Sunnydale Cemetery*
- Restfield Cemetery*
- 3 Buffy's Grave
- 5 Sunnydale Mission (buried)
- 13 The Convent
- 15 Shady Hill Cemetery
- Pyramid Tomb**
(not necessarily in Shady Hill)
- 24 Bison's Lodge
- 37 Tara's Grave
- 52 Sunnydale Funeral Home

TRANSPORTATION AND ACCOMODATION

- Sunnydale Airport*
- Sunnydale Train Station*
- Freight Terminal*
- Docks*
- 6 Sunspot Motel
- 40 Downtowner Apts. Motel
- 42 The Sunnydale Arms
- 43 Bus Depot
- 44 Sunnydale Motor Inn

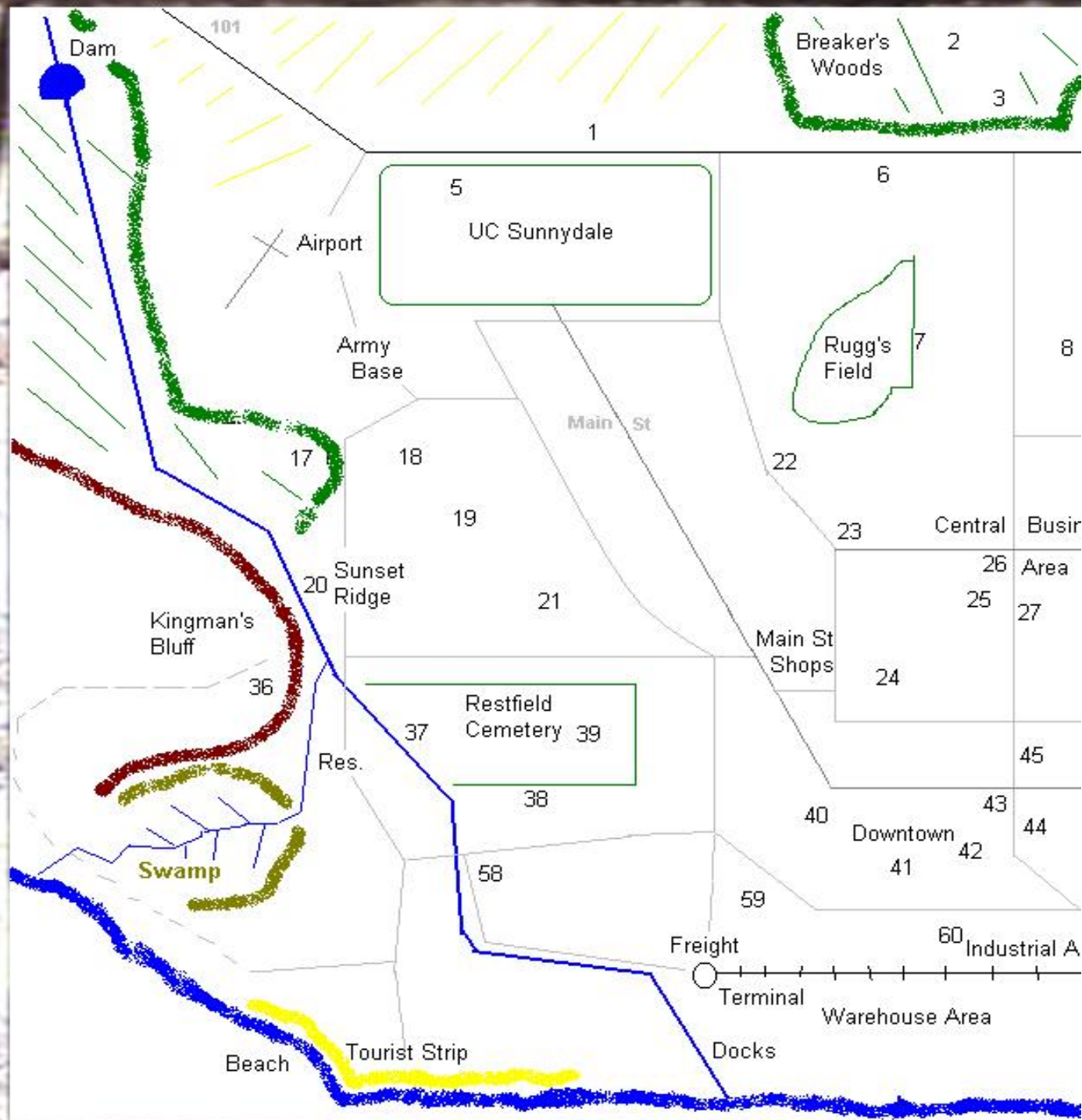
LAIRS

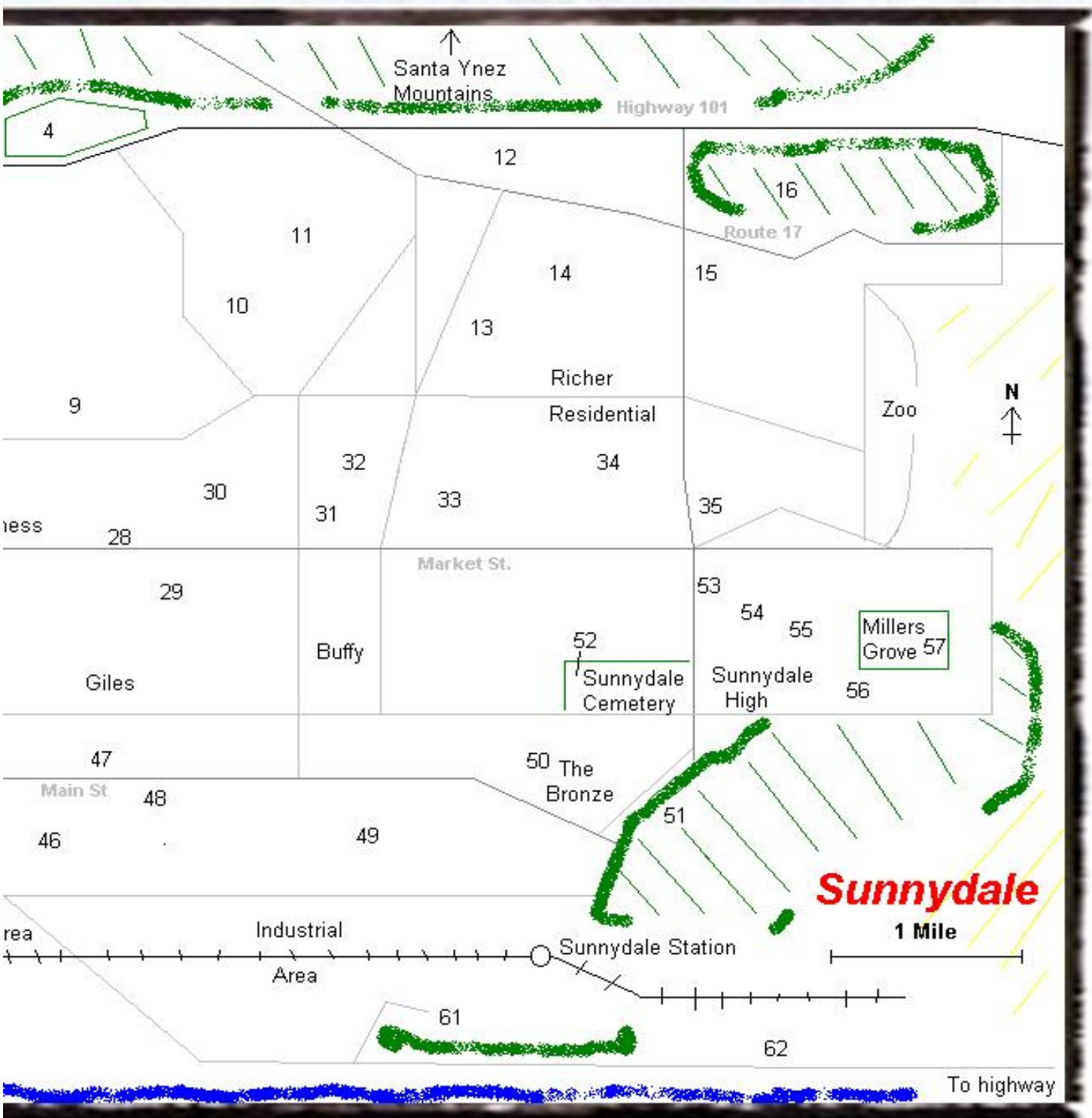
- 1 The Crypt of Amara (buried)
- 2 Adam's cave
- 7 Glory's Apartment
- 10 Trio's Original Lair/Warren
- Mear's House
- 16 Shadow Valley Vineyard
- 19 Altar of Lurconis (buried)
- 20 Dracula's castle
(not necessarily anywhere)
- 33 The Crawford St Mansion
- 36 The Church of Proserpexa
(buried)
- 39 Spike's Lair
- 57 Cave of the Gnarl
- 60 The Factory
- Hellmouth / Master's Church
(see Schools)

OFF THE MAP

- The Caves of Nezzla'khan
(North somewhere)
- Westbury High
(nearby town)
- Grant High (nearby town)







It's Tuesday, This
Must Be Sunnydale





3

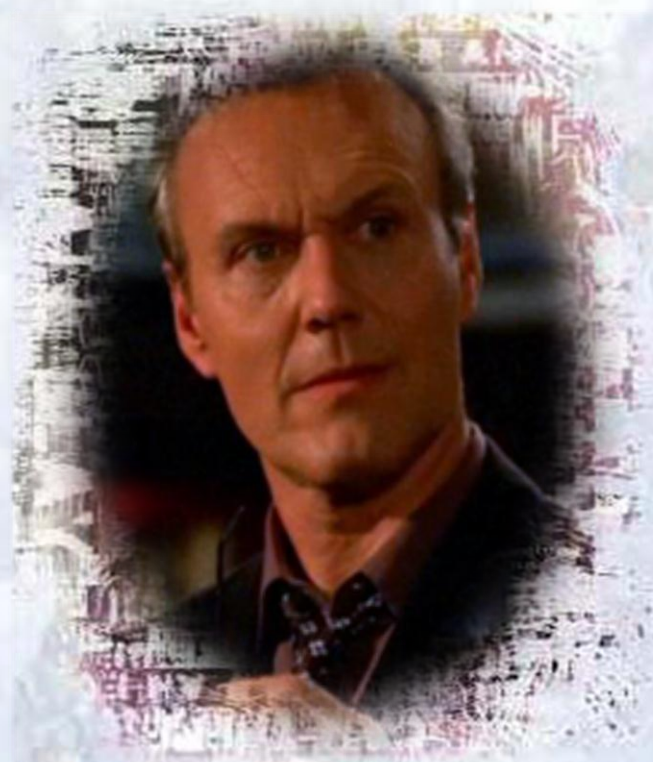
Solid Citizens

Joyce: I thought it might be easier. You must have noticed that I am not exactly the social butterfly I was when I was with your dad. I don't think I made a single new friend the year we moved to Sunnydale.

Buffy: Why not?

Joyce: Fear. I didn't believe I could trust anyone again. It's taken time and a lot of effort, but I've got a nice circle of friends now. I mean, don't get me wrong. I—I'm still a little gun shy. It certainly didn't help that my last boyfriend turned out to be a homicidal robot.

—4.4 *Fear, Itself*



There are almost forty thousand people living in Sunnydale, Ca., and most are active and influential without being heroes or white hats.

During business/school hours, they may prove as useful to your Cast as any mystic object or book, and could be as much of a hindrance, in their way, as any monster. For the most part, however, they are just regular folks who cope with Sunnydale on a day-to-day basis.

The Cast shouldn't treat their fellow citizens only as a series of villains or victims—though knowing the current Episode's villain or victim from primary school does add a bit of spice. Forty thousand is a large number, and many may wander in and out of the action, contributing only enough to convey a sense of scale. Others become more prominent, but in ways that don't involve fighting the Big Bad. They may be the Greek chorus in the cafeteria, study mates, rivals on the sports field, helpful suppliers of hardware or information, romantic interests, overly grateful people saved from being "mugged," or a police officer you really wish was pounding a different beat. They could even just be people worried about mustard stains and parking tickets. The town is full of people with their own agendas, and their own ways of getting through the night.

If these people have anything in common, it has to be the extreme short-sightedness and selective memory that allows them to believe that all is well or, at least, that the rest of the world is just as bad. This can be a frustrating condition for those who know the truth. On the other hand, it also allows would-be heroes the chance to act within the same blindspot, bringing the fight to the bad guys without too much interference. Of course, Sunnydale Astigmatism is a similar boon for villains . . .





28 December 1904

Feast of the Holy Innocents

This night is my first in what I, Josephus du Lac, foresee as my home henceforth. My correspondent erred only in his caution. In truth, I need mourn only the educated society of Europe; the convergence here is in every way suitable for the continuance of my research.

I have completed the transfer of most of my equipment and the books; there is some damage from the conditions in the hold to the *Abraxian Codex* but I have not as yet been able to make a full inspection. Paid my respects to RW as advised—he is of affected manner but obvious potency, and greeted me most cordially. The house is not unsuitable although I must make alterations to accommodate my experiments, and there is the matter of the woman next door. Most perturbing. When I heard the motion in the hallway, I came close to releasing the Hungry Ones, which would have been premature—she was a mundane human. In five minutes, I learned further she was a widow, she wished to welcome me to the neighborhood, and that no one locks doors in this town. Given the small Tellurian spawn I discovered in the laundry shortly before her arrival, I found this hard to believe. She had brought a cake and suggested we take tea.

Conversing with her, it seemed she truly had no knowledge of the denizens of the Lower Depths and much good to say of RW, who is having proper sewers laid. She says that Sunnydale has its problems and there is an undesirable caste, by which she meant the Spanish and those with Indian blood, but they were growing fewer all the time and a person of good breeding could do very well here. She said to keep away from the woods as there are mephitic caves and insects that carry a wasting disease, although no one had been struck by that affliction in years. She confirmed what I had observed from the docks—that there are already no less than ten churches in the town, of many denominations. She said this is because the residents are pious people, and many wish to contribute something lasting to the community. She asked me if I was Catholic. She asked me many questions—if there was a Madame du Lac and any children, what was my occupation, and if I liked piano music—until my head was aching and I felt quite faint. I asked her if she had children or servants living with her, and she said no.

I fear I am not digesting the cake and must take a powder. When I left them, the Hungry Ones were digesting her quite adequately.



THE PEOPLE THAT YOU MEET

This chapter presents some of the most memorable folks who have inhabited Sunnydale, both good and bad. We haven't listed every Sunnydale resident that has appeared, and some of those we have listed succumbed to their hometown's many unique hazards but quick. Still, one of the delicious things about roleplaying games is that events in your Series can be far different from those in the original show. Just because somebody died horribly in the original show does not doom her in all possible storylines. If a character strikes you as useful and interesting, there's nothing to say that fate cannot be kinder this time—or possibly even more twisted.

THE TRIO

Warren: We are your arch nemeses—es.

—6.11 *Gone*

The Nerd Herd, the Geek Squad, the Losers, whatever you call Warren Mears, Jonathan Levinson, and Andrew Wells, their impact upon Sunnydale cannot be understated. The Trio attended Sunnydale High School (Warren and Jonathan were in Buffy's year, as was Andrew's brother Tucker), and are among the most dramatic and tragic examples of the deleterious effects of growing up on the Hellmouth, especially when social pressures push a person towards the margin. They each could have become White Hats, but their response was to try and out-demon the demons. That they were out of their depth from day one did not stop them doing terrible damage.

Each of the Trio is capable of coming up with intriguing, sometimes ludicrous plans for very personal reasons. This makes them a great source of Episode plotlines. When combined, they can inspire entire Season arcs. Just think of them attempting to take over Sunnydale (after the Mayor's death, naturally) by replacing key members of the council, police, and vampire population with robot duplicates! Or they could summon an increasingly powerful set of demons to throw at the Slayer or other do-gooders to prove their manhood. They might even pose as innocents and pretend to join the Cast as allies, only to set them up for a big fall later. Of course, working the latter scheme requires you to get the Cast to trust the sociopaths. For those players familiar with the TV show, that's going to be a tall order.

On the flip side, they might actually become solid citizens in your Series, and not slide the slippery slope to supervillain-hood. Imagine Warren falling for a Cast Member and attempting to impress and protect her (admittedly his methods may be unique and dubious). Jonathan could build on his prior contacts with the good

side, seek out some magical training, and develop a sense of self-worth (assuming he survives whatever scrapes he gets in due to his new outlook). Andrew could prove an annoying but pitiful enemy, be defeated, and then rehabilitated in the face of a far greater evil—oh wait, been there, done that.

For details about the Trio's supervillain lairs, see **Chapter Four: Night Life** (see p. [?]).



WARREN MEARS

Warren: You think you can just do that to me? You think I'd let you get away with that? Think again.

—6.19 *Seeing Red*

Warren was only at Sunnydale High for a semester before moving to nearby Dutton and enrolling in Dutton Tech. It couldn't have been much of an improvement—when he appeared in Season Five he was an abnormally bright student carrying a killer load of resentment. He built himself April, a robot girlfriend, and insisted he only wanted to have someone to love him. Then he found a “real” girlfriend, but his refusal to accept responsibility for his actions put paid to that. In Season Six, Warren's attempts to control those around him lead him to murder Katrina after what amounted to attempted rape. He also killed Tara while trying to shoot Buffy. Warren came to embody a purely human, but no less horrifying evil. In turn, he suffered a horrifying death.

Name: Warren Mears
Motivation: Be loved
Critter Type: Human
Attributes: Str 2, Dex 3, Con 2, Int 4, Per 2, Will 3
Ability Scores: Muscle 10, Combat II, Brains I2
Life Points: 26
Drama Points: 3
Special Abilities: +2 to Brains for Computers rolls, +3 to Brains for Mr. Fix-It rolls, Superscience 5 (can construct intelligent robots)

Maneuvers

Name	Score	Damage	Notes
Dodge	II	—	Defense action
Grapple	13	—	Resisted by Dodge
Punch	II	6	Bash



In Season Five, Warren was a put-upon geek whose life is finally starting to turn around. The Quick Sheet nearby reflects that persona. With his science and mechanical abilities, Warren could make a valuable ally or Cast Member, if he can work his way through his insecurities and moral weaknesses. He could also have found a more capable set of allies and been even more dangerous (though that's a bit hard to imagine). A full character sheet for what Warren became in Season Six, along with rules for creating all those wonderful Superscience toys, can be found in *The Magic Box* supplement for the *BTVS RPG*.

JONATHAN LEVINSON

Jonathan: After the thing with the bell tower and the gun, I went to counseling. You know other kids with problems a-and one of them had this spell. He glossed right over the monster. Well, anyway I just—I-I just wanted to apologize. Nobody was supposed to get hurt.

Buffy: Jonathan, you get why everyone is angry though, right? It's not just the monster. People didn't like being the little actors in your sock puppet theater.

Jonathan: You weren't! You weren't socks! We were friends.

—4.17 Superstar

Until he got mixed up with Warren, Jonathan was mostly a sympathetic character (other than the whole Superstar brain-washing thing). He epitomized the Sunnydale residents who somehow managed to survive life on the Hellmouth. He didn't get the life sucked out of him by an Inca Mummy Girl, he didn't get shot by an Order of Taraka Assassin, and the Slayer was there to intervene when, driven to despair by years of torment

from Harmony, Larry, and their ilk, he attempted to kill himself in the high school bell tower. After that he went into counseling and things seemed to be looking up. He had a date to the prom (something Tucker couldn't manage) and presented Buffy with her Class Protector award. He fought with his classmates against the Mayor at Graduation.

Then things started to go downhill. In Season Five, he pulled the whole dangerous Superstar wish magic thing, and the next year, he hooked up with Warren and Andrew. At that point, Jonathan was around age 22, hung out at Warren's place, held no job, and still reached only five-foot nothing. After the death of Warren and reign of Dark Rosenberg, Jonathan and Andrew made a strategic retreat to Mexico. The two stayed through the summer until Jonathan came up with a plan to win back everyone's trust (everyone being Buffy and her friends) by closing the Hellmouth once and for all. They came back across the border, snuck into the basement of Sunnydale High, and managed to locate the Seal of Danzalthar (apparently the reason there was a Hellmouth in the first place). Unfortunately, Andrew brutally murdered his only friend in the First-inspired mistaken belief that it would allow the entire Trio to ascend to godhood. Jonathan's payoff for taking control of his life and attempting something good: a knife in the side from his only remaining friend.

In truth, Jonathan never truly meant for anyone to get hurt. His essential flaws were that, after his high school indoctrination, he automatically gave into bullying and depended on sorcery for his sense of self-worth. He was capable of bravery, even of betraying Warren's weaknesses to the Slayer, but it always seems to be too little, too late for Jonathan. A couple of breaks, or a better decision here or there, and Jonathan could easily have become a solid White Hat. A measure of self-respect



Name: Jonathan Levinson
Motivation: Get some respect, be happy
Critter Type: Human
Attributes: Str 1, Dex 2, Con 2, Int 3, Per 3, Will 2
Ability Scores: Muscle 8, Combat 9, Brains II
Life Points: 22
Drama Points: 3
Special Abilities: +2 to Brains for Knowledge or Occult rolls, Sorcery 3

Maneuvers

Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	3	Bash



with some moral backsliding and Jonathan could have come into his own—as a bad guy. Open conflict between Jonathan and Warren for Big Bad status could make an interesting plot. Jonathan would no doubt play on the Cast's sympathies to gain their aid.

The Quick Sheet nearby updates Jonathan's statistics for Season Six. A Season Seven Jonathan would have Sorcery 4, assuming he somehow lives through or avoids Andrew's killing blow.

ANDREW WELLS

Andrew: I just want to say how proud I am to die for this very special cause with you guys. There's some, um, there's people I'd like to thank, both good and evil. Um, a shout out to my brother Tucker, who gave me the inspiration to summon demons and also . . .

Anya: Nobody cares, you little monkey.

—7.22 Chosen

What school was like for Andrew and his brother Tucker, not to mention their home life, must be surmised from the sheer depth of their social dysfunction and the apparently ready access both had to summoning rituals. After the defeat of his devil dogs in 3.20 The Prom, Tucker seems to have left town. Clearly Andrew learned no lessons from his brother's tribulations.

Andrew has never been a strong person, and is so used to retreating into fantasy he finds it hard to stop, even in a life or death situation (he is also under the delusion that Timothy Dalton was the best James Bond). He makes a passable lab assistant and has mastered the intricacies of roleplaying games (Trogdor!), but it's his rituals that really got him noticed. During Season Six, Andrew followed Warren slavishly (and with more than a little repressed desire). Once everything went to hell, he and Jonathan fled to Mexico.

When Andrew returned to Sunnydale, it was under the auspices of the First. Still beholden to Warren (now an avatar of the First), he murdered his only remaining friend. It may have been guilt, loneliness, or sheer disgust at what he had done, but Andrew seemed to experience some kind of change of heart after Jonathan's death. Less charitably, it may have just been his "follower" personality that adapted him to good once he was captured by the White Hats and allowed to stay with them as a "guestage." In any event, he refused the subsequent temptations of the First. Also, while he could have fled Sunnydale with the rest of the population, he felt obliged to stay and take part in the final battle. To his deep shock, he survived and now has to make something of his life.

Andrew serves as a somewhat pathetic but often humorous template for someone evolving from uncaring black to muddled gray. For those with serious geek cred (being a roleplayer is exhibit one), he can be terrific fun as a Cast Member or Supporting Cast. Giving him a higher power level (say through a magic item or subordinate possessing demon-type) would give him some added oomph, and make his moral choices that much more fraught with danger (at least for those around him).

The character sheet here represents Andrew just before the end of Season Seven. For Season Six, remove the Adversary Drawback and reduce his Getting Medieval and Language scores by one each (his Spanish improved a lot while on the run). Andrew's Adversary Drawback is relatively minor because of the First just can't be bothered with someone so insignificant. Now, that might change given the final events of Season Seven . . .



THE STUDENTS AND FACULTY OF SUNNYDALE HIGH

Sunnydale High School was also full of reasonably normal young people who were just trying to get through the day. Because of the misfortune of attending a school that was built on top of a Hellmouth, many of them suffered violent and bizarre deaths—and that was with the Slayer around. Still, every so often, a Cast Member could find a student or teacher with some juice and receive valuable help from an unexpected source. Several of the folks from the TV show illustrate good Supporting Cast Members.

FREDDIE IVERSON

Freddie (voice over): Look at them, scrambling for the teacher's praise like pigeons for thrown bread crusts.

Buffy: Will, who's that guy?

Willow: That's Freddie Iverson. He writes those editorials for the school paper. He's sardonic.

Freddie (voice over): Bread crusts. That's deep. I should write that down.

—3.18 Earshot

Freddie Iverson was on the staff of the Sunnydale High Sentinel at the old high school. He wrote controversial articles like “Teachers Fail Competency Exams,” “Dropouts Find Happiness” and “Apathy On The Rise, No One Cares.” He gave the students something to read in the school newspaper besides the obituaries.

Freddie's main role on the show was as a red herring during 3.18 Earshot. Didn't hear much out of him after that. Still, any Series set before Buffy graduates could use him as a source of information—he is a budding journalist after all. Maybe after graduation, he attended UC Sunnydale and got an internship at the Sunnydale Press, which would make him a valuable Contact for any Cast Member. Of course Freddie could have gotten out of Sunnydale and headed south for Los Angeles (a

popular choice for those tired of life on the Hellmouth). He might have become a cub reporter there (and maybe befriended various superhero types). He could also return to Sunnydale to blow the lid off the Slayer shenanigans.

SCOTT HOPE

Scott: But I'm in. I mean, y'know, if you are. If you want to.

Buffy: Uh, sure . . . I do. Y'know, if you want to.

Scott: Well, I do if you want to.

Oz: The judges will accept that as a yes.

—3.5 Homecoming

Scott Hope asked Buffy out during Junior year. This started a series of misconnections—at first, she rebuffed him due to her feelings about Angel; she reconsidered but freaked when he gave her a claddagh ring (just like Angel had done before); she got over that and reached out tentatively when Angel returned from “way out of town.” Still, Buffy decided to try to make something work with Scott. Natch, at this point, Scott dumped her. Last we heard, Mr. Hope was spreading rumors that Buffy was gay (kettle, meet black pot).

If Scott hadn't dumped Buffy, things could have gotten complicated. Very. The last time Buffy tried plain vanilla she broke it off herself (1.5 Never Kill A Boy on the First Date) because of the danger to the object of her affections. What would have made Scott any more resilient? Not a darn thing.

Scott serves as a model for any “mundane” who finds himself (herself?) attracted to a member of the Cast. This makes for great plot ideas and questions. Why has the Cast Member caught his attention? How does he react when the “part-time job” turns out to involve street fighting and the occult? Does he cut and run (increasing the Cast Member's feelings of isolation)? Does he stick it out and get hurt . . . badly (raising guilt and regret). Finally, could he be more than what he seems (say, like Billy Fordham in 2.7 Lie to Me)?

Name: Freddie Iverson
Motivation: Write the truth as he sees it
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 3, Per 3, Will 2
Ability Scores: Muscle 10, Combat 9, Brains 12
Life Points: 26
Drama Points: 2
Special Abilities: +1 to Brains for writing rolls

Maneuvers

Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	5	Bash



Name: Scott Hope
Motivation: Go out with Buffy
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 3, Per 2, Will 3
Ability Scores: Muscle 10, Combat 9, Brains 11
Life Points: 26
Drama Points: 2
Special Abilities: Attractiveness +2



Maneuvers			
Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	5	Bash

HARMONY KENDALL (PRE-VAMPIRE)

Cordelia: Harmony, shut up. Do you know what you are, Harmony? You're a sheep.

Harmony: I'm not a sheep.

Cordelia: You're a sheep. All you ever do is what everyone else does just so you can say you did it first. And here I am, scrambling for your approval, when I'm way cooler than you are 'cause I'm not a sheep. I do what I wanna do, and I wear what I wanna wear. And you know what? I'll date whoever the hell I wanna date. No matter how lame he is.

—2.16 *Bewitched, Bothered and Bewildered*

When Cordelia was the Queen of Sunnydale High, Harmony stood at the right hand of the throne. The two built a deep friendship on the solid basis of putting down everyone who wasn't cool enough to be them. Cordelia could be mean and shallow, but she had her moments of empathy. Harmony was just mean and shallow. Given the choice between losing her popularity and standing by her best friend, Harmony went social standing all the way. She continued this superficial existence until

graduation day, when she was killed by one of the Mayor's undead minions. Now she's a shallow vampire.

As handmaidens to the queen of mean (or indeed royalty themselves), Harmony and her kind exist to plague the lives of any student Cast Members. They insult and belittle, trick and embarrass, conspire and undermine, and always appears at the worst possible moment. If in due course terrible things happen to them, it's only poetic justice. Then again, it's more interesting if times arise when stereotypical bully characters show real emotions or possess vital clues—especially when the Cast is seriously thinking about leaving them to die.

LARRY

Xander: I'm just saying, it's gotta be frustrating, having the secret. You gotta be kinda filling up with resentment, unexpressed rage, just waiting to burst out. Today at lunch...?

Larry: What secret? Being gay? Man, I'm out! I'm so out I got my grandma fixing me up with guys.

—3.18 *Fearshot*

Name: Harmony Kendall
Motivation: Popularity
Critter Type: Human
Attributes: Str 1, Dex 3, Con 2, Int 1, Per 2, Will 2
Ability Scores: Muscle 8, Combat 10, Brains 9
Life Points: 22
Drama Points: 3
Special Abilities: Attractiveness +2, Mental Problems (Mild Cruelty), Obsession (Social Standing)



Maneuvers			
Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	3	Bash



Larry started out as the school bully, picking on those weaker than himself. This all changed during 2.15 Phases, when Xander inadvertently helped Larry confront his homosexuality (Xander thought he was helping Larry confront his lycanthropy). Larry changed after that, acting nicer to his former tormentees and feeling grateful to Xander for helping him come out. Larry also thought that Xander was gay despite vociferous protests to the contrary.

Like Jonathan, Larry is one of the students of Sunnydale High who was almost a White Hat. Larry and Jonathan helped load the library with explosives before the big snake blow-out in 3.22 Graduation Day - Part Two. In the Bizarro Sunnydale of 3.9 The Wish, Larry was one of the local vampire hunters along with Giles, Oz, and a short-lived girl named Nancy. After Larry realized that all his bullying was a front to cover up his orientation, he was well on his way to becoming a good man and a valuable ally for Buffy. All this ended at graduation when the Mayor turned into a giant snake and Larry was killed with one swipe of a massive serpentine tail.

Before his change of heart, Larry is a male version of Harmony. After he embraces his alternative lifestyle, Larry becomes a good guy and could even be a worthy Cast Member and a stand-up Joe against gay repression. He could also become embittered by his treatment and succumb to a tempting enough offer from evil (say being sired).

MR. PLATT

Mr. Platt: We're not gonna be friends. You have friends already, I hope. Friends are a good thing. Mm-hm. They like you, agree with you, tell you what you wanna hear. That's not what you need right now. What you need is a trained, not-too-crazy professional who will always give you his honest opinion. Which I offer. Have a seat.

—3.4 Beauty and the Beasts

Mr. Platt was the chain-smoking school counselor imposed on Buffy when Principal Snyder let her come back to school. Buffy was apprehensive about the required sessions, but Mr. Platt was cool and genuinely wanted to help her. He probably would have helped her, if the overly jealous Jekyll/Hyde wannabe Pete hadn't killed the man by pounding his face in.

If the Cast is in high school, there's every chance they encounter Mr. Platt or someone very much like him—skipping homework in favor of running around cemeteries at night seems easily classed as a behavior problem. After high school, a Mr. Platt-type could be in human resources or college guidance. Also, an interesting question arises about how much Mr. Platt actually knows. If he does know the truth (or even the more interesting rumors), is he still there to help? Platt could be a covert operative for the Watchers Council, a white witch vetting his charges for demonic influence, or a black magician . . . doing exactly the same. If the Cast are adults, Mr. Platt is a good choice to bring any “odd” problems at the school (college, workplace) to their attention.

Name: Larry

Motivation: Make up for years of bullying and find Mr. Right

Critter Type: Human

Attributes: Str 4, Dex 3, Con 4, Int 2, Per 2, Will 2

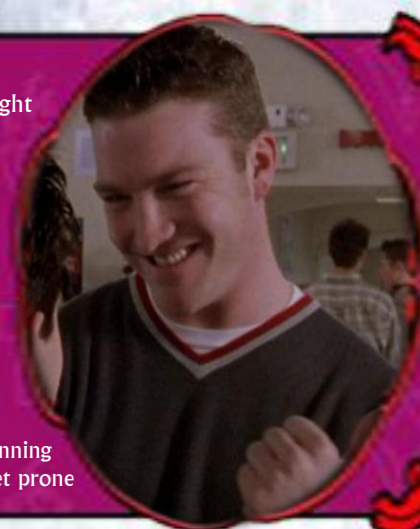
Ability Scores: Muscle 14, Combat 12, Brains 10

Life Points: 42

Drama Points: 2

Special Abilities: Jock, Natural Toughness, Showoff

Maneuvers			
Name	Score	Damage	Notes
Dodge	12	—	Defense action
Kick	11	12	Bash
Punch	9	3	Bash
Punt Kick	10	12	Spin Kick for jocks; needs running
Slam Tackle	14	11	Bash; no Parry; possible target prone





Name: Mr. Platt
Motivation: Help others confront their personal demons
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 3, Per 4, Will 2
Ability Scores: Muscle 10, Combat 9, Brains 14
Life Points: 26
Drama Points: 2
Special Abilities: +1 to Brains for Notice rolls
 (Mr. Platt is very astute)

Maneuvers

Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	5	Bash



PRINCIPAL ROBIN WOOD

Buffy: You knew I was the Slayer before you got here.

Wood: Yes.

Buffy: How? How did you know about Slayers?

Wood: Right. Okay. See, when I was a little boy I had a mother who was one. The one. The Slayer.

—7.14 *First Date*

There have been many Slayers throughout the ages, each one fighting the good fight against the vampires and demons. During a good part of the 1970s, the Slayer was one Nikki Wood. Nikki was a street-smart African American woman who had something of Buffy's style when it came to the slaying. There were plenty of differences though, the main one being that Nikki had a son. In 1977, Spike came to New York City, Nikki's base of operations. Robin witnessed his mother fighting Spike on a rainy New York night before he was taken to her Watcher, a man named Bernard Crowley. Robin didn't want his mom to go after Spike, but she had always told him that the mission was what mattered! Nikki later fought Spike on a subway and became the second Slayer-notch on Spike's belt. At four, Robin became an orphan.

Crowley taught Robin about the evil in the world and how to fight it (giving him a three-point Raised by Watcher Quality which provides a one-point physical Attribute bonus and two levels of Getting Medieval). While obsessed with tracking down and killing the monster that took his mother away, Robin also spent time trying to do good in the world. When Sunnydale rebuilt the high school over the Hellmouth, Robin managed to get himself appointed principal so that he could keep an eye on things close to the source. He also kept Buffy close by offering her a counseling job. While Buffy and the Scoobies were fighting evil in Sunnydale, Wood was doing the same. This led to some interesting encounters between the two, and is a good model for those wanting

to roleplay the adventures of a different Cast in Sunnydale while the Original Cast are still doing their thing.

Eventually Robin joined forces with the Slayer. Knowing only that he was a vampire, Wood didn't really trust Spike at first, but grudgingly accepted Buffy's vouching. Then he figured out that Spike was the vampire who killed his mother and that the First had set a mental trigger to get Spike to kill on command. He also learned that Buffy wasn't willing to sacrifice Spike. Wood conspired with Giles to separate the Slayer from her budding champion. He lured Spike to his sanctuary, played the song that triggered Spike's killing persona and tried to avenge his mother. Spike worked his way through the First's mental conditioning while Wood was beating the vampiric snot out of him. Then he proceeded to beat the principal to a pulp. Spike could have killed him, but figured that he owed Wood a life.

Given the desperate situation with the First and his past good deeds, Wood was allowed back in with Buffy's little army. Then Faith arrived from L.A., and a mutual attraction arose (though Wood was "much prettier"). By the end of Season Seven, Faith and Robin seem to be something of an item, though it might be nothing more than Faith having something to prove. Exploring the potential of those two making a go of it, and bringing in some allies in the on-going fight against evil . . . well, let's just say that's why we made this game.



Buffy

the vampire slayer™

roleplaying game

LIFE POINTS

DRAMA POINTS

EXPERIENCE POINTS



CHARACTER NAME Robin Wood

CHARACTER TYPE Been-Around-the-Black Hero

DESCRIPTION _____

ATTRIBUTES

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

QUALITIES

Attractiveness 4	Natural Toughness
Fast Reaction Time	Nerves of Steel
Good Luck 2	Raised by Watcher
Hard to Kill 3	Resources (Middle Class)

SKILLS

ACROBATICS	<u>0</u>	KNOWLEDGE	<u>3</u>
ART	<u>1</u>	KUNG FU	<u>6</u>
COMPUTERS	<u>1</u>	LANGUAGES	<u>2</u>
CRIME	<u>3</u>	MR. FIX-IT	<u>1</u>
DOCTOR	<u>2</u>	NOTICE	<u>3</u>
DRIVING	<u>1</u>	OCCULTISM	<u>4</u>
GETTING MEDIEVAL	<u>5</u>	SCIENCE	<u>2</u>
GUN FU	<u>1</u>	SPORTS	<u>0</u>
INFLUENCE	<u>4</u>	WILD CARD	<u>0</u>

DRAWBACKS

Adversary (Assorted) 3	Minority
Obsession	
(Avenge his mother)	

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____

PERCEPTION (DIO + PER + NOTICE) _____

COMBAT MANEUVERS

MANEUVER	BASE BONUS DAMAGE		NOTES
Arm Brace	9	10	Bash
Big Knife	9	12	Slash/Stab
Crossbow	9	16	Slash/Stab
(Through the Heart)	6	16	x5 vs vamps
Dodge	10	-	Defence action
Kick	9	10	Bash
Punch	10	8	Bash
Spin Kick	8	12	Bash
Stake	9	8	Slash/Stab
(Through the Heart)	6	8	x5 vs vamps
Sweep Kick	10	4	Bash, target prone
Sword	9	16	Slash/Stab

NOTES

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	



UNIVERSITY LIFE

College was different from high school for the Sunnydale Stalwarts, but that's the way it's supposed to be. A big change was the type of people that Buffy and her friends encountered. Most of them turned out to be witches (like Tara), initiative agents (Riley, Graham, and Forrest), or some kind of monster (Cathy and Veruca). Still, there were "normal" people on campus and here're a few.

PARKER ABRAMS

Parker: Some relationships center on a deep emotional tie. Or a loyal friendship. Or something. But most are just two people passing through life enriching or aggravating each other's lives briefly.

Willow: Go on.

Parker: Just for one night can't two people who feel an attraction come together and create something wonderful? And then go back to their lives the next day better for it but never over analyzing it or wanting it to be more than it was? I have. She should too.

—4.5 Beer Bad

Parker Abrams was the first person Buffy chose to become intimate with after Angel. The outcome wasn't much different though—one night of sex followed by the man becoming evil. While not evil with a big E, Parker did drop all pretense of wanting Buffy for anything more than a one-night stand. Buffy mooned after Parker until

she turned prehistoric from some supercharged beer. At that point, she hit him over the head with a hunk of wood. Riley first realized that he was in love with Buffy when he punched Parker for talking trash about the Slayer. Apparently hitting Parker Abrams is a good catalyst for personal revelations.

Parker's habits could have got him into much more trouble than that! What with Vengeance Demons, freshmen from alternate dimensions, and female vampires running around, he could have needed some serious rescuing after one of his "conquests." Alternatively, his encounter with the supernatural could open his eyes. What if he recognized the signs of dangerous sorcery at a frat party, and tried to tell the only person he knows could handle it? That would require some swallowing of the pride. He might just decide to try and handle it himself. If he survived such foolishness, he could be well on his way to good guy status. If he was somehow changed by the encounter (sired, infected, empowered, or one from column B), he could go either way. Finally, he could just remain as he is, a sexual predator—not supernatural but no less hurtful.

DEVON

Devon: Man, we need a roadie. Other bands have roadies. Oz: Well, other bands know more than three chords. Your professional bands can play up to six, sometimes seven completely different chords.

Devon: That's just, like, fruity jazz bands.

—3.16 Doppelgängland



Name: Parker Abrams
Motivation: Seduce and move on
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 2, Per 3, Will 3
Ability Scores: Muscle 10, Combat 9, Brains 11
Life Points: 26
Drama Points: 2
Special Abilities: +3 to Brains for Influence rolls

Maneuvers			
Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	5	Bash



Devon was the lead singer for *Dingoes Ate My Baby*, the band bussed by Oz. Devon had known Buffy and company since high school (he even used to date Cordelia, but he blew her off early in her Junior year). That makes him equally suited as a high school Guest Star, but he was actually seen at the Bronze more than anywhere else (besides, he was a year ahead of Buffy and her friends). Devon is listed here because his house across the street from UC Sunnydale became the *Dingoes Ate My Baby* HQ. Oz lived there until he went on his quest for a werewolf cure. Despite years of living near a Hellmouth, Devon remained blissfully unaware of the supernatural world around him.

So what if something decided to take advantage of this? Presenting Devon with some kind of enchanted instrument would expose a lot of kids to the “dangers of rock and roll.” Engaging the band for a private party is the easy-entertaining option for your chic vamp (the snacks supply the music). And then there are his contacts in the L.A. underground scene that could turn out to actually be underground. But as much fun as a clueless Devon may be, he may be even more valuable to your Cast as a friend, supportive even if massively freaked by the revelation his bass player is a werewolf.

DEAN GUERRERO

Buffy: The dean. Dean Guerrero. He's the king of us, and he was at the ceremony.

Giles: Likely candidate. We should warn him.

—4.8 Pangs

Dean Guerrero is the president of the UC Sunnydale, but apart from the fact that his wife makes pretty good pies there isn't a lot known about him. That's because Buffy and her friends didn't interact with the dean the same way they had to deal with their high school principal. Part of this was just the way things are at a university—less restrictions on students, more folks around, no reason to see the dean regularly. Part of this was the difference in underpinning. The high school was built on a Hellmouth and Principal Snyder was tasked with covering up any stories of a supernatural nature. UC Sunnydale did cover a secret government facility but Dean Guerrero did not have the required security clearance.

Well, he was out of the loop as far as we know. If would be logical for him to be clued in (makes substantial subterranean construction a bit easier to pull off). If Riley had decided to stonewall Buffy, or even view her as

Name: Devon
Motivation: Party, play, become famous
Critter Type: Human
Attributes: Str 2, Dex 2, Con 3, Int 2, Per 1, Will 2
Ability Scores: Muscle 10, Combat 9, Brains 10
Life Points: 30
Drama Points: 2
Special Abilities: +2 to Brains for singing rolls

Maneuvers			
Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	5	Bash





Name: Dean Guerrero
Motivation: What's good for UC Sunnydale
Critter Type: Human
Attributes: Str 2, Dex 2, Con 3, Int 4, Per 2, Will 4
Ability Scores: Muscle 10, Combat 9, Brains 14
Life Points: 30
Drama Points: 2
Special Abilities: +3 to Brains for Knowledge and Influence rolls, Contacts (various) 3-5

Maneuvers

Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	5	Bash



part of the problem, an informed dean could make life difficult for our heroes. Or he could have been connected to the Mayor's little conspiracy and might like a spot of revenge. He could also be a mundane heavy, ready to shut down Delta House and have those boys expelled for their wild and destructive Halloween parties. If he's brought to the supernatural good side, he could be invaluable for his knowledge, access to resources, and political connections.

AWAY FROM ACADEMIA

Not all of Sunnydale is involved in either teaching or attending school. Real life is what goes on outside the chain link fences or ivory walls. Real people fill real life (unless you live in far off places, like the arctic circle or Montana). Professionals, drop-outs, authority figures, even relatives all populate real life. Really.

ALAN FINCH

Mayor Wilkins: Mr. Finch was not only my longtime aide and associate, he was a close personal friend. I promise you I will not rest until whoever did this is found and brought to justice. Thank you very much.

—3.15 Consequences

Alan Finch was the Deputy Mayor of Sunnydale during the final days of the Wilkins administration (prior to the whole snake conflagration jazz). He worked diligently and tried to deal with the day-to-day weirdness that was the Wilkins administration. As the ascension drew closer, it apparently became too much for him. It seems like Finch intended to tell the Slayers what he knew, but there is no way to be sure. Faith staked him while fighting the Eliminati vampire cult with Buffy. Buffy was horrified that an innocent had been killed, but Faith brushed it off. That was the start of Faith's unpleasant phase.

A more careful Slayer, a duller stake, or some convenient body armor, and Finch would have become a

Name: Alan Finch
Motivation: Serve his community
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 3, Per 3, Will 3
Ability Scores: Muscle 10, Combat 9, Brains 13
Life Points: 26
Drama Points: 2
Special Abilities: +1 to Brains for Influence rolls, +2 to Brains for Knowledge rolls concerning the Mayor and his activities, Contacts (various) 4

Maneuvers

Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	5	Bash



Name: Willy
Motivation: Make a living, any which way
Critter Type: Human
Attributes: Str 2, Dex 3, Con 3, Int 2, Per 4, Will 2
Ability Scores: Muscle 10, Combat 11, Brains 11
Life Points: 30
Drama Points: 3
Special Abilities: +4 to Brains for rolls to determine how much he knows

Maneuvers			
Name	Score	Damage	Notes
Dodge	11	—	Defense action
Punch	11	6	Bash



vital source of information for the White Hats. They certainly would have listened to him, maybe come to trust him, and even if he eventually betrayed them the difference this would have made to the rest of the Season is incalculable. Alternatively, had he lived, he might have come to prominence once the Mayor was dead. Then he could have revealed his ambitions . . .

WILLY THE SNITCH

Xander: Got the address. Beat it out of Willy the Snitch personally.

Buffy: You beat up Willy?

Xander: Sure. Well, actually, let's just say I applied some pressure. Or, more accurately, that I asked politely. And then, okay, I bribed him.

Buffy: How much?

Xander: Twenty-eight bucks.

—3.17 *Enemies*

The owner of the cleverly named Willy's Place was an unsavory character who wasn't afraid to hang out with assorted human and supernatural scumbags. To his credit, Willy did try to keep his patrons safe, and he can be a veritable treasure trove of information about

Sunnydale's darker goings-on. He gladly shares his information for cash, or for the promise to stop beating him up.

DORIS KROGER

Doris: I'm Doris Kroger, from Social Services. We had an appointment?

Buffy: Oh, for Wednesday.

Doris: This is Wednesday.

—6.11 *Gone*

In Season Six, Buffy had to deal with serving as her sister's guardian, being the family's sole breadwinner, and no longer being dead. The last thing she needed was bureaucratic interference, so that's of course exactly what she gets. As the rest of her life went to hell, Buffy ran into a sharp-eyed social worker who seemed to uncover most of the secrets of 1630 Revell Drive within five minutes—in their surface form that is (unsuitable boyfriend, suspicious herbs). Doris Kroger appeared blind to the supernatural, but you never can tell with those crafty social workers.

Doris was a trained professional, paid specifically to go around Sunnydale poking her nose into strange living

Name: Doris Kroger
Motivation: What's best . . .
Critter Type: Human
Attributes: Str 1, Dex 2, Con 2, Int 3, Per 3, Will 3
Ability Scores: Muscle 8, Combat 8, Brains 13
Life Points: 22
Drama Points: 2
Special Ability: +2 to Brains for Notice rolls

Maneuvers			
Name	Score	Damage	Notes
Dodge	11	—	Defense action





arrangements. That she survived to a ripe forty or so and continued to plug away at her job was testament to astounding luck, well-concealed apathy, or the involvement of Social Services in the conspiracy (in much the same way the police were). She could also have been a transfer from someplace not so dangerous (like L.A. or Cleveland). Either way, her value as a means of complicating the Cast Member's lives should be obvious. She could represent the nice people of Sunnydale in all their obtuse glory, and could pester the Cast with the power of the State of California at her back. Or she could be part of evil's machinations, and . . . pester the Cast. Or she could just be an overworked civil servant doing her job as best she can. It could easily be argued that getting Dawn away from Sunnydale would be the best child welfare choice.

CHANTERELLE/LILY/ANNE

Lily: Lily's from a song. Rickie picked it. I'm always changing anyway. Chanterelle was part of my exotic phase.

Buffy: It's nice. It's a mushroom.

Lily: It is? That's really embarrassing.

Buffy: Um, well, i-it's an exotic mushroom, if that's any comfort.

—3.1 Anne

Nobody knows what her real name is. Before she came to Sunnydale, she called herself Sister Sunshine and was part of a fringe religious group. When she was a member of the vampire worshipping Sunset Club, she went by the name Chanterelle. In Los Angeles, she was a struggling Lily. When we last saw her, she had adopted Buffy's middle name, Anne.

Chanterelle seemed to gain more confidence and backbone as she progressed through name changes (and survived events that she had no business surviving). She

was a strange combination, easily taken in but capable of devoting will and energy when inspired by a cause (or obsession). She was a fragile figure tough enough to survive on the streets, even when the streets were in Sunnydale or L.A. If her behavior adds up to anything, it's a search for something to believe in!

The question remains where she came from. Why did she flinch when her family was even mentioned? Perhaps uncovering this is the way your Cast can save her from the consequences of her latest experiment—or perhaps it is not only Chanterelle that needs saving. The capacity for blind devotion is a valuable commodity to anything that needs a willing sacrifice to open the Hellmouth . . .

The Quick Sheet here covers Chanterelle as a victim or someone still searching for her place in life. Her later life as Anne, the teen shelter manager, is covered in the *Angel RPG*.

FATHER GABRIEL

Angel: Or maybe it was trapped there, and now it's released. Something that has a fondness for ancient weapons. You know Father Gabriel?

Giles: No.

Angel: He knows the history of this place pretty well. His family dates back to mission times. He might be able to fill in some blanks.

—4.8 Pangs

Father Gabriel lived in one of the forty-three churches in Sunnydale. His family had been around for the past three centuries and he was an expert in the history of Sunnydale. This would have made him a valuable resource if Angel bothered to tell anyone before the priest was killed by Hus on Thanksgiving. As it was, Buffy got to his church just in time to watch him die.

Name: Depends
Motivation: Find someone to follow
Critter Type: Human
Attributes: Str 1, Dex 3, Con 3, Int 2, Per 2, Will 1
Ability Scores: Muscle 8, Combat 10, Brains 9
Life Points: 26
Drama Points: 3
Special Abilities: +2 to Brains for rolls involving surviving the streets

Maneuvers			
Name	Score	Damage	Notes
Dodge	10	—	Defense action
Punch	10	3	Bash





Name: Father Gabriel
Motivation: A quiet life of spiritual contemplation
Critter Type: Human
Attributes: Str 1, Dex 2, Con 2, Int 4, Per 3, Will 3
Ability Scores: Muscle 8, Combat 9, Brains 12
Life Points: 22
Drama Points: 2
Special Abilities: +3 to Brains for anything concerning the History of Sunnydale

Maneuvers

Name	Score	Damage	Notes
Dodge	9	—	Defense action
Punch	9	3	Bash



In your Series, Father Gabriel could realize his full potential—once he has been convinced that they aren't some kind of demon-worshipping cult themselves. At the very least, he could assist the Cast in working through their ethical doubts and periodic insecurities (there is a dearth of grown-up role models in Buffy). He could also aid in research—with his family history, he could possibly have unique knowledge as to the location of various artifacts and sunken buildings. He could provide the holy water and communion wafers that form part of every Slayer's kit. The importance of the sacraments as anything other than ammunition has been downplayed in the TV series, but a Catholic priest might have strong opinions on the subject (as well as unknown supernatural capacities). And while we're discussing the good father, a traditional exorcism is best done by someone possessing holy orders of some sort.

Things could go even deeper. Perhaps the church has an organized occult-fighting branch (more on that in the Military Monster Squad sourcebook). Perhaps it's working quietly against the worst of the supernatural depravity. The Father could be a new inductee or even a veteran warrior (in the latter case, his Quick Sheet should be revised to make him a whole lot tougher, perhaps even adding a couple levels of Sorcery). Ah never mind, who ever heard of an elite force of holy warriors—how lame is that?

SHEILA ROSENBERG

Sheila: Willow, you cut off your hair. That's a new look.
Willow: Yeah, it's just a sudden whim I had—in August.
 —3.11 Gingerbread

Sheila is Willow's mom, and married to Ira Rosenberg. Unlike Buffy's mother, Sheila is more interested in her own projects than her daughter. She generally dismisses everything Willow says with a sound-bite psychological explanation. Sheila is very liberal, at least when it comes

to protesting Thanksgiving and Columbus Day because of the genocide perpetrated on America's indigenous peoples. She is much less open-minded when it comes to her daughter dating a musician. For the most part, Willow's mom is very rational and intellectual, though she did get caught up in a supernatural-oriented mass hysteria once. Fortunately for her rational frame of mind, she quickly forgot that she helped lead an effort to burn Willow at the stake.

Once Willow went to college, our favorite Wicca spent more time on campus and less time at home. That makes it a bit more difficult to work Sheila into plotlines, but several avenues could be explored to address that. Sheila could have become the owner of Miss Kitty Fantastico after Glory made things too dangerous for cute little kittens to live with White Hats. Also, Sheila could conduct protests or pursue a post-graduate degree on campus and run into the Cast regularly. Finally, Mrs. Rosenberg could apply her extensive (?) psychological knowledge as an adjunct professor and wind up with one of the Cast in her class.

When Willow started dating Tara, Sheila was proud of her daughter's "political statement." When the novelty wore off and Willow was still a lesbian and still very much in love with another woman, Sheila avoided the subject entirely (in all the time that Willow and Tara were together, Sheila spent little time with Tara—as far as we know).

Sheila is a good person to involve if you need to convince the authorities that the Indian burial mound really shouldn't be disturbed—but just remember that it took a demonic charm to make her accept the supernatural and she didn't remember afterwards. What is needed to get her to take a teenager, even her own daughter, seriously, is an open question. She, or similar parental types, are ideal for exploring generational gap issues, or parent-child misconnect themes.

Name: Sheila Rosenberg
Motivation: She's too busy for motivations, she has work to do
Critter Type: Human
Attributes: Str 1, Dex 2, Con 2, Int 5, Per 1, Will 2
Ability Scores: Muscle 8, Combat 8, Brains 13
Life Points: 22
Drama Points: 2
Special Abilities: +2 to Brains for Knowledge rolls



Maneuvers			
Name	Score	Damage	Notes
Dodge	11	—	Full Defense

UNCLE RORY HARRISON

Xander: Anya? You really have to get this knocking thing down. How did you . . . ?

Anya: Your Uncle Rory let me in. Does he always smell like peppermint?

Xander: The man likes his schnapps. What are you doing here?

4.4 Fear, Itself

Xander's Uncle Rory is a retired taxidermist and alcoholic who flirts with anything in a skirt. He is a good example of a Harris family member—i.e., highly dysfunctional but a lot less scary than Xander's father. It appears that Rory was a frequent resident at the Harris household. He also gave Xander his first car. Well . . . maybe not "gave" so much as let Xander drive it because Rory's stack of DUIs prevented him from getting behind the wheel of an automobile any time soon.

Uncle Rory's capacity for finding trouble was never explored in the TV series, but can you really think of anyone more likely to find it? Imagine discovering him in Willy's Place when the Cast arrives on a serious information mission. Probably just wandered in for a

quick pick-me up and didn't notice the odder clientele. Or maybe he did notice them and has some pointed questions, as soon as his brain gets a bit clearer (couple more drinks should do it). Xander might be told to "stay with your Uncle and make sure he turns up to the christening on time"? Rory could also be used to explore non-malicious but no less hurtful sexual harassment issues. Finally, who's to say there isn't some specific reason he drinks? He's lived in Sunnydale a long while . . .

MR. MACLAY

Mr. Maclay: You can't control what's going to happen.

You have evil inside of you and it will come out. And letting yourself work with all this magic is only going to make it worse. Where do you think that power comes from?

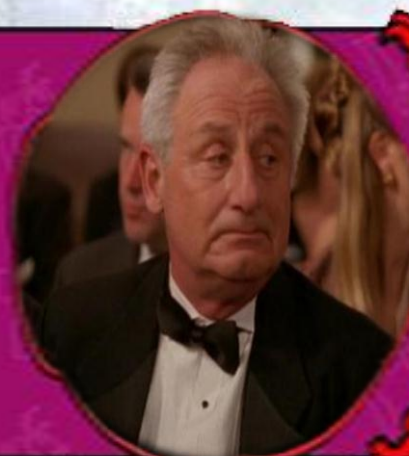
Tara: It doesn't feel evil. . . sir.

Mr. Maclay: Evil never does.

—5.6 Family

When Tara's family arrived shortly before her 20th birthday in her second college year, she was not overjoyed. Her friends knew her mother was dead. They did not know she had been told since childhood that she

Name: Rory Harrison
Motivation: Eat, drink, and be merry
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 2, Per 1, Will 1
Ability Scores: Muscle 10, Combat 10, Brains 9
Life Points: 26
Drama Points: 2
Special Abilities: +2 to Brains for any roll involving resisting inebriation



Maneuvers			
Name	Score	Damage	Notes
Dodge	10	—	Defense action
Punch	10	5	Bash



Name: Mr. Maclay

Motivation: Keep the arcane and abnormal where they belong—in the laundry room

Critter Type: Human

Attributes: Str 2, Dex 2, Con 2, Int 2, Per 2, Will 3

Ability Scores: Muscle 10, Combat 10, Brains 9

Life Points: 26

Drama Points: 2

Special Abilities: +3 to Brains for Notice rolls involving the supernatural

Maneuvers

Name	Score	Damage	Notes
Dodge	10	—	Defense action
Punch	10	5	Bash



had demon blood and if not kept strictly under control would become a monster—just like Mommy. Her father had come to take her home where she could cook and clean and give up these dangerous ideas of having an independent life or an education. The entire story turned out to be a ploy to repress the sorcerous potential possessed by the women of her lineage. Mr. Maclay knew the story was false but nonetheless felt justified in subjecting his daughter to years of terror, self doubt, and manipulation under the guise of “really caring” and keeping the world safe from “evil.” Whatever might be said about Sheila Rosenburg, at least she was under a spell when she pulled her wacked-out parent biz.

The Maclay clan could be treated as back woods farming or coal mining types, where cousins marry and the family secret is known but never discussed. They could also be more Middle America types—upstanding, God-fearing, small town, community anchors dedicated to maintaining that position and reputation at all costs. In any case, the lie could have been going on for generations. More than one Episode could be devoted to fall-out or background from Tara’s repressed ancestors.

Although Tara’s family is not native to Sunnydale, they are a sterling example of how some people deal with the knowledge that witchcraft and demons are real—by twisting the truth to suit their own agenda. It would take only a little push to send Mr. Maclay or son Donny over the edge to destroy what they cannot control. For those with a real yen for moral ambiguity, some spell of Tara’s (or a Tara-like character) could have such dire repercussions that the family goal (if not the means) starts to look reasonable.

THE POTENTIALS

During the last season of *Buffy the Vampire Slayer*, the Summers home on Revello Drive became the sanctuary and training camp for as many Potential Slayers as Giles could find. Some of them were already Slayers-in-Training, turning to Giles when their own Watchers were killed by agents of the First. Others were just clueless teenage girls with no idea about the occult world they became immersed in when contacted by Giles and his allies. The Potentials can be used as Cast Members or Supporting Cast, depending on the your needs and those of your players.

If the events of Season Seven are ignored (no First, no Harbingers, no Scythe, no empowerment spell, no Sunnydale Crater Bay), the Potentials could still be used as possible Slayers (using the former one-at-a-time Slayer cannon). What if Faith had flatlined briefly during her coma? Maybe that activates Amanda. What if every time Buffy flatlines, a new Slayer is activated? Rona and Vi could be brought into the mix as well. The Potentials don’t even need to be activated to be useful in an alternate Sunnydale. Maybe the Watchers face some other threat, and they decide to send some Slayers-in-Training to Sunnydale. Giles could still show up with Annabelle, Kennedy, and Molly.

If you include the final events of the TV series, most of the material below becomes past history—all Potentials and Slayers-in-Training are now full Slayers. The characters and stats below (at least those who survived the final battle) should all be supplemented with the Slayer Quality (adding in only the physical bonuses if the junior butt-kicker already had the Slayer-in-Training Quality).



KENNEDY

Kennedy: And we like the same things. Italian. Skate punk. Robert Parker mysteries. Fighting evil.

Willow: I don't like any of those things. Except the fighting evil part. And even then I'd prefer a nice foot massage.

Kennedy: Okay . . . I dig the way you always turn off the Moulin Rouge DVD at chapter 32 so it has a happy ending. (She becomes serious.) I like the way you speak. It's interesting. And your freckles. Lickable. I'm not into the magic stuff. Seems like fairy tale crap to me. But it matters to you. You care about it. So it's cool.

—7.13 The Killer in Me

Kennedy was one of the Potentials discovered by the Watchers and contacted at an early age. She wasn't too hard to find—her house was the really, really big one. It would not be unreasonable to describe her family as rich. It would be more reasonable to describe her family as being obscenely wealthy. Their exact net worth could be described as gobs of cash. This kind of trust fund existence meant that Kennedy wasn't expected to actually do anything, which freed her up to do anything. When a Watcher approached Kennedy's family about training their daughter, they were more than a little concerned. The whole Slayer/vampires/supernatural thing fell somewhere between their daughter being gay and their son being vegan on the parental freak-out scale. Kennedy trained hard with her Watcher (this gives her the Slayer-in-Training Quality, see **Slayer's Handbook**, pp. 32-33), but at age nineteen she was pretty sure that she was too old to ever be called.

Then someone started killing the Watchers and their charges.

Of all the Potentials hiding out at Buffy's house, Kennedy had the most in the way of leadership abilities. Maybe this is because, being too old to be "called," she had already turned her mind to the possibility of becoming a Slayer-trainer. That's not to say that she didn't make mistakes. Her public criticism of a Potential named Chloe gave the First the ammunition to talk Chloe into hanging herself. Still, Kennedy didn't dwell on failure. She was the type of person who decided what she wanted and then went out and got it. One of the main things she wanted when she first came to Sunnydale was Willow.

Willow wasn't used to such a forward suitor. With all of her previous relationships, things took a while to get started. Then there was also the fact that her last relationship ended so traumatically. The death of a lover would have been hard enough to deal with, but Tara was the one—the soulmate-'til-death-do-us-part one. Willow didn't want to do anything that would take away from her memory, but Kennedy didn't know any of that at first. Kennedy maneuvered herself into Willow's room when sleeping arrangements were being made, and later managed to trick Willow into a first date (not the most honest way to start a relationship, but we did mention the spoiled-rich-only-nineteen part, right?). The first date went well until a spell (we're calling it the Penance Malediction Spell) Amy Madison had planted on Willow finally activated. Willow transformed into Warren after she kissed Kennedy. Things got worse after that, but it ended up being another kiss from Kennedy that turned her back (only after Willow realized that the guilt she had felt was about her fear of letting Tara go—not of killing Warren).



Buffy

the vampire slayer™

roleplaying game

LIFE POINTS

DRAMA POINTS

EXPERIENCE POINTS



CHARACTER NAME Kennedy

CHARACTER TYPE Hero

DESCRIPTION _____

ATTRIBUTES

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

QUALITIES

Attractiveness 2	Resources (Rich)
Fast Reaction Time	Good Luck 2
Slayer in Training	

SKILLS

ACROBATICS	<u>4</u>	KNOWLEDGE	<u>2</u>
ART	<u>0</u>	KUNG FU	<u>5</u>
COMPUTERS	<u>1</u>	LANGUAGES	<u>1</u>
CRIME	<u>2</u>	MR. FIX-IT	<u>0</u>
DOCTOR	<u>2</u>	NOTICE	<u>4</u>
DRIVING	<u>0</u>	OCCULTISM	<u>2</u>
GETTING MEDIEVAL	<u>5</u>	SCIENCE	<u>0</u>
GUN FU	<u>0</u>	SPORTS	<u>2</u>
INFLUENCE	<u>0</u>	WILD CARD	<u>0</u>

DRAWBACKS

Adversary (Assorted) 4	Obligation
Covetous (Mild Lechery)	(Watcher Council)
Minority (Lesbian)	

USEFUL INFORMATION

INITIATIVE (DIO + DEX) _____

PERCEPTION (DIO + PER + NOTICE) _____

COMBAT MANEUVERS

MANEUVER	BASE BONUS DAMAGE		NOTES
Dodge	9	-	Defence aciton
Kick	8	8	Bash
Punch	9	6	Bash
Stake	9	6	Slash/Stab
(Trough the Heart)	6	6	x5 vs vamps

NOTES

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	



PENANCE MALEDICTION SPELL

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: An effigy of the intended victim and lots of chanting. Presumably Amy had an old photo of Willow from their Coven days, or at least a yearbook picture.

EFFECT: The Penance Malediction is used for punishment. After a lengthy ritual, it attaches to a particular victim and remains dormant until she feels a moment of intense guilt. At that point, the victim is transformed into a representation of the worst thing she ever did. In most cases, the transformation is triggered by guilt over a particular crime and the transformation itself turns the victim into whomever she had victimized in the first place. Whoever the victim transforms into, it will be highly upsetting.

The transformation is a complete one. Not only does the victim look like someone else, she actually becomes someone else. After Willow was transformed into Warren, she adopted all of his most endearing qualities (among those a penchant for slapping women and calling them sluts).

It's unknown whether a counterspell exists that can dissipate the Penance Malediction before it has run its course (either before or after it has triggered). As far as we know, the victim must either wait a few hours for the spell to wear off or must come to terms with her guilty feelings.

Penance Malediction is a very serious spell to cast against another person. Amy felt that she was justified because Willow had gone evil and had tried to destroy the world, yet everybody was still her friend. This kind of rationale would never fly with a true witch, such as Vaughn and the rest of the UC Sunnydale Wicca Group (or Tara for that matter). The Penance Malediction definitely falls in the dark magic end of the spectrum.

Willow and Kennedy became a somewhat uneasy item since that night. Kennedy is quite enamored of Ms. Rosenberg. Not surprisingly, she has never met anyone like Willow before (probably because there aren't many like our favorite red-head). Willow doesn't love Kennedy like she loved Tara—it might even be too early to say Willow loves Kennedy at all, but she does like being with Kennedy. At least Willow doesn't feel quite so lonely any more. Oh, and Kennedy's pierced tongue does add a bit of spice.

Kennedy could be the main character in a series of adventures set before she came to Sunnydale. Of necessity, it wouldn't include a Slayer but Kennedy, her Watcher, and perhaps one or two other allies could make for a good surrogate Scooby gang. A Kennedy/Willow team-up Episode could also be entertaining—it could take place while the other Original Cast Members were dealing with other pressing problems. It need not have anything to do with the First. Willow would struggle with self-doubt and fear of magic use. Kennedy would alternate between sympathetic support, sincere faith in Willow's goodness, and "get off your butt and act" tongue-lashings. After Sunnydale falls (sinks?), a fully charged Kennedy and (perhaps) an unburdened Willow would make a scintillating supernatural one-two punch.

AMANDA

Buffy: Hey, Amanda. This is my other job. And you're right. I am a little weird.

Amanda: Yeah. A little weird. Okay. One minute I'm in Swing Choir, and the next . . . (She gets worked up.)

What the hell's going on? You say to come to you with problems. Turns out a vampire attacked me. Big Problem. So I go to your house, only when I get there this orange cloud hits me—

Dawn: She was in the doorway . . .

Amanda: —and I don't know if you're into "the drugs" but that's not my deal, all right? That cloud hit me and I got all dizzy . . . and discombobulated.

Dawn: It was Willow's spell. (She turns to Buffy.) She's the Potential Slayer.

—7.12 *The Potential*

Amanda began as a shy girl attending Sunnydale High v2.0. She was smart but a bit of a misfit. There was a boy at school who constantly picked on Amanda because her single mom couldn't afford to buy much in the way of new clothes (pretty much with the same insults Cordelia used against Willow in Season One). Amanda reacted by jumping the boy and pounding his face into the pavement. This may have been a rare burst of Potential Slayer fighting ability, but it probably had a lot more to do with Amanda just being Amanda.

Amada had a fairly active social life when she wasn't being picked on by boys or beating up boys for picking on her. She was active in the Swing Choir and had participated in the model UN (she represented Uruguay). She had also played a few roleplaying games in her time (and as anyone reading this book probably realizes, that usually takes more than one person).





Name: Amanda
Motivation: Find the reason for all the weird stuff, not get killed by the weird stuff
Critter Type: Human
Attributes: Str 2, Dex 3, Con 3, Int 5, Per 3, Will 3
Ability Scores: Muscle 10, Combat 12, Brains 13
Life Points: 30
Drama Points: 10
Special Abilities: Slayer-in-Training, Misfit



Maneuvers			
Name	Score	Damage	Notes
Dodge	12	—	Defense action
Kick	11	8	Bash
Punch	12	6	Bash
Stake	12	6	Slash/stab
(Through the Heart)	9	5	x5 vs vamps
Crossbow	12	18	Slash/stab
(Through the Heart)	9	17	x5 vs vamps

The discovery of Amanda's potential slayerhood was a bit of a misadventure. Willow cast a spell that would surround the nearest Potential with a nimbus of light just as Amanda came to the front door of the Summers house. Dawn was on the inside by the front door, so everyone assumed that the light was glowing around her. Dawn assumed along with everyone else that she was a Potential until she ran into Amanda trying to escape a vampire. When two Bringers showed up gunning for Amanda, Dawn came to the realization that Amanda was the Potential and not her. Amanda joined the rest of the Potentials at Buffy's house and Dawn went back to being a normal human (which as Xander explained so movingly, is just fine).

The Amanda Quick Sheet below sets her up as a Guest Star who knows about her Slayer heritage (the Slayer-in-Training Quality with its full Obligation component). If introduced before that she would not have the Slayer-in-Training Quality. She could also easily be used as a White Hat Cast Member. In that case, make sure she has a Wild Card skill to cover geekiness and give her ten more Drama points. Either way, she could work well as a token geek in a Series absent the Original Cast. She might make an excellent romantic interest for Andrew, if he decides he actually liked girls, or Jonathan, if he hadn't been killed by his best friend. Perhaps they are attracted by shared geek references and witticisms. In an alternate Sunnydale, maybe Jonathan managed to avoid Death by Andrew and closed the Seal of Danzalthar for a moment. Maybe Amanda gets activated as a Slayer for some reason and with no Watcher to train her, she has to rely on the mystical knowledge of the former superstar. Hey, it could happen.

MEET THE POTENTIALS

There were many more Potentials other than Amanda and Kennedy. By the time Buffy was ready to assault the Hellmouth, she had over two dozen living at her house. Most of these Potentials were never really detailed, just faces in the crowd listening to Buffy telling them the full extent of the danger they faced, Giles issuing dire warnings, or Faith being reticent but still inspiring. Still, what information is known, we pass along in the following list of named Potentials. We've also included a generic Potential Quick Sheet. At first most of the Potentials were just average girls (though they still have those Drama Points to use like Amanda did when she killed her first vamp). During the course of the Season, they all go through enough of Buffy Boot Camp to be considered Slayer-in-Trainings. Once Willow activates all the Potentials, they become full-bore Slayers and have all the Attribute bonuses and advantages of that Quality. Of course by then Sunnydale is a big giant crater, and continued adventures in that locale are harder to come by.

Annabelle: Annabelle was an upper class British gal who was very much into her training. She claimed to have complete confidence in the Watchers and the Slayers. Naturally, she's the one who panicked and got killed by an Ubervamp.

Caridad: Caridad was the Latin Potential who took part in Faith's scouting mission (the one that ended with the big explosion). Fate unknown.

Chloe: She was one of the younger Potentials who had a hard time keeping up with the others. The First managed to talk her into suicide.



Cho-Ahn: She's the Cantonese girl that Giles brought to Sunnydale who could speak no English whatsoever, but still had an eerily accurate idea of what was being discussed around her. Fate unknown.

Dianne: She was relatively undistinguished until Caleb snapped her neck during the first assault on the Vineyard.

Eve: Eve was a southern blond girl who was killed before she ever met Buffy and the Potentials. Of course, no one knew this at the time, so the First used Eve's form to mix in with the Potentials and sow the seeds of doubt and fear.

Molly: Molly was the other Brit who first came to Sunnydale with Giles, Annabelle, and Kennedy. She was the youngest of that group, loved to snack, and started with no confidence in herself. She got over that just in time to be killed by Caleb in the first battle in the wine cellar.

Rona: Rona was an African American girl who came to Sunnydale by bus. She spoke up mostly as a Doubting

Thomas who had no confidence in Buffy's plans. At first she wanted nothing to do with being a hero. She only stayed in Sunnydale because it was the place safest from the Bringers. Fate unknown.

Shannon: Shannon has the distinction of being the centerpiece of Caleb's twisted way of saying hello to the Slayer. Unfortunately for Shannon, "hello" involved Caleb branding her on the neck, stabbing her in the stomach, and shoving her out of a moving pick-up truck. Willow and Faith found Shannon and brought her to a hospital, where she got better. Fate unknown.

Vi: Like many of the Potentials, Vi started out very unsure of herself. She hurt her arm in training and tended to shout things like "I'm just a helpless girl" when faced with monsters. By the time the Hellmouth was closed and all of the Potentials were turned into Slayers, she had become more like the drill sergeant from *Full Metal Jacket*. Fate unknown.

Name: Little Ms. Potential

Motivation: Not be killed by a Bringer or Ubervamp, maybe become the Slayer one day

Critter Type: Human

Attributes: Str 2, Dex 3, Con 3, Int 2, Per 2, Will 2

Ability Scores: Muscle 10, Combat 12, Brains 11

Life Points: 30

Drama Points: 10

Special Abilities: Slayer-in-Training
Maneuvers

Name	Score	Damage	Notes
Dodge	12	—	Defense action
Kick	11	8	Bash
Punch	12	6	Bash
Stake	12	6	Slash/stab
(Through the Heart)	9	5	x5 vs vamps



Buffy

THE ORIGINAL SERIES



MAIN CAST

SEASONAL ADJUSTMENTS

Seasons Six and Seven were hard on everyone, but especially the continuing cast. Here we update their talents and abilities for those using the Original Cast in their Series.

Buffy Summers: Buffy returns from the grave in Season Six with Emotional Problems (Depression). By the end of the Season she shows signs of shaking it, but it's a long haul. Her Slayer abilities did not degenerate during her "rest," but neither did they improve. Unfortunately, her day job at the burger joint did not grant her any new skills.

With Season Seven, Buffy is finally back in the game after a year of bad choices. By the series finale, all of her Physical Attributes have increased by one.

Willow Rosenberg: Willow's Season Six character sheet appears in *The Magic Box* (see p. 44). At that point, she has reached Sorcery 9. Unfortunately, she also gained the Magic Addiction Drawback (see Magic Box, p. 51-53) and her magical interests drown out everything else, leading to no further changes. That is, of course, until her mean truckin' mama, Darth Rosenberg phase. That incarnation is also dealt with in *The Magic Box* (see p. 21). The primary change there is an increase in Sorcery due to major power sucking (13 after the dark magic books, 17 after draining Rack, and 30 after the

Giles boost). That all dissipates after Xander finally reaches her.

At the start of Season Seven, Willow returns to Sunnydale after spending time with a coven in England (allies of Giles). Her addiction is gone, but it is replaced with Mental Problems (Mild Delusion, Fear of Losing Control Again). Despite her magical tribulations, she continues to grow as a Witch. Willow gains two more levels of Sorcery during Season Seven, which gives her a final level of 11. This is how she is able to do things like make her skin grow back or activate every potential Slayer on the planet (with some serious help from the mystical Scythe).

Xander Harris: Unlike nearly all his friends, Xander's life was on the up-and-up for most of Season Six. He gains one point in Influence and Mr. Fix-It to reflect his increased responsibilities at work. This "real job" also grants him the Resources (Middle Class) Quality. He and Anya bear the brunt of research after Giles' departure (and later during Willow's convalescence in Season Seven) so his Occult skill increases by one.

During Season Seven, Xander's Mr. Fix-It and Influence skills each increased by one level as he built his own construction company. Towards the end of Season Seven, Xander gains the Impaired Vision Drawback after one of his eyes is gouged out by Caleb.

Rupert Giles: Rupert changes little, apart from a possible widening of his English contacts that lead to his



having very good relations with a coven in Devon. Season Six's intriguing concept of a Cast Member without Sorcery being infused with magical energy for a specific purpose is covered in the *The Magic Box*. In Season Seven, Giles' Getting Medieval and Kung Fu skills should be raised by one.

Spike: Spike hadn't really changed much during Season Six and everyone pretty much knew it. His chip combined with his professed love for Buffy to take the edge off his vampire nature. Still, Spike's essential "goodness" was, and still is, something of a question mark. The return of his soul at the end of Season Six added another layer of morality to the equation.

During Season Seven, Buffy arranged for Spike's chip to be removed so only his soul remains to keep his vampiric demon in check. And as we saw from Warren (among others), a soul is no sure-shot, anti-evil tonic. Spike starts out Season Seven with Mental Problems (Severe Delusion), which manifests as a lot of hallucinatory visits and some incoherent mumbling to himself. This goes away once Buffy takes him away from the Hellmouth, but Spike continues to be under the mental control of the First until his psychological trigger is discovered (he's treated as an Adversary when under the First's control). Spike's new outlook (at least while not acting on the First's "orders") trades his Mental Problems (Severe Cruelty) for Mental Problems (Mild Cruelty) and Honorable (Minimal). By the end of the Season he is shaping up to be quite the champion of light—in fact he is consumed by light and becomes a very dead champion.

Anya: Anya's Season Six metamorphosis back into a vengeance demon is pretty major, as changes go. Her demonic incarnation is detailed in *Monster Smackdown* (see p. 140). At the same time, Her Computer, Knowledge, and Occultism skills increased by one each due to her extended research efforts.

During Season Seven, Anya starts to develop quite a bit of guilt over the whole vengeance thing. This results in a confrontation with Buffy and D'Hoffryn that ends with Halfrek destroyed and Anya human again. She loses the Vengeance Demon Quality and gains Adversary (Minions of D'Hoffryn) 3. Anya dies at the end of Season Seven, killed by the forces of the First.

Tara Maclay: Tara's Season Six full character sheet is in *The Magic Box* (p. 45). The major changes were a one-point increase in Willpower and Occultism, a two-point bump in Sorcery, and the removal of her Emotional Problems and Misfit Drawbacks. Alas, there were no Tara adjustments in Season Seven. How her ghost might be played was never explored. She could make for a very interesting guardian angel type, perhaps you could call her a Whitelighter (just to pull a name out of the air) and give her healing and teleportation powers . . .

Dawn Summers: Alone among the gang Dawn has significantly improved her Attributes and skills during Season Six. Her Strength and Perception each increased by one. She also gains one level in Computers and Knowledge (since she was paying *some* attention in school), and Occultism (due to researching and general experience). Despite everyone's best efforts to "protect her," she adds one level of Getting Medieval and two levels of Crime (from a good deal of sneaking about). She is still young though and hasn't bought off her Reckless or Emotional Problems quite yet.

During Season Seven, she grows up a little bit and manages to get rid of her Reckless and Emotional Problems Drawbacks. She also is shaping up to be quite the Watcher junior. Her Occultism increases by two points and she gains two levels of the Languages skill.

Riley Finn: His Love (Tragic) dropped to Love by getting out of Sunnydale and hooking up with Sam. His Knowledge and Getting Medieval each increase by one due to rigorous and varied practical experience. We also suggest adding one or two levels of Languages to reflect time spent around the globe fighting evil.

Amy Madison: Although generally seen as a Supporting Cast Member, Amy's return from the cage is a noteworthy event and she could be used as a Cast Member. Her full character sheet for Season Six can be found in *The Magic Box* (p. 47). Her Dexterity and Willpower increase by one and her Sorcery by two from her Quick Sheet (see *BtVS Corebook*, p. 156). She also possesses Occultism 6. During Season Six, she possesses the Magic Addiction Drawback (see *The Magic Box*, p. 51-53). After Willow gives her the boot, she gains Mental Problems (Severe Delusion—Willow is the cause of all her suffering).

By Season Seven, Amy has joined the UC Sunnydale Coven (by that point they have actually developed some magical skills). They help her work through her magic Addiction, but her delusions still compel her to use magic against Willow in an effort to "pay her back for what she did."

Faith: Faith has changed quite a bit from the Season Four version found in the *Slayer's Handbook* (see p. 29). She tried to kill Angel, tried to get Angel to kill her, let Angel start her on the redemption path, and finally turned herself in to the authorities. When she returns to Sunnydale during Season Seven, she is largely a new person. Her Mental Problems (Severe Cruelty) is reduced a step to Mild. She gains an Obsession (Atonement) Drawback. Lots of workout time in the California Penal System increased her Crime by one, her Notice by two, her Acrobatics by two, and her Kung Fu by two. Her Physical Attributes have all increased by one, as has her Willpower.





4 *Night Life*

Nancy: . . . still kinda hard to believe this is happening, even with this town's reputation for, you know, unexplained weirdness.

Xander: Right, "Sunnydale: come for the food, stay for the dismemberment."

Nancy: There's good food?

—7.2 *Beneath You*

Sunnydale is a landmark on the dark map of the globe.

The Hellmouth existed before the dawn of human history. It has been the center of pacts and prophecies, rumors and legends across the world and far beyond. The Master journeyed to a continent barely known to European civilization in search of it. Balthazar set up shop over it, only to be pushed aside by the ageless Mayor and his dreams of ascension. The area has one of the highest vampire populations per capita of anywhere on Earth. Thanks to the Slayer, it also has one of the highest vampire death rates.

Still, vampires are not the only creatures attracted to Sunnydale. There are certain breeds of demon, like the Mother Bezoar and the Ghora, that come to the Hellmouth to lay their eggs. Other demons, like Buffy's old dorm mate Kathy, come to Sunnydale simply because it is easier to cross over dimensional barriers near a Hellmouth. The permeable walls also result in demons and non-demons alike bringing their world-ending apocalyptic rituals to Sunnydale before they get down and dirty. Moreover, the mystical energies in Sunnydale make magic more common. It's not so much that magic is easier to perform, but there's a greater chance of being exposed to it in the first place. Giles was casting dark magic in London long before he came to Sunnydale, but people like Jonathan and Willow would probably have never started on the sorcerous path if they had lived anywhere else.

Of course, all this badness magnetism has required a fair amount of spin from those who govern, do business, or simply reside in Sunnydale.





15th July, 1972

Dear Mr Strang,

I write in reply to your letter about the delays in the construction of the "Buena Vista" housing estate in North Sunnydale. As your company is one of our principal investors, I assure you I take your concerns very seriously.

There have been a series of untoward incidents, it's true, but rumor has blown these out of all proportion. I will take you through these incidents one by one, so you may see that there is really no cause for alarm.

Firstly, the matter of the subterranean cavity. That this was not detected in our survey is unfortunate but I respectfully draw your attention to the disclosures made in the Contract concerning Sunnydale's reputation as a geographically complex area. Furthermore, the cavity has proven to be quite stable. Although we will be unable to erect the planned houses over that area, we have secured the Council's permission to shift the playground to cover it.

Secondly, there are no Indian remains. We have had experts from the university certify that this place was not a Chumash burial site as some parties have been claiming, and that the bones are those of some kind of animal, possibly a herd of goats that became trapped during an earthquake. The cavity contains some suggestive-looking stone formations but these, the same source informs me, are not man-made.

Thirdly, as for reports of an unknown plague striking down all those who were present when the cavity was breached, I can only state that I myself was on the site that day and I remain in perfect health. We have had illnesses and defections from amongst the workers but scarcely above the norm for a project of this magnitude, and certainly insufficient to constitute a plague. In whole, I estimate the delay to completion of the project being not above six weeks, which you will note is well before the Sunset Date.

If you have any concerns remaining, please feel welcome to come to Sunnydale and visit the site at any time. I'm sure you will be pleased at how our vision for affordable quality housing is taking shape.

Yours Faithfully,

Tony Alvieda

Build-Rite Construction

"We're Building Sunnydale's Future"





THE HUMAN DIMENSION

Police Chief: So? You want the usual story? Gang related? PCP?

Snyder: What'd you have in mind? The truth?

Police Chief: Right. Gang related. PCP.

—2.3 *School Hard*

Obviously, few Dalers like to think of their town as monster grand central. Left to themselves, they would have to face it in some form, but the fact is that for the 100 or so years of Sunnydale's existence, handpicked officials under Richard Wilkins I, II and III have been giving them excuses not to. These excuses range from bad things only happen to people who are "stupid" or "asking for it"; isn't it good that we don't have vagrants on our streets; every place has problems with drugs and crime these days and at least we're addressing it. Oh, and the ever-popular "monsters aren't real" clap-trap.

Take the Sunnydale PD, for example. Sunnydale's finest are faced with a seemingly constant gang-related death problem, but these gangs must all originate out of town. Only occasionally is a local youth identified as a gang member, and she is invariably a runaway whom her parents haven't seen in months. If they are seriously hunting these gangs, some patrol officers may wonder, why aren't they gathering information and raiding any number of the numerous abandoned warehouses and factories that litter the townscape? Those with the power, the highest-ranking detectives and captains, must know precisely where their jurisdiction ends. Pity the budget cuts won't let them extend patrols. Shame about all those prank calls from people with nothing better to do than waste police time with wild stories about the supernatural. A Cast Member could easily find her desperate plea to the officials be treated this way.

The local paper, the Sunnydale Press, is another important part of the conspiracy. Any article, no matter how well supported, is edited and rewritten to omit any supernatural references. That's why there was no front-page article shrieking "Giant Blue Demon Killed By Rocket Launcher In Local Mall" in 78-point type. The reporters in Sunnydale are notorious in the underground for their efforts at covering up the truth. Those who don't, wind up butting heads with their editors, who deride the journalist for daring to write an article about a dragon emerging from a bright light in the sky next to the odd new junk tower in the industrial district. The journalist may find herself forced to admit it was a joke, or that she needs to take a little vacation. Meanwhile the editor makes a phone call to someone in the Mayor's office, and high-ranking city officials starting looking out for dragons in the Santa Ynez Mountains.

Then there's County Coroner's office, the people with the responsibility of examining the bodies of those who are thought to have died in suspicious circumstances and ruling on the cause of death. Those folks have to be hugely incompetent, seriously corrupt, or both. It wouldn't be surprising if they weren't actually human.

Even after the Mayor's demise, the system remained pretty much in place. So how do we explain that? No doubt the deals that were in place probably provided for the safety of council members, significant civic leaders, and their families from the normal run of "accidents." The head-honcho may have changed but the "arrangements" stayed the same. God knows, the Mayor can't have run the entire cover-up without significant help from those around him. That's not to say that the loss of RW's gentle reinforcement didn't have an effect. Perhaps, the balance of power has tipped a little, and more bribes may have started running from city hall rather than to it. But it's still all for the best. The alternative is civil chaos, and anyway, would you want to be the first to say it?

It should be noted that the extensive local conspiracy does not know everything. They know monsters live in their town, but they don't have access to the same tomes that might be found in a Watcher's collection. They were also completely ignorant of the Initiative's existence. The Mayor might have found out in due course, but by the time Operation HST Hunt was hitting its stride, he was chunks of crispy snake meat in the rubble of Sunnydale High. The local conspiracy is hardly an all-powerful Illuminati, but it might be able to make life just that little more complicated when it finds out about the Cast and their evil disrupting activities.





MONSTER MIXERS

Mayor: This is how it's going to lay out. The transformation should begin at exactly three-twenty-eight. I'll just be finishing my speech—you know it's too bad you fellas are gonna have to miss that. 'Cause I think it speaks to every one of us . . . I mean, heck—I've been working on it for a hundred years, it better be good.

—3.22 Graduation Day - Part 2

When the Mayor was running things in Sunnydale, there was a certain status quo that had to be maintained. Monsters could fulfill their monstrous urges, as long as a certain plausible deniability was maintained. There were rules. You couldn't kill in the open, you had to tidy up after your spells. Destroying the world was strictly verboten. Mayor Wilkins was on a tight schedule and couldn't have anybody gumming up the works, by golly. No apocalypses without the Mayor's sponsorship—more than one nasty cult-burying earthquake cut short such plans.

If you play by the rules, things could work out very nicely for all (but your victims that is). For example, say a bright young vampire named Sunday is roaming around Sunnydale and decides that the University would be the perfect place to set up a nest. It's 1982 and the Psi Theta fraternity has been kicked out of their house for the sort of things that always gets fraternities in trouble. Sunday moves into the Psi Theta house and discreetly feeds on freshmen for the next two decades. She never kills too many. She leaves notes in their rooms explaining how things are too intense and they had to run away. Nobody suspects anything. Now this is the kind of clever young lady that the Mayor can get behind. She finds that plans for remodeling of Psi Theta house are tied up at City Hall for as long as she needs.

Not playing by the rules gets you a world of hurt. You might be a rambunctious vampire named Spike who after quite a few hijinks the year before decides to come back to Sunnydale after he is dumped by his girlfriend. The Mayor wasn't all that happy with the way he acted before, and now Spike starts killing storeowners in the middle of the day. Plus, he keeps running over the Welcome to Sunnydale sign and the people of this town take pride in that sign. It's the first thing that new arrivals see when they drive in—it's their first impression by golly! Parking your car on top of its splintered ruin is just plain rude. So Spike might find that a half dozen or so vampires have been given orders to welcome him back to town in such a way that ends with a bleached blond pile of dust in the middle of Main Street. Just goes to show that it pays to be on the Mayor's good side.

Once the Mayor was destroyed, some of the restrictions no longer existed. If some deluded fiend really wanted to destroy the world, there is no longer a Mayor to prevent her from doing so. There is still a Slayer however. One of the easiest ways to get by in Sunnydale is to not get in the way of the Slayer. Of course, vampires are predatory animals and are not at their brightest when they first arise, so many challenge her as their first vampiric act. This usually results in an immortality that lasts about three minutes.

One way to avoid notice by the Slayer is to feed in a way that doesn't leave a dead body or a missing person. Blood banks are great for this. The main blood storage facility in town is Sunnydale General. If a vampire gets there on delivery day, it's meals on wheels time. Just show up in hospital scrubs and take the cooler of blood back to the nest. In all fairness, there is a risk that the Slayer will show up and dust everybody anyway, but it's still a good plan. There are certain other sources of blood if a vampire has cash and doesn't want to go out hunting. If a vamp ever gets truly desperate, there are always the butcher shops. The most popular is the meat packing plant in the warehouse district, but almost every butcher in Sunnydale is willing to sell a pint of pig's blood to those few customers who shop only at night. They rarely ask why anyone would need a pint of pig's blood.

Fact is, many of the humans and monsters of Sunnydale have achieved an uneasy state of co-existence. Most real trouble is caused by outsiders—people or entities who see the town only as a means to an end. The end usually being the end of the world. The Sunnydale landscape is scarred with the remains, material or otherwise, of these events. In the intervals, the human and monster worlds keep on overlapping. Here are a few of the most prominent world-mixing locals.

VAMP BITE TENEMENT

Whip: What the hell do you think you're doing, bringing the Slayer here?!

Riley: Back off. I didn't—

Whip: She knows where my operation is, it's over.

Nobody's going to risk coming here.

Riley (intense): Back off, man, or—

(Whip punches Riley hard.)

Whip: You working with her—is that it? I knew you were too vanilla for this scene—

—5.10 Into the Woods

One of the most successful vampire dens was the one near the warehouse district where Riley went to engage in his particular little vamp bit fetish. The place was a rundown building that had the squalid squatter look of





pretty much every other vampire nest. Whip, the proprietor, set up the upper floors like a crackhouse—vampires would bring willing victims there who would pay the demons to feed off of them. This gave the humans a euphoric thrill to which many became addicted. The vamps got trouble-free blood fresh from the vein along with handfuls of cash. It was also discreet, which made it Mayor-kosher when that was a going concern. The den would still be doing business today if the Slayer's boyfriend hadn't become one of the customers. Buffy torched the building and dusted all of the vampires involved.

The vamp bite tenement could be part of a Sunnydale adventure that takes place before the Season Five burning. Perhaps its discovery does not precipitate a general house cleaning because of the Mayor's influence (or even his cohorts who take over after his death). Or maybe it was a Cast-driven mission that smoked out the last vamp bite shop and forced Whip to set up shop at the place we saw in the TV show. Finally, there's nothing to prevent a new vamp-human haven from reappearing in Sunnydale. Where there's a willing clientele, some opportunistic businessman (human or otherwise) is always available to take their money.

WILLY'S PLACE

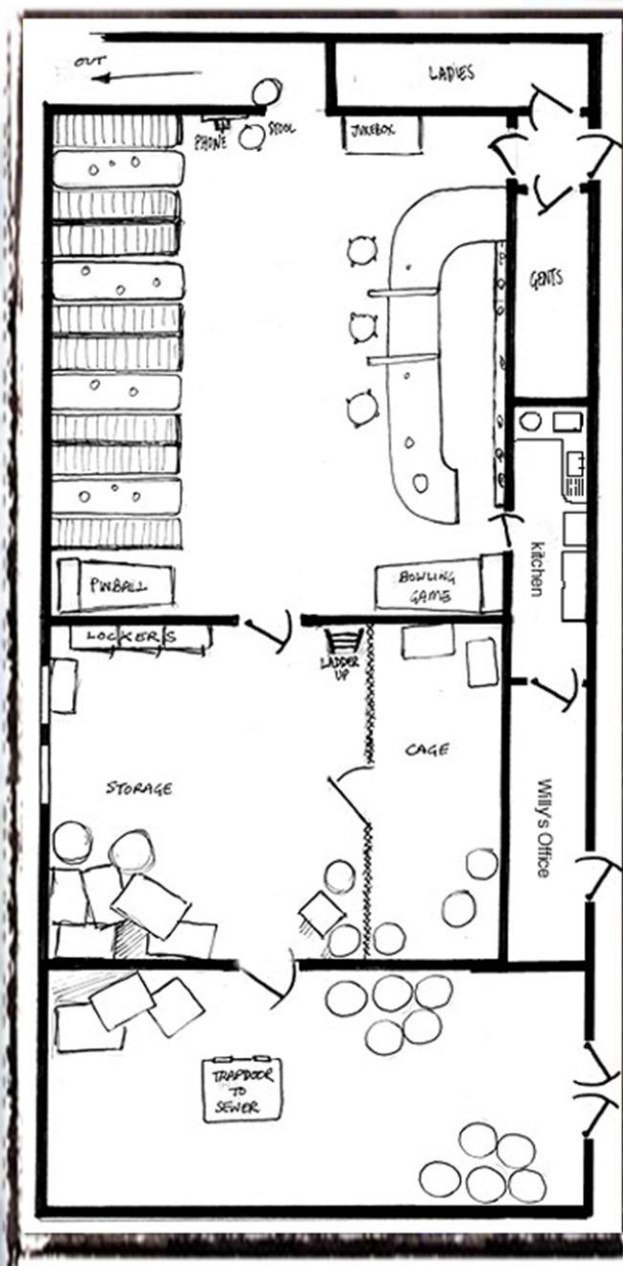
Willy: You see that's the thing. I don't talk behind people's backs no more. And I'm bringing some class to the joint, ya know. It's Willy's Place now, see. Brings in a better clientele. I got one of those deep fryers. These demons just go crazy for chicken fingers.

—4.14 Goodbye Iowa

That Sunnydale is a town beholden to monsters is nowhere more apparent than in a downtown bar called Willy's Place. Originally known as "Willy's Alibi Room," it appeared like any other dive in Sunnydale. The main barroom is below street level, accessed by short stairway. Functional rooms such as the cellar and kitchen open onto the alley behind. Willy (see p. [?]) takes deliveries there, as well as letting his more shadowy customers enter and leave. There are private rooms available for parties.

The physical set-up hardly distinguishes Willy's from any number of other seedy bars in the area. The difference is that Willy's meets the unique needs of its clientele, most of whom are vampires and demons. It has its own sources of blood (including the primate house at the Zoo, so it's not clear that any of it is human) and Type O is available on tap. The entertainment may not be up there with the Bronze, but at Willy's nobody cares if you are dead or covered in scales. In the *Buffy* TV series, there was something of an unspoken agreement in place—if the demons didn't kill anyone on the premises, the Slayer left those demons in the bar alone. Willy's was as close to neutral territory as you could find in Sunnydale.





Since humans are somewhat safe here, the place is patronized by the adventurous, borderline cases and those too tanked to see clearly. Perhaps a few sorcerers liked the ambience—or visit looking for items that the Magic Box can't or just won't provide. The odd werewolf hunter may have stopped by for information or to offload a few skins. As for the woman with the box of kittens, don't ask. No matter the tone of your Series, Willy's Place is a crossroads from which your Cast can find themselves going in any number of directions. Almost anyone can turn up here, and that vital piece of information might only cost the price of a drink.

THE SUNSET CLUB

Chantarelle: You guys are newbies. I can tell.

Willow: Oh, no. We come here all the time.

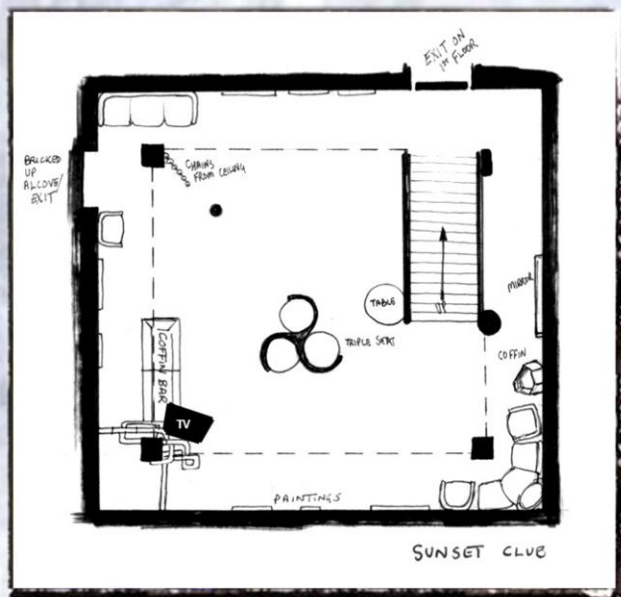
Chantarelle: Don't be ashamed! It's cool that you're open to it. We welcome anyone who's interested in the Lonely Ones.

—2.7 *Lie to Me*

Unlike Willy's Place, where humans and demons mix, the Sunset Club was a place the monsters didn't go. Why? Because the mostly adolescent patrons not only believed in them but utterly adored them. You'd think the average vampire might be into this, but no. Bloodsuckers tend to feel the same way about sycophants as they do about Halloween. Being accosted by some kid who's wearing a cloak and make-up and calling you the Lonely One is just too embarrassing. And they beg to be bitten (without the cash advance) so where's the fun?

Of course, there's always an except to the rule, and it's usually Spike. With the connivance of Billy Fordham, an old L.A. acquaintance of Buffy's who had decided a more reliable route to immortality was bribery, Spike decided to treat the Sunset Club as a walking larder. He conspired with Fordham to trap the Slayer and all the club regulars inside the Club by setting the timelock on the door to not open until after dark. When Spike and crew arrived to collect, Buffy saved herself and most of the vamp-worshippers (including Chantarelle, see p. [?]) by taking Drusilla hostage. Billy did get his wish—for about ten seconds, before Buffy staked him.

The Sunset Club is a fairly robust structure. Although it is located off an alley in the industrial district, it is nothing less than an old A-bomb shelter, doubtless built by a 1950s businessman who felt Cuba was way too close.





The metal door is solid enough to defeat Season Two Buffy. The club proper is reached by metal stairs leading down, but once at the bottom there's plenty of room for luxuries. When the Sunset Club was active, it was velvet drapes, candles galore, a surprisingly good sound system, and a bar specializing in red wine. No reason it can't have been re-occupied—as we've mentioned Sunnydale residents are masters at re-imagining reality. Some of those chased out in Season Two may have returned to their fantasies. Or perhaps one of the former groupies decided to "spread the faith" again and recruited a new posse of the hip and tragic. Finally, the place would be a solid HQ for a group of good or bad guys. Probably want to construct a hidden escape tunnel of some sort though. A refurbishing and expansion could turn the place into a sweet Batcave.

THE HELLMOUTH

Buffy: Who needs a social life when you've got your very own Hellmouth?

—2.5 Reptile Boy

It's not entirely clear what the Hellmouth is. You could call it a nexus between dimensions, a singularity in time and space, a manhole cover through the pavement of reality, or any number of other poetic but largely uninformative phrases. In the end, the physical manifestation remains vague. It can be approached as a pool or a pit, but in truth it is neither.

Whatever the Hellmouth is, many, many bad guys have sought to claim it for their very own. No doubt a couple of goodie-good types also sought to contain it. This has resulted in a number of different structures being built over the demon pit. We've talked about the two High Schools elsewhere—here's two historical ones for your enjoyment.

THE MASTER'S CATHEDRAL

Xander: I know you can find this Master guy. He's underground, right? Some old church? Take me to him.

Angel: You're way out of your league, kid. The Master'll kill you before you can breathe—if you're lucky.

—1.12 Prophecy Girl

When it stood, it was an imposing cathedral. Rose windows, flying buttresses, and pointed arches, soaring loftily over the very heart of the evil. It is not out of the question that the Master had it constructed purely to be the headquarters of the Order of Aurelius and the birthplace of Hell on Earth. It's also possible that some do-gooders had it built to hide the Hellmouth away under consecrated ground. Given the Hellmouth's corrupting influence, that probably didn't last long though. At some point, secret stairways were created that led down to the cavern containing the pool marking the Hellmouth itself.

During the earthquake of '37, it was as though the ground opened up beneath the foundations and the cathedral simply dropped. Although the church was

believed by the human population to have been destroyed, down in the dark the walls still held. True, they were tilted at crazy angles, but even the windows survived, now overlooking the cavern where the Master was stuck “like a cork in a bottle.” He found he could not go more than a few feet away from the pool. The members of the order quickly dug tunnels to connect the chamber to the rest of the sewer system, taking care to keep these passages concealed and guarded. They brought the Master candelabras, his library of vampiric prophecies—and victims. And so he remained, waiting for the chance to break out of his mystical prison.

After the Master was destroyed, the remnants of the Order abandoned the chamber. After all, the Slayer and her posse knew about it. Worse, the creature that emerged from the Hellmouth while the Master was footloose and fancy-free no doubt compromised the roof as it burst up into the Sunnydale High School library.

As far as we know, the church chamber remained undisturbed in this weakened manner, right up until the Mayor was blown sky high at the end of Season Three. As the library was the apex of the explosion, the destruction was pretty complete. It may be that the structure was obliterated by the blast or that rubble filled in the church chamber. It’s also possible that a pocket of it remains (after all, the destruction wasn’t so extensive that the Vrahall demons who tried to open the Hellmouth in Season Four couldn’t gather in the remains of the High School basement at the edge of a bottomless pit). If anything was left at that time, it was most likely destroyed when the foundation of the new Sunnydale High School was laid.

THE CHURCH OF PROSERPEXA

Buffy: Proserpexa . . . Who’s she?

Anya: Way up there in the hierarchy of she-demons. Her followers intended to use her effigy to destroy the world. They all died when the temple got swallowed up in the earthquake of ‘32.

Buffy: So, seventy years later, Willow’s going to make their dreams come true.

—6.22 Grave

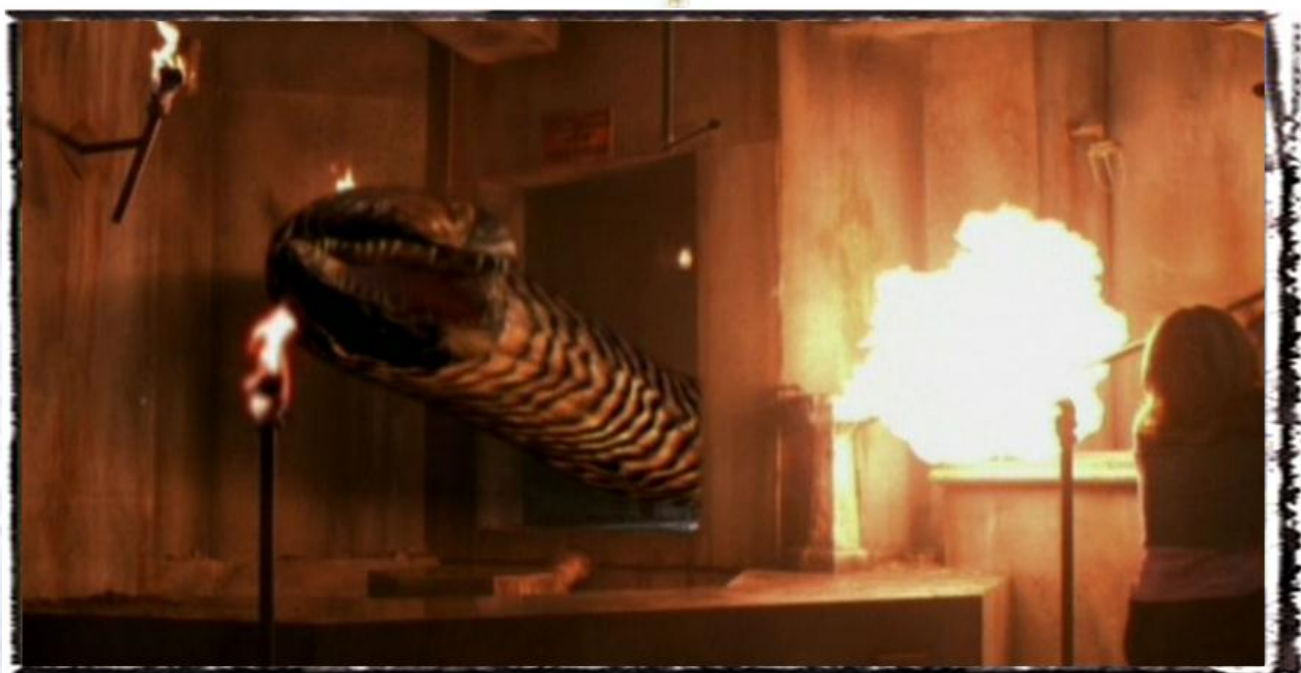
Like so many others, it was the vicinity of the Hellmouth that brought the followers of Proserpexa to Sunnydale. The devoted viewed their savior as a well-endowed human female, and it was this image that they fashioned and raised on the steeple of their own cathedral, high above Sunnydale on Kingman’s Bluff during the late 1920s. It would seem that unlike the Order of Aurelius, they never even made a pretence that it was an ordinary place of worship. It would be

interesting to check the town records for that period and see what the speculations were—probably of some kind of “Hellfire Club” where opium-addicted flappers could experiment with Alistair Crowley types (or even the arch mage himself).

Whether designed or built to do so when constructed, Proserpexa’s image could be charged with sufficient magical energy to set up a resonance whereby the Earth’s own mystical energy would be pulled into a destructive vortex, spreading irresistibly outwards. The charge required was enormous and there’s no telling whether the cultists, who obviously included some powerful sorcerers, would actually have been able to bring it off. Maybe they tried. But in 1932, this church also sank, straight down into Kingman’s Bluff. We’re guessing that Mayor Wilkins had a hand in that.

Then Willow, maddened with grief from Tara’s death and carrying the stolen energies of Rack and an entire coven from Devon, called on Proserpexa at the climax of Season Six. She raised the steeple alone from under the ground. Whether the rest of the church survives and what it contains is a matter for wildest speculation. Whether the image of Proserpexa can be destroyed at all is a serious consideration. It could easily become the focus of another apocalyptic cult’s obsession. Maybe it remains partially charged from Willow’s zapping and only a small jolt of mojo is needed to set it off again . . .





THE SEWERS

Xander: We know underground. That's a start.

Buffy: Sure, in a town with 14 million square miles of sewer.

Xander: Plus a lot of natural cave formations, and a gateway to Hell. Yeah, this does resemble square one.

—3.9 Amends

There are thousands of wind swept caves located in the mountains between Santa Barbara and Los Angeles. The Chumash used them as sacred sites. In the area of Sunnydale, the natural cave system has been enhanced with a huge, labyrinthine sewer system no doubt built by the Mayor with an eye toward the convenience of the photosensitive. Most of the major buildings in Sunnydale can be reached by climbing down one sewer grate and climbing out of another. Once a vampire knows the tunnel system in Sunnydale, she can get pretty much anywhere as long as she has a thick blanket for a quick dash across whatever sunlit street is inaccessible from underground.

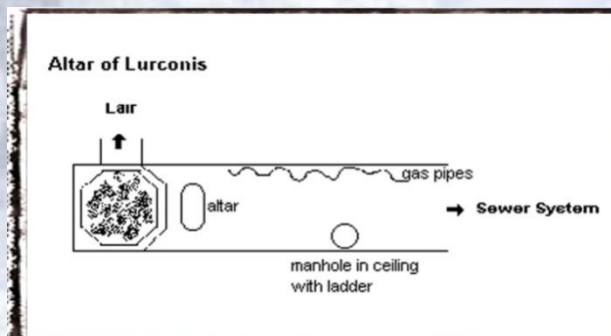
Entering the sewer system without preparation—say, by enthusiastically pursuing retreating vampires—is a good way to get hopelessly lost. Maps of the sewer system, at least that under the main town, are kept at City Hall and are even available on the internet—if you know precisely where to look, of course. But even these maps are strangely incomplete. The following sites, for instance, are unlikely to appear.

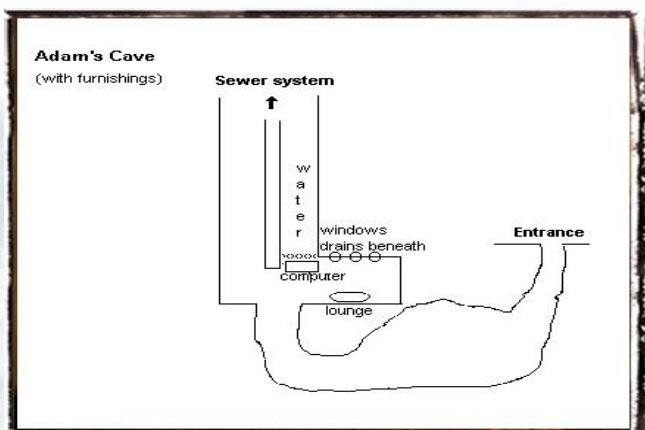
THE ALTAR OF LURCONIS

Giles: Lurconis dwells beneath the city, filth to filth.

—3.6 Band Candy

Whatever sewer maps are available no doubt fail to mention the altar built by the Mayor to enable one of his patrons to receive the tribute. It's not like you want to advertise a place where four human infants are sacrificed once every thirty years. Lurconis appeared as a huge snake, and though driven off, it's far from clear that Buffy killed it. The altar itself is a large block containing four small cavities in front of an octagonal pool. From the pool a tunnel runs into the depths. The truly interesting question about this location is where exactly Lurconis, a True Demon, came from. Did it dwell in the bottommost depths of the Sunnydale tunnels, only arising when summoned? Or is there, down where Buffy never ventured, a gateway into its home dimension? And just where did Lurconis go? Does it still expect its tri-decade tribute to appear on time? Might it look for a snack earlier given the failure to "close the deal" last time?





ADAM'S CAVE

Spike (almost running into Buffy's axe in the dark tunnel):

Easy, Sheriff. Watch where you point that thing.

Buffy: What are you doing here?

Spike: Looking for a little weekend getaway place. Shove off. (He starts to continue on.)

Buffy: Adam's been using these caves. I found his lair.

—4.21 Primeval

In Breakers Woods, a cave mouth opens into the side of a hill. A natural cavern twists back, keeping fairly level, until something unexpected happens. It breaks into a notably man-made pipe, big enough to drive a jeep through. That leads to a complete subterranean complex, a long disused branch of the sewers or possibly a pumping station for an earlier incarnation of Sunnydale's water supply. When Adam escaped from the Initiative, he found this place and fitted it out as a military-style base of operations, complete with massive surveillance and computing capacity and his own demonoid-building lab. It almost certainly had its own generator.

Adam manned the place with vampires and demonoid prototypes like Riley's friend Forrest. Still, he tended to take care of any security breaches, such as people wandering into the cave, by himself, and disposal of the bodies was not a problem (waste not, want not, y'know). That part of the sewer system had a number of entrances and exits, including the disused monitoring chamber which was the closest thing Adam has to a lounge room. Spike visited him here, despite the windows and the whole rustic, tree-roots-hanging-from-the-ceiling look.

After Adam's destruction, it is reasonable to suppose that the remnant Initiative descended quietly yet thoroughly upon the site and removed all evidence (certainly of government technology being involved). In that case, the complex would have reverted to what it had been previously, a place for unfussy vampires to bed

down for the day. Then again, the Initiative got a bit busy, what with being shut down and all, so perhaps nothing was done with Adam's HQ. The Cast could find it and use it as a base of operations. If they don't, somebody . . . or some thing . . . will.

THE CAVES OF ΠΕΖΖΛΑ'ΚΗΑΠ

Andrew: Sorry, please! I'll never try to desecrate your chamber again!

—Seeing Red 6.19

These caves are the resting place of the Orbs of Nezzla'khan, which look remarkably like worry balls but actually bring near invincibility to anyone who holds them, even a mere human. Of course, the Nezzla demons that guard the orbs weren't about to let that happen without a fight.

The underground chambers form a maze of roughly worked stone, the floor smoothed, and ever-burning torches set in the walls. Their location is a closely guarded secret, held in a golden amulet inscribed with sigils that, when suitably enchanted and held over a map, will direct a beam of light onto the entrance (it may also be required as a key, to actually unlock the entrance). It is unclear whether the caves are in fact a small piece of an alternative dimension or simply buried somewhere in the mountains surrounding Sunnydale. Whatever the case, they are full of Nezzla demons. The orbs are held in a sanctum with a mystical ward that allows only Nezzla to pass. "Everything else gets curly-fried."





THE CEMETERIES

Buffy: Slayer. Chosen one? She who hangs out a lot in cemeteries?

—4.11 *Doomed*

Over three centuries worth of dead people are buried in Sunnydale. There are a dozen cemeteries within the city limits, and these are all extensive and elaborate graveyards. Each cemetery has a number of large mausoleums and crypts, and almost every one of them is connected to the tunnel/sewer systems that lie beneath the city. Your Cast should come to know and love these vast districts of silence and cold marble. Once they are past the gate and away from the fences, they are as far away from human company and the comfort of police cars, lit windows, and telephones as it is possible to be without going into the desert. Anything could be in there. Anything could happen there and no one except the dead would know. And that's just how any self-respecting Director likes them to be.

Because we're not sure of it's name or location, we have not included the site of Buffy's grave in the list below (though we did make a call on it for purposes of the Sunnydale map, see p. [?]). We do know the grave was located in secluded woodland, so that the death could be kept a secret. If you decide to pay a visit during your Series, please note that the site had good motorcycle access.

SUNNYDALE CEMETERY

"We'll take care of the rest—complete burial and cremation service."

—1.5 *Never Kill A Boy on the First Date*

So reads the sign outside the funeral home located within the grounds of Sunnydale Cemetery, just up the main drive. Sunnydale is a lawn cemetery featuring some beautiful marble monuments, just to one side of the main residential district. In fact, it's close enough for some people to use it as a shortcut between home and the Bronze. The entrance has high walls and an impressive gate fronted by a fountain.

canon alert

Sunnydale Cemetery is a likely location for the crypt of Josephus du Lac with its elaborate window grills and torch brackets. The place was close enough to Sunnydale High for Buffy and Giles to walk there during lunch hour. Du Lac's sarcophagus contained the last surviving du Lac cross, the key to decoding his occult writings.

The funeral home itself is a white, neoclassical building with elaborate wrought iron security grills and bars on the windows. Inside are the marble halls of the memorial wall, with doors leading off to the viewing room, manager's office and embalming room/crematorium, all on one level. The impression is one of dignity and calm, but the place has birthed its share of vampires. Which would you prefer? To claw your way out of the earth or awaken on a silken bed surrounded by flowers? Somehow, the firm has kept their reputation for sensitive service intact—and no one works the graveyard shift. As of Season One, they didn't even hire security guards. That might have changed after some vandals broke in back in 1997. Or security may be exactly the same in an effort to aid the authorities in keeping odd deaths from seeming so . . . odd.

RESTFIELD CEMETERY

Xander: Man, they've really tightened up security around here. One too many squatters from the Hellmouth.

—6.22 *Grave*

Restfield is Sunnydale's biggest graveyard. This is the one most people mean when they talk about going to "the" cemetery (not that folks outside the Scooby gang speak all that often about doing so). Restfield is a huge area covered in crypts and tombstones, with two sides bounded by Crestwood College and the local river. There is no real security at Restfield, it's simply too large. Some parts are run down and overgrown with huge, dark trees leaning over the tombs.

canon alert

Restfield is a likely location for the gigantic tomb of the Gleaves family, with its weirdly carved sarcophagi, where Balthazar's amulet was concealed. It seems an unlikely coincidence that the tomb is near a manhole leading to a large, stone-flagged subterranean chamber containing a fountain, as well as the entrance to several underground passages.

This huge graveyard is also likely to be the place Giles buried the Master's remains, conducting a special ritual to consecrate the ground. You'd want serious privacy for that.

Finally, we like to think that Restfield's nice open area near the river is where Tara was buried. She came into her own in Sunnydale and that's where she belonged, not some unknown plot in her family's home town.



Restfield contains some of the stranger funerary monuments Sunnydale has to offer, including pyramids, columns, and large, white marble altars. It holds the Von Hauptman family crypt, which contained the Glove of Myhnegon. Restfield is also generally understood to be where Spike's humble abode was located from Season Four onwards.

SPIKE'S CRYPT

Spike: Wipe your feet when you enter a person's home.

Giles: Yes, careless of me. Tracking mud all over your mud.

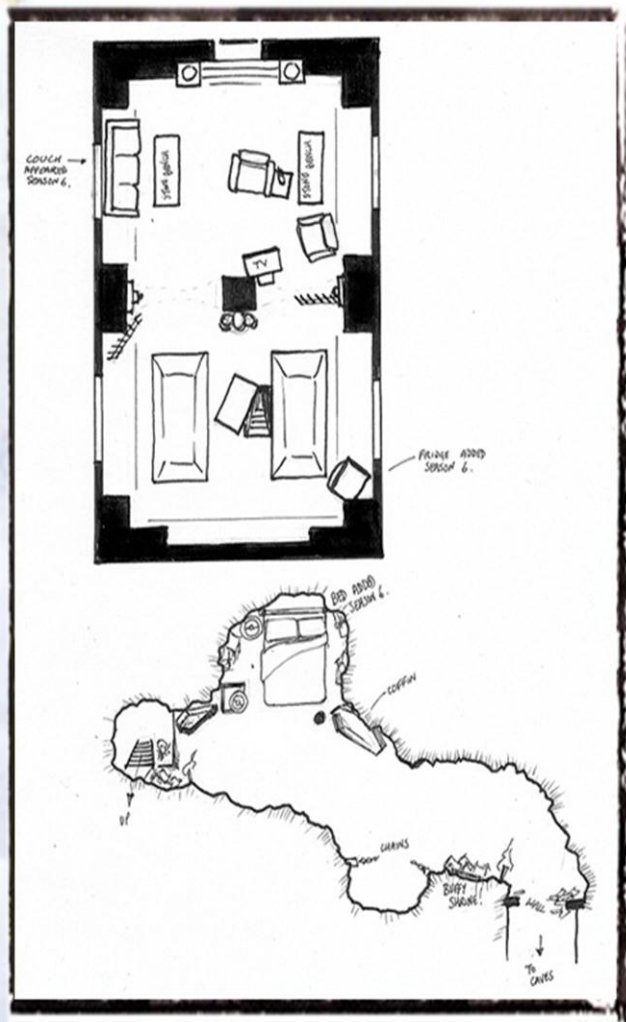
Spike (re crypt): I'll admit . . . bit of a fixer-upper. Needs a woman's touch.

(Beat.) Care to have a crack at it?

—4.13 *The I in Team*

Spike's crypt is a large simple chamber with one tomb in it. Still, as crypts go, this is a prime piece of real estate. Spike has added comforts like a fridge, chair, and television (the better to keep up with *Passions*). The tomb itself has a false bottom, so Spike can hide underneath the skeletal remains of the previous occupant if some HST hunting soldier boys show up unannounced. But the real beauty of the crypt is what lies under a flagstone just to one corner of the tomb.

The stone stairway leads to a large, subterranean chamber. It is connected, like most such areas, to the sewer network but Spike has presumably taken precautions to ensure he will not be disturbed. This is where he keeps his bed, his *Sex Pistol* records, and his shrine to Buffy. Stone, dripping candles, and black draperies are the key accent, although in latter years he gradually tidied up the skulls that used to lie around.





THE CRYPT OF AMARA

Harmony: You love that tunnel more than me.

Spike: I love syphilis more than you.

—4.3 *The Harsh Light of Day*

Not quite one of the twelve cemeteries, but as a survivor of the graveyard of the Sunnydale Mission, it's close enough. Like the Mission, it is buried in the vicinity of UC Sunnydale, close enough to the sewers to dig through to it once you pinpoint the location. The crypt is a large, vaulted stone chamber and would seem to have been constructed not so much to protect a body as to conceal someone's massive horde of Spanish gold, jewels and one, unique relic—the Gem of Amara.

The rumor of a treasure trove, let alone the possibility of something that will make one lucky vampire almost impossible to destroy (so long as it doesn't slip off his finger) should be enough to motivate any pre-Season Four Cast to get down and dirty looking for this place. Recall that Buffy and company never actually found the crypt. You might wonder what they (or another Cast) would have done with both the archeological find of the century—and enough gold to make them all financially independent. No reason to believe that the trove (absent the ring) isn't still intact.

OTHER BREATHLESS PLACES

There are other cemeteries scattered throughout town, including Shady Hill (visited by Faith in 3.7 *Revelations*). There are cemeteries in the woods, cemeteries overlooking the ocean, cemeteries near the mountains—something to suit the needs of any vampire looking to hole up, or any do-gooder looking to do good. But there are other reasons to hang at the boneyard. Cemeteries are a good, indeed the only, place to find many magical components such a graveyard dust, corpse-nourished herbs, and skulls. Mad scientists sometimes require fresh (fresher?) remains. Oz built a cage for himself in a crypt near the university after he could no longer use the one located in the High School library (because of the whole blowing-up-the-school thing). Cemeteries are good out-of-way places for such things.

TOPSIDE

Dawn: What is this place? Why is it hidden?

Willow: I don't know. But it's cool, isn't it?

—6.10 *Wrecked*

Not every creature of darkness favors a damp crypt or sewer tunnel. Some say to hell with tradition, move into swank digs, and live large. Consider the penthouse occupied for a period by the Hellgod Glorificus. It was big enough to hold a swarm of minions, several rooms worth of wardrobe, and still give her space to strut during tirades. It was also conveniently located in the heart of the city with park views.

One of the more unusual lairs floating round Sunnydale was that of the magus Rack—because that is exactly what it did. Rack's lair was an intradimensional pocket, only detectable by those attuned to the presence of magic. The entrance moved continually. Rack and his little magic "school" are discussed in *The Magic Box*.

While your average sewer nook is protected by its out-of-the-way locale and limited access, such features are usually sacrificed up top. An aboveground, more open lair is much more likely to feature spells, traps, and even commercial security firms. In some places, an invading Cast should be concerned about local authority enforcing trespassing laws on behalf of the bad guys. Bad enough that the police can't or won't help in the fight against evil. When they act aggressively to protect "prominent and upstanding" citizens and neighborhoods, occult-fixated youngins won't get a second (or even first) chance to explain their loitering.

Upscale lairs usually house creatures who value their material comforts, or who engage in activities that require elaborate equipment and a solid home base. That means a recently abandoned livin'-large lair may contain valuable or useful items. For instance, anyone who broke into Doc's place after Buffy tossed him from the top of the junk tower would find all sorts of mystic tomes and items with which to perform dark magic (assuming, of course, that being dropped from the tower wasn't part of his nefarious plans). Would-be looters—ah, heroes looking for important clues, that is—need to be quick. News travels fast in Sunnydale, and what interests the Cast is bound to draw the attention of any number of less than savory characters.





THE FACTORY

Angel: Buffy we still need him to find the others.

Buffy: "Need him?" He's probably just got 'em locked up in the factory.

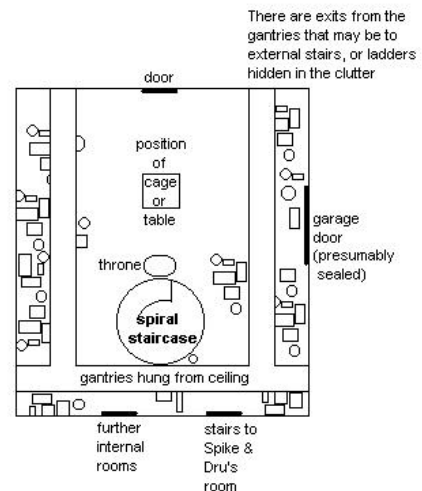
Spike (blanches but covers): How thick do you think I am?
—3.8 *Lovers Walk*

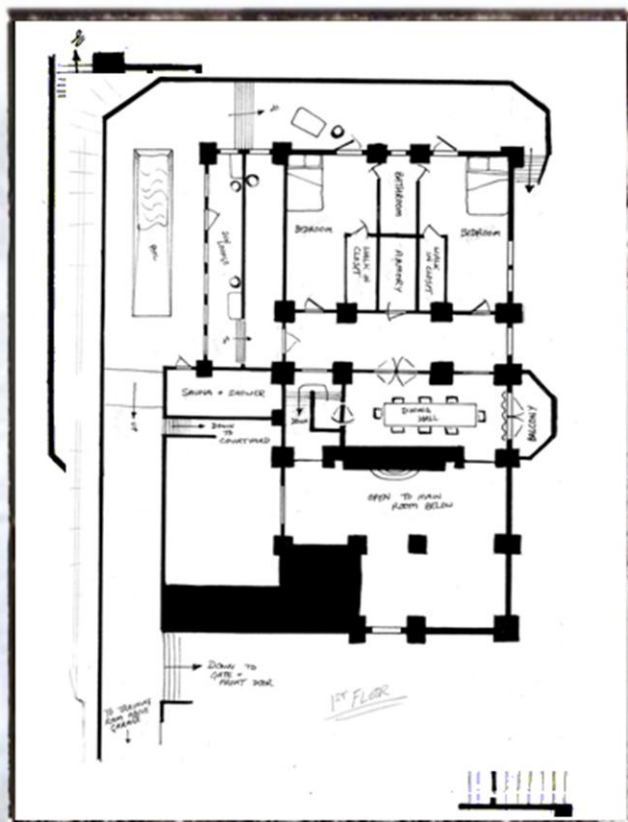
After the death of the Master, the focus of vampiric organization in Sunnydale moved around a bit. During the brief reign of the Anointed One and until Spike's control was broken in Season Two, it was the Factory, a large, brick Victorian building in the industrial area.

The main décor involved curly wrought iron and lengths of chain. The place had one huge central chamber and many subsidiary rooms, some underground like the one where Spike and Dru slept. The central chamber featured large windows but they were carefully painted over to cut down on fatal tanning rays. A staircase led up to a series of gantries overhead. During the reign of the Anointed One, the chamber's main feature was a large cage that could be hauled up into the sunlight for purposes of discipline. Spike and Dru replaced that with a large banquet table. There were many entrances and exits to the Factory and they were rarely well-guarded—after all, keeping folks from getting in wasn't what concerned its vampire residents.

The Factory was burned out by a raging Giles and a flurry of Molotov cocktails. After that, Angelus moved Spike, Drusilla, and their few surviving acolytes to the mansion on Crawford Street. The burned-out Factory was still useful for lying low and imprisoning hostages, but it was pretty hazardous ground (as Cordelia learned the hard way). If not condemned, the place could be refurbished by a wealthier occupant, or festooned with trip wires and deadfalls to protect a lair underneath.

The Factory





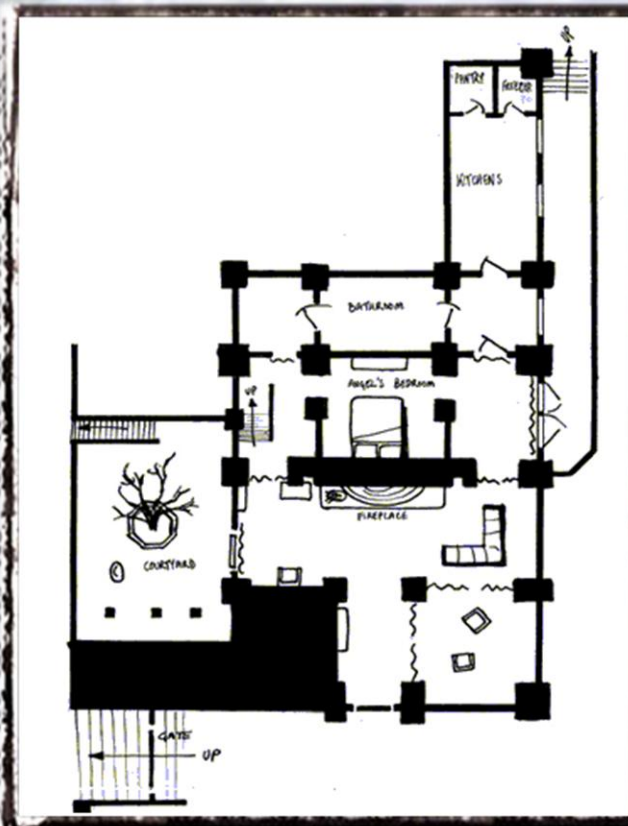
CRAWFORD STREET

Spike: It's paradise! Big windows and a lovely garden, perfect for when we want the sunlight to kill us!

—2.19 I Only Have Eyes For You

In the oldest and poshest of Sunnydale's residential districts, a huge, white, art deco building appears very much like a fantasy Egyptian temple—huge, squared blocks set amidst green terraces, with a stained glass window in the main block. The building forms a rough square around a sunken central courtyard, reached by stairs from inside. With night-flowering jasmine, a brook fountain running down mossy stones, and discreet chairs, it's a pretty sweet place to set up shop.

This real estate agent's dream was the ideal garden spot (in Angelus' and Drusilla's view) to summon Acatla and destroy the world. Though that didn't work out as they hoped, it's possibly that the place still contains the dormant form of that world-sucking demon. We didn't see much of the place, but no doubt there are many, many rooms, minimally furnished in the Art Deco style. It had electricity and running water when we last saw it, but who knows what the years have wrought. It's entirely possible a perfectly normal (if obscenely wealthy) family moved in and kept the place looking marvelous.





DRACULA'S CASTLE

Riley: I've lived in Sunnydale a couple of years now.

Know what I've never noticed before?

Giles: A castle?

Riley: A big honking castle.

—5.1 Buffy vs. Dracula

Some folk have a reputation to keep up, even if it's a bit . . . well . . . clichéd. You got howling wolves (or coyotes in a pinch), towering battlements, and flowing mist in the neighborhood? Good chance that the suavest and most dangerous vampire in the world has come a'callin'. You probably want to keep any critiques to yourself.

So it was that Sunnydale found itself home to a small but perfect stone castle—towers, slit windows, buttresses, and all. The entrance was a heavy iron-bound wooden door, giving onto a hallway divided by a wrought iron screen. There were many rooms within, filled with rich carpets, ornately carved cabinets, velvet-upholstered chairs, and tapestries (that may hide doors). There was no electricity (as far as we know), but candelabra and fireplaces were plentiful. One door lead into a dark chamber with about a foot of floor before dropping into a deep pit—when Dracula is in residence, this was the home of the three vampire sisters. The largest chamber was a two-level banquet hall. Stairs lead up to a balcony with one huge window. Chandeliers hung over a massive table, and mounted deer heads and weaponry decorated the walls. There was bound to be a cellar somewhere, filled with boxes of earth.

Drac was a visitor to Sunnydale, and Buffy may have made it his last visit anywhere (though that's far from clear). The primo pad was surely occupied by someone both before and after the Count's visit. It could have been as prosaic as a conference center for businesses looking to spice up their annual gatherings, or as outrageous as long-lost Eastern European royalty trying to bring a little of that homey darkness to the new world.

canon alert

The castle was most likely the folly of some past resident (unless it simply appeared overnight . . . and how likely is that?). It is located on a sharp rise amidst tall trees with road access, which matches the residential area below Kingman's Bluff. Since we know one part of town is called Sunset Ridge, we've put that in the same location on the big Sunnydale map (see pp. [?])—after all, thanks to the Bluff, it is the first place in town to experience sunset.





THE LAIRS OF THE TRIO

Willow: You should have seen their headquarters. It was like the nerd natural habitat.

Anya: Well, if we know where they are, shouldn't we do something?

Willow: We tried. Buffy was gonna go in there and bust t hem on the spot.

Xander: I'm sensing a "not so completely."

Willow: Yeah, well, she went in, and then—

Anya: Speaking of Buffy, isn't she ready? She's gonna be f ate for her first day.

Willow: Hey, respect the narrative flow much?

Anya: Please continue the story of failure.

Willow: So, Buffy went in, but they'd cleared out. And she brought back the stuff that they left: spell books, some parchments, a couple of rare things, charmed objects, and a conjurer's harp . . . a-and they had other stuff, you know, Razor scooters, and pictures of the Vulcan woman on "Enterprise."

—6.12 DoubleMeat Palace

The Trio was born over a board game in the basement of Warren's mother's house. Although they had to share it with a washing machine and dryer, they had access to the house through a side hatch. Once they rigged up the periscope, they could keep track of anyone coming or going. Warren had the place rigged up enough to conduct weird science experiments before their bank-heist job. After that, they tricked out a den at one end, with widescreen TV, home theatre sound, and a supervillainy chair for each of them. So there it was. On the outside, a nice white bungalow with tulips and a lawn. On the inside, a place to work spells and build experimental ray guns. They also had a black combi van, specially rigged for surveillance and carpet-lined for comfort.

When Willow tracked down their basement lair by analyzing traces left by their van, they decided to ditch both. They began their on-the-lam-from-the-Slayer phase. They rented a house and relocated to the basement, leaving the upstairs empty but not unwatched. This cellar was accessed by stairs and included a few private rooms. Surveillance became their watchword. They set up a network of hidden cameras in the good guys' usual haunts, all wired into this HQ. This was also the place that Warren brought Katrina under the influence of the Cerebral Dampener and later killed her.

When Buffy finally tracked them down (by painstakingly examining rented premises throughout the 'Dale), they were ready for her. They set a Glarghk Guhl Kashma'nik demon on her, and then left her a warm welcome. Buffy barely escaped a set of giant buzz saws arcing out of walls and ceiling (a similar trap would pit the trap-maker's Intelligence and Mr. Fix-It roll vs. the victim's Dexterity and Acrobatics – 4 roll to account for surprise; damage would be Success Levels x 10). Buffy was left with the (sawn) remnants of books, papers, and a Vampirella figure or two.

We never saw the Nerd Herd's final lair, but they most likely had one. Their last feat as the Trio involved a payroll robbery attempt, so they would have needed a place to do their planning. The fall of the Trio left this place abandoned. It could be equipped with any number and type of weird science gizmos, be located wherever you like, and would be very dangerous in the "wrong" hands (or claws).

If you introduce the Losers to your Series, we recommend swapping the locations of their lairs. What's really important is the supernatural trappings and authentic geek ambience. Superstar Jonathan lived in a mansion for a brief, happy period; he may have developed a taste for the high life. He might have stumbled on a very pretty and unused place on Crawford Street. Maybe the dudes were ambitious and foolish enough to enter the ruins of Sunnydale High School and carve out a place right on top of the Hellmouth (got to be some weirdass energies that could power all sorts of funky stuff there). Perhaps the Trio set up shop somewhere down on the docks, to allow good access to sewer tunnels and ease the placement of a pool of piranhas (or sharks or Gill Monsters . . .). Review your James Bond DVD collection when equipping any Nerd Herd lair. Heck, copy that stuff to the last detail—the boneheads would have done no less.





VALLEY VINEYARD

Buffy: Hey. I hear you've got something of mine.

—7.20 *Touched*

Valley Vineyard was a simple barnlike structure in the wooded hills above Sunnydale. It was originally run by monks from the Sunnydale Mission. The missions lost their hold over folks, but the vineyard carried on. No doubt it featured the original wine-making techniques from the mission days—wine was stored in large wooden barrels and kept in cellars to age properly.

The vineyard was located further south than one would expect a vineyard of the Central Coast—Santa Barbara Wine Country to be (most of the vineyards of the Central Coast are located between Santa Barbara and Monterey), but it must have been responsible for some decent Chardonnay and Pinot Noir varieties. It managed to stay in business for quite a few years. In the grand scheme of fighting evil and averting apocalypses, the availability of a locally produced Chardonnay isn't going to concern most Cast Members. The thing that makes the Valley Vineyard important is what was buried there.

Thousands of years ago, the last True Demon to walk the Earth was slain with a special weapon forged especially for the Slayer. This weapon was designed by the Guardians, a female order dedicated to protecting the Slayer line while remaining hidden from the patriarchal Watchers. The hiding part we get; the protecting—not so much. In any event, everyone fell into calling it the Scythe, though it's not clear where that name came from.

The weapon itself was imbedded in solid rock and, though it could be revealed by anyone, it could only be King-Arthured out by a Slayer. The First and Caleb realized what the right people could do with the Scythe, which is why they were camped out at the Vineyard instead of watching the Hellmouth. It's just that kind of thing that gets bad guys everywhere in a world of trouble (if they'd just left the place undisturbed . . .). The Bringers who weren't working on digging up the Scythe were busy building up an arsenal of weapons for the war that they anticipated.

The bad guys located an armory located beneath the Vineyard and connected it to the many tunnels and sewers of Sunnydale. There was also a bomb located somewhere nearby the armory, in case some pesky dogooders came snooping around. Of course, this only applies to Season Seven when the First and Caleb were actively trying for their version of the apocalypse. In a Series set during an earlier time or in an alternate Season Seven with no First, there's no reason that the Cast couldn't unearth the Scythe without any interfering fanatical blind cultists or Ubervamps. Of course, before the First started guarding the vineyard, nobody else knew the Scythe existed (especially the Watchers). Also, absent the threat of the First, it's not clear that the Guardians would have allowed the Scythe to be found so easily. Might be some series of tests that must be passed before the mondo-weapon was released (these tests could be far worse than those for . . . say, getting one's soul back).





The scythe

This unique weapon included an ornate axe head and grip at one end. The other end sported a reinforced wooden stake. Depending on which end was grabbed, the weapon could either be used as a battleaxe or a long-handled stake—just the kind of thing you want at hand when the vamps arrive. The axe head does base damage of 5 x Strength points (Slash/stab). This is reduced to 4 x Strength if it is thrown. The pointy wooden end does base damage 4 x Strength (Slash/stab; x5 vs vamps). Either way, the weapon could be used two-handed, increasing the user's Strength by one when doing damage.

The Scythe was a pretty nifty weapon for anyone, it was specifically designed for Slayers. Any Slayer enjoys a +2 bonus to her Getting Medieval skill while using the sacred weapon. Damage multipliers are all increased by one (the axe does base 6 x Strength Slash/stab damage; the pointy wooden end 5 x Strength Slash/stab damage). The Scythe also allows the Slayer to bypass any supernatural armor or invulnerability. Buffy used it to slice her way through numerous Ubervamps and give Caleb one painful split personality.

Finally, the Scythe is mystically linked to the Slayer line. A Witch of sufficient power can use it to cast spells affecting the power of the Slayer's lineage. Willow used the Scythe to activate every potential Slayer on the planet. This makes it way easier to come up with a canonical Slayer character for a series who isn't Buffy or Faith. That need not be the only possible mystical affect that can be accomplished with the Scythe. More a focal point for the Slayer's legacy, the item itself need not limit a Witch of sufficient skill and vision. Before the widespread Slayer activation, it could be used to open a new Slayer slot, weaken or strengthen the Slayer, increase the number of potential Slayers, or otherwise muck with what we all know as canon. After the share-the-juice power-up, the Scythe could facilitate an adjustment to the Slayer Quality (adding any sort of power or hang-up) for all, or even remove that ability from all existence (say it ain't so).





global activation of all potential slayers

Source: 7.22 Chosen

Quick Cast: No

Power Level: 10

Requirements: A powerful artifact mystically tied into the Slayer line. The Scythe is what Willow used during the assault on the Hellmouth, but something like the skull of the First Slayer or the staff that the Shadowmen used to create the First Slayer might work just as well.

Effect: Every potential Slayer on the planet is called to fulfill her possible destiny. Instead of "one girl in all the world" (two at the most), the world is full of many, many Slayers. Anyone who might ever possibly become the Slayer suddenly gains that Quality. It is unclear what effect this has on future Slayers being called. It might mean that all future Potentials are called as Slayers from the day of their birth, which means that when one of the many Slayers is killed, a new Slayer wouldn't be called until a new one is born. Another possibility is that such a strain is put on the Slayer line that a new one could not be called until maybe two centuries or so had passed. These repercussions are entirely up to you.

Aspect Analysis: Ritual (less than half an hour) (+0), Scope (worldwide, potential Slayers only) (+5), Duration (permanent) (+3), Spell Requirements (way rare ingredients) (-3), Awesome Effect (+5)

other locations

Other lairs populated by the denizens of evil shown on the show include those belonging to the She-Mantis (near Sunnydale Cemetery, in 1.4 Teacher's Pet), Ted (beneath a machine workshop, in 2.11 Ted), Tucker Wells (3.20 The Prom), Harmony (5.2 Real Me), and the Ghora (5.17 Forever).

Abandoned buildings also attract their fair share of nastiness, from generic vampire nests to The Sunnydale Arms boarding house trap for the Slayer (3.12 Helpless). Warehouses and factories are particularly popular. Some have all the latest communications equipment (3.3 Faith, Hope & Trick), others distribute candy (3.6 Band Candy), or hide monks (5.5 No Place Like Home). And don't forget the lair of Balthazar at the packing warehouse on Devereau (right near the Sport's Shop in 3.14 Bad Girls). If the house "occupied" by Buffy and Spike in 6.10 Wrecked wasn't abandoned, it was soon afterwards.





MORE MONSTER MAYHEM

Monster Smackdown is a rather inclusive tome that has just about every monster and demon ever encountered in the *Buffy the Vampire Slayer* series . . . at least through Season Six. Season Seven brought in a new set of nasties, as well as showing some new tricks from an old favorite. So here we provide some information updating the notable forces of evil and nastiness from Season Seven. We're just doing our part to keep you on top of these things.

THE FIRST

Willow: From beneath you, it devours

The First (as Cassie): Oh, not it. Me.

—7.6 *Conversations with Dead People*

This timeless Evil is as old as creation itself and transcends all reality and dimensions. It is in fact Evil itself, the personification of an abstract force. At least that's the First's spin on things and who are we to say it nay.

The First first appeared in Sunnydale in Season Three. Once Angel readjusted to a life that didn't consist of eternal torment, he was plagued with the question of why he was freed from Hell. The First appeared and claimed to have brought Angel back so that the vampire could fulfill his destiny as a killer. While Angel refused to give in to his vampire instincts or human carnal desires, he did doubt himself so much that he chose suicide to avoid the risk of hurting Buffy again. Buffy desperately tried to convince Angel otherwise, but the vampire would not budge from Kingman's Bluff as sunrise approached. Only a miraculous Christmas fall of snow saved Angel's undead existence.

In any event, the important thing was that nothing was really done about the Harbingers or the First. The High Priests were chased away, but the First, or at least the spirit manifestation of the First, was never banished in any way whatsoever. And so it returned to plague the Slayer and her friends during Season Seven. The repeated resurrections of Buffy had somehow weakened the Slayer line. The splitting of the line after Buffy's first death was bad enough, but something about the mystical second resurrection made the Slayers and the Watchers vulnerable enough for agents of the First to attack directly. It sent the Harbingers to kill potential Slayers around the world, its agent Caleb blew up the headquarters of the Watchers Council, and it let loose a few Ubervamps to finish what the Bringers couldn't. The First was the most powerful enemy that Buffy and her friends had ever faced. If it hadn't been for the discovery of the Scythe and Willow's mystical might, the First might have managed to succeed where all others had failed.

In the end, the Bringers, Caleb, and the Turok-Han were defeated and, for the most part, destroyed. Yet again, the fate of the First was not so clear. If it is indeed the embodiment of evil, it's still out there, waiting, plotting, and nursing one hell (pun intended) of a grudge against the Slayer and her ilk.

For the most part, the only thing the immaterial First can do is create illusions based on dead folks. This ability seems to be supplemented by (as far as we know) complete knowledge about its victim, particularly her weaknesses, irrational desires, and problems. This can be quite a devastating attack. Angel was plagued with the "ghosts" of people who he had killed, including Jenny Calender. Willow got messages from Tara, Robin talked with his mother, and Faith saw the Mayor (the closest





thing to a father she's ever had). The First can't throw a punch, and it doesn't even lie for the most part. As only true evil could, it simply uses our own thoughts and emotions against us. In this way, it ruins and destroys lives with a few well-chosen words.

The First's mental powers are opposed by the victim's Willpower (doubled) roll once per day. Its Illusion power creates a super version of the Emotion Problems (Depression) Drawback in its victim (-3 to all actions). Once that's complete, its Emotional Influence (Despair) power leads the victim to commit suicide. Once its attack is overcome three times in a row, that victim is immune to its powers.

The First is a meticulous and patient planner. It generally likes to soften up its targets with surrogates who aren't hindered by the whole no-touchie thing. It can go for a direct assault on its victim (as it did with Angel) or it can "toy" with her a bit more by messing with her loved ones. You should apply modifiers to the victim's Willpower rolls against the First's powers if she has been subject to a long-term campaign of terror or despair against those closest to her. Count on extensive Drama Point expenditures in any struggle against the First. Oh, count on extensive casualties too.

The First has also been shown to merge with the most select of its disciples. Such a merger grants a huge upgrade in power level but it appears to degrade over time and must be re-energized (see Caleb, p. [?]). The actual specifics of this power-up are left to you but it definitely brings the bad guy to Big Bad level or more. Hopefully, the First's evil blending act is a once in a century (or less frequent) kind of thing. Or perhaps the repercussion of juicing up its minions with its own essence and losing the physical battle are so extreme that it rarely, if ever, goes that route. Otherwise, having the First jump from one shell to another, successively jacking up those poor vessels to Slayer-slaying status, would be a serious downer for the forces of good.

THE BRINGERS

Andrew (as Bringer): I am a drone in the mind that is evil.

Xander: Could you just shut up?

Andrew: I say I am part of the great darkness

Kennedy: Somebody needs a reality check.

Xander: Or a muzzle.

Giles (looks at Andrew): Wait.

Andrew: I am a fragment of the we. We work as one to serve the First.

—7.20 Touched

The Harbingers, or simply Bringers, are the High Priests of the First. In Season Three, Buffy tracked down their lair due to the aura of death that surrounds them (dead vegetation and low birth rates are sure signs that they've moved into the neighborhood). Still, once Angel got all suicide-y and the weather got all winter-y, neither Angel nor Buffy bothered to track down all of the Bringers.

So, the Harbingers remained in Sunnydale and slowly grew in number. They "reproduce" when humans are so consumed by evil's influence that they pledge themselves to the First by ritually carving runes in place of their eyes. The blinded humans become demonic minions, able to feel the world around them. They no longer have sight, but they sense the world fully and suffer no penalties for this disability. They also seem to share a sort of hive mind. What one Bringer senses or feels, they all sense and feel. This makes it particularly hard to escape if one is a Potential Slayer and a whole pack of Bringers in pursuit. When the Slayer line was sufficiently weak, the Bringers were sent around the world to kill all of the Potential Slayers. The ultimate goal was to permanently end the Slayer line and thus reduce the power of the Champions of the forces of good out in the world. They were well on the way to success until Buffy and Giles got involved.

Name: The First
Motivation: Incomprehensible evil
Critter Type: Primal force
Attributes: Str —, Dex —, Con —, Int 7, Per 7, Will 9
Ability Scores: Muscle —, Combat —, Brains 20
Life Points: —
Drama Points: 6
Special Abilities: Despair, Illusion, Merger

Maneuvers			
Name	Score	Damage	Notes
Despair	20	—	Encourage suicide
Illusion	20	—	Impose Mental Problems (Depression) Drawback



Name: The Harbingers
Motivation: Serve the First
Critter Type: Demonic Minions
Attributes: Str 3, Dex 4, Con 3, Int 3, Per 2, Will 2
Ability Scores: Muscle 12, Combat 15, Brains 14
Life Points: 34
Drama Points: 1
Special Abilities: Attractiveness -2, Death Aura

Maneuvers

Name	Score	Damage	Notes
Dodge	15	—	Defense action
Grapple	17	—	Resisted by Dodge
Kick	14	11	Bash
Punch	15	10	Bash



TUROK-HAN

Giles: Uh, what you fought was a vampire, but it was, um, something more than that. It was a Turok-Han. As Neanderthals are to human beings, the Turok-Han are to vampires. Primordial, ferociously powerful killing machines, as single-minded as animals. They are the vampires that vampires fear. An ancient and entirely different race and, until this morning, I thought they were a myth.

—7.10 *Bring On The Night*

If the Cast Members of your Series spend a lot of time in Sunnydale working to keep the Hellmouth closed, eventually they are going to start wondering exactly what is on the other side of the Mouth of Hell. It turns out it's a cavernous waiting room for thousands of Ubervamps (and you thought it had something to do with the Hellmouth Spawn). How they got there, what they are waiting for, whether they were forced to take numbers, and what magazines they were provided are all open questions.

Then again, maybe it's a more transitional thing. The Turok-Han were on the other side of the Seal of Danzalthar. It isn't really clear whether they were waiting behind the Hellmouth Spawn every time a vortex was opened in the old library or if they were what the Vahrall fell on top of when jumping into a chasm. Probably not. There are countless demon dimensions, so it is likely that different ones were all linked to the Sunnydale Hellmouth. No two Hellmouths, or even different aspects of the same Hellmouth, are necessarily the same. So opening the Seal of Danzalthar gives you Ubervamps, opening a vortex in the building above gives you Indescribable Tentacled Horrors, and opening the Hellmouth in Cleveland most likely gives you something involving football teams leaving town in the middle of the night.

But what exactly were the Turok-Han? They were like vampires, only worse. They were Ubervamps. Giles compared them to Neanderthals, which raises more questions than it answers. It is not like vampires evolved from anything—they are created through the supernatural merging of primitive bestial demons and humans. The Turok-Han seem to be a more primitive form of this, where the demon aspect has overcome the human form more so than in modern vampires. The Turok-Han are still capable of reasoning and cunning, but they do not speak (at least as far as we know). They definitely cannot pass for human. Like modern vampires, the Turok-Han feed on blood and are killed by sunlight. Stakes are also effective, as long as you can get past their supertough skin and plethora of Life Points. Beheading also kills the Turok-Han, though it takes a lot of damage to lop off the ugly's head. Holy Water doesn't seem to have much of an impact on Ubervamps and crosses do no good at all.

The good news is that unless someone opens the Seal, all of the Turok-Han remain stuck in their subterranean dimension. The bad news is that there are countless numbers waiting for someone to open the Seal so that they can get out and destroy the human race. Also keep in mind that the stats below represent an average member of the race. The first one that Buffy faced appears to have been a champion of their kind (give it one level higher in all physical Attributes and a Combat Score of 21 or more). It should also be pointed out that until Buffy and her companions started fighting them, nobody thought that the Turok-Han were real, they were just part of some obscure myth. This is probably one of the best ways to run them if you aren't going to follow the plotline of Season Seven. The Turok-Han could be a mysterious force that is hunting the local vampires, so that suddenly the Cast is forced to help the evil undead against something even worse.



Name: Turok-Han
Motivation: Kill! Blood!
Critter Type: Ubervamp
Attributes: Str 9, Dex 8, Con 8, Int 2, Per 6, Will 6
Ability Scores: Muscle 24, Combat 18, Brains 13
Life Points: 108
Drama Points: 3
Special Abilities: Armor Value 10, Hard to Kill 10, Invulnerability to Crosses and Holy Water, Vampire



Maneuvers			
Name	Score	Damage	Notes
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Bite	20	32	Slash/stab; must Grapple first
Claw	18	23	Slash/stab

CALEB

Caleb (voice over): Now, it's a simple story. Stop me if you've heard it. I have found and truly believe that there is nothing so bad it cannot be made better with a story. And this one's got a happy ending. There once was a woman, and she was foul, like all women, for Adam's rib was dirty—just like Adam himself—for what was he, but human? But this woman, she was filled with darkness, despair, and why? Because she did not know. She could not see. She didn't know the good news, the glory that was coming. That'd be you. For the kingdom, the power, and the glory are yours, now and forever. You show up, they'll get in line. 'Cause they followed her. And all they have to do is take one more step, and I'll kill them all. See? I told you it had a happy ending.

—7.18 *Dirty Girls*

Caleb was a southern preacher, or at least a serial killer who dressed as a southern preacher. He went on a cross-country killing spree “a while back.” Seems he had issues with the opposite sex, as his victims were all young women. They would confide in the charming handsome minister and he would murder them for being “dirty whores.” It is unclear whether it was these actions or something else that drew the attention of the First to Caleb, or if the First had a hand in nurturing and crafting Caleb into the perfect vessel for evil. Maybe he was like the Blessed Virgin Mary, only male and evil. Maybe he was the one boy in all the world who could merge with the omnipresent evil of the First. In any case, Caleb graduated from serial killer to right hand of ultimate evil. He was evil's main man. While the Harbingers were killing Potentials left and right, Caleb was the one who blew up the headquarters of the Watchers Council of England.

A willingness to kill was not the only thing that Caleb had going for him. His frequent mergers with the First gave him superhuman strength and abilities. While we recommend that you limit such mergers to only the most vile of evil humans, if you do spread the First's love, merger increases the vessel's Strength by ten, Dexterity by eight, Constitution by ten, and Willpower by two. It also adds 50 Life Points, and regeneration of one Life Point per Constitution level per hour. The enhanced Attributes are reduced by one level per day until they reach the vessel's normal level (at that point the First can merge again). This means that Caleb can have a wide range of Attributes depending on your needs, but he will most likely be at the maximum level for any major encounter. This regeneration does not work against wounds suffered from certain mystical Scythes (see p. [?]), but he keeps a Drama Point in reserve to bring him back for one final attack. Note that one of the downsides to repeated merger with the First is the vessel's blood becomes a dark ichor.

It may also be that Caleb served as an anchor to keep the spirit manifestation of the First on Earth. The First did seem to care about Caleb, and you gotta ask yourself why a negative abstract concept would care about anyone. That certainly doesn't seem very evil. In the TV series, the First wasn't defeated in direct combat. Perhaps it was just banished back to wherever abstract concepts go when they are through with the whole anthropomorphism thing (a convincing reason for not merging willy nilly). In that case, the First could easily locate or arrange the birth of a new vessel, and both it and the newly juiced human could return for a second round.

Some of Caleb's abilities are listed with two numbers separated by a slash. The numbers before the slash are Caleb's normal human stats (when he is acting as a normal human insane murderer). The numbers after the slash represent Caleb immediately after merging with the First.



Name: Caleb
Motivation: Serve the First, kill young women (especially the Slayer)
Critter Type: Juiced Human
Attributes: Str 3/13, Dex 2/10, Con 3/13, Int 3, Per 4, Will 5/7
Ability Scores: Muscle 12/32, Combat 12/20, Brains 13
Life Points: 34/164
Drama Points: 5
Special Abilities: Enhanced Attributes, Regeneration



Maneuvers			
Name	Score	Damage	Notes
Break Neck	12/32	14/61	Bash; must Grapple first
Choke	12/32	4/21	Bash; must Grapple first
Dodge	12/20	—	Defense action
Grapple	14/22	—	Resisted by Dodge
Kick	11/19	10/33	Bash
Punch	12/20	8/31	Bash

GRIMSLAW DEMONS

Halfrek: This is just wonderful, Anyanka. There's even talk of having some sort of ceremony. I can't tell you how many times today I've heard "Anyanka is back to her old self again." Honey, what is it? What's wrong?

Anya: It's nothing. I just—there was just so much screaming, so much blood. I—I'd forgotten how much damage a Grimsaw demon could do.

Halfrek: Oh, tell me about it. They can be feisty little guys and impossible to house train. I mean, once they start nesting, forget—are you OK? Oh, did something happen?

Anya: I-I guess I'm just a little rusty. I didn't think it would hit me like this.

—7.5 Selfless

Grimsaw demons are creatures from another dimension that resemble earthly spiders. The main differences are that Grimsaw are four feet long and have a second mouth full of fangs (think of biomechanical

aliens designed by Swiss artists with a yen for slime and sci fi and you won't be far off). Many demons are overly picky in their eating habits, choosing to feast on just a brain or a spleen or blood. So too Grimsaw demons eat only hearts, which they reach by ripping open the chest cavity of their victims with the aforementioned mouthful of sharp incisors. One Grimsaw demon appeared on the campus of UC Sunnydale and proceeded to massacre an entire frat house. Ultimately, Anyanka was to blame for that.

A young woman named Rachel had been publicly humiliated and wished that the frat boys could feel what it was like to have their hearts ripped out. Anyanka granted that wish in as gruesome a manner as possible since she had gained a reputation among the Lower Beings as having gone soft. Thus entered the Grimsaw demon. Anyanka regretted it so much that she begged D'Hoffryn (her Vengeance Demon lord) to undo it. He complied but at the cost of Anya's demonhood, and Halfrek's life (just another thing to weigh on Anya's mind). But that is a subject covered elsewhere—we are here to talk about Grimsaw demons.

Name: Grimsaw Demons
Motivation: Rip out hearts
Critter Type: Demon
Attributes: Str 5, Dex 6, Con 5, Int 1, Per 3, Will 1
Ability Scores: Muscle 16, Combat 16, Brains 11
Life Points: 50
Drama Points: 1
Special Abilities: Armor Value 2, Leaping, Wall Crawl

Maneuvers			
Name	Score	Damage	Notes
Bite	16	19	Slash/stab
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge



Apart from being large and creepy, Grimsaw demons are well armored. They can leap up to ten yards vertically, and if they do so as part of an attack, they gain a +5 bonus (this was how the Grimsaw demon was able to grapple a Very Experienced Slayer, at least for a little bit). They can crawl up any surface, just like a spider. While they do not live in this dimension, they seem to be easily summoned.

Other than an intentional summoning, a Grimsaw demon swarm could be the result of a spell gone horribly. You could drop in a group of overconfident Initiative Agents who invariably suffer heavy casualties—at least initially. This is especially fun if one of the agents is going to panic and start ranting, “That’s it, game over!” That kind of thing has summer blockbuster written all over it.

GNARL

Gnarl: They were here. Here they were. And there they went. (singing) Gone, all gone, what a pretty song. (talking) They sealed you in with me. I love a gift. Can't wait to unwrap it.

—7.3 *Same Time, Same Place*

Gnarl is another one of those demons with overly specialized eating habits (that kind of thing might be one of the reasons demons lost power over Earth and humanity won the top spot). Gnarl enjoys feasting on human skin—long strips of human skin which it peels off the victim slowly. It also laps up the blood while it is doing this. By the time the horrible ordeal is over, all that is left is a skinless dead body with no blood to indicate violence. The Gnarl’s lurid eating habits can be very disturbing if the Cast Members happen to be friends with someone who once tore the skin off of a human being through dark magic. It’s hard to tell the difference between the two corpses, and really . . . any difference found would be largely meaningless. Gruesome doesn’t even begin to cover it.

The Gnarl is able to slowly rip long strips of skin off its victims without a struggle due to an insidious paralyzing poison. Victims can be posed in amusing positions or their mouths opened enough to speak quietly, but they are incapable of running away or screaming for help. The poison appears to be automatic but a more touchy-feely Director might allow a Resisted Constitution (doubled) roll against the toxin’s Strength 5 (doubled) roll. The effects of the paralysis are permanent until Gnarl is killed.

The only way to kill Gnarl is to destroy its eyes. Eyes are –6 to target, but it only takes five points of damage to take them out.

While the extremely dangerous poison and the nigh-invulnerability are bad enough, the real kicker is that Gnarl is completely immune to magic. It doesn’t matter how powerful a spell might be, a Power Level 10 Spell of Rolling Lots of Damage Dice is still going to roll off Gnarl like water off a duck. Magic can be used to enhance a person or object, and then used against Gnarl. But Gnarl pretty much ignores physical damage, so a mind-controlled person or levitated file cabinet is still going to be pretty ineffective against it. Finally, Gnarl is a complete loon. It’s a big, leathery, goblin-looking demon that mutters inane phrases to itself in a weird sing-song voice. Stick Gnarl in the Shire and it would be ranting about the One Ring. It’s all just too creepy and disturbing.

Gnarl is particularly useful in any Series heavy with magic use. If most of the Cast is made up of Witches and Sorcerers, and your copy of *The Magic Box* is already dog-eared from overuse, Gnarl is an excellent adversary. Running up against him will force the Cast to think outside the box and come up with another way of defeating the bad guy besides flinging spells at it. (If you were expecting a pun connecting “thinking outside the box” to *The Magic Box*, well you aren’t going to find it here buddy. We do have some standards.)

Name: Gnarl
Motivation: Eat skin, making with the crazy talk
Critter Type: Demon
Attributes: Str 5, Dex 6, Con 5, Int 3, Per 4, Will 4
Ability Scores: Muscle 16, Combat 16, Brains 13
Life Points: 50
Drama Points: 3
Special Abilities: Poison (Paralysis), Immunity to Magic

Maneuvers

Name	Score	Damage	Notes
Claw	16	14	Slash/stab, infect with toxin
Sword	16	24	Slash/stab
Dodge	16	—	Defense action





5 Episodes and Drama

*Andrew: There's a hellmouth—hellmouth—
underneath the high school. See, weird things
happen on the hellmouth that attracts all sorts of,
uh, bad people and demons and vampires. And
now there's this thing in the basement of the high
school called the—the seal of Danzal—
Danzal'thar, and it's sort of a door to the
hellmouth. Uh, due to some circumstances it got
opened up . . . a little bit . . . recently . . . uh, and
this, uh, nasty, nasty vampire thing came out of
it. It was, uh, it was just awful, awful.*

—7.16 Storyteller

This is Sunnydale.

When you decide to set your game here, it's because you are after the full Sunnydale experience, as presented in the show somewhere between Seasons One and Seven. After Season Seven, it's quite good for rockclimbing and maybe some scuba diving, but once again, that's only true in the original series. The future of Sunnydale in your Series could be quite different. You and your players probably have visions of hanging at the Bronze, patrolling the warehouse district and invading the Sunnydale Funeral Home (all with the best possible motives, of course). But hold on a minute, you can't just go charging down to the cemetery waving stakes—well, you can, but it won't make for a very good Episode. Not the kind for which we watch a certain television program again and again. For that, you need to take a little time and care, and make more of your setting than a map labeled "Here Be the Hellmouth."

This chapter is aimed at Directors (that's "you"). Some parts may come in handy for creating Cast Members, but there's a lot of stuff packed in here that you may wish to spring on players without warning. So, keep them out of this particular cookie jar. Still, it's important to remember that actually creating Episodes is a collective effort with both you and your players contributing knowledge, imagination, and all the little touches that bring the setting to life. Having a detailed environment that everyone is well familiar with can help a great deal. There's such a thing as being too familiar with creatures and locations presented in the show for the good of the game though, and times when new terrain is the only thing that stops the predictability setting in.

Sunnydale is a place with a lot of possibilities. Including, of course, the potential of its total disintegration.





From: caseym@sunnypd.gov
To: p.casey@computeden.info

Hi Paul. If you're reading this and anyone else is there, close it right now! I really need your advice bro, and if you think I'm crazy I guess I'd better check into the big white hotel. They say it can happen, that if the stress gets too much on the beat, you start seeing things.

We've got our list of people missing locally, right? I always try to keep an eye on that, because it just seems to happen so often around here, especially kids. You can say what you like about them running away, but that can't be all of it. It just happens too often and too cleanly. They're never seen at the bus terminal or at the train station and sometimes we get parents in here saying all their daughter's clothes are still in her room. I've had the idea for a while that the gangs have something going like, I don't know, slavery or snuff films, all those horrible things that they've never proved exist in this country but you keep hearing the rumors.

Anyway, last night I saw a face I recognized—Kate Guzman, missing for three months. I'd swear to it. I was in the car with Howie like usual and there was a scuffle going on at the mouth of an alley. I pulled over and didn't recognize her at first, her face looked—well anyway, she looked up and I saw it was her. The man she'd been struggling with ran off and she dived into the alley. I got out of the car of course. Howie was shouting something about procedure but I'm down the alley, you know?

I reached the end just in time to see her getting into this big BMW with tinted windows. She jumped in and it took off. I headed back to Howie and I'm not joking, he was shaking like a leaf. Blew up at me too, about taking unnecessary risks. We went back to the station and I reported to the sarge, and he starts yelling too! Says it couldn't possibly have been Kate Guzman because she called her mother from L.A. a week ago. Told me I should keep better track of data and threatened me with suspension for abandoning my post!

I didn't tell Howie or the sarge—after that who would? But I got the car's plates. I ran them this afternoon when I was on desk duty, and they are registered to City Hall. I crosschecked for stolen cars or plates, and nothing. That car's legit.

Sometimes I wish we'd been born 50 years ago, you know, when there weren't all the drugs and corruption and the 'Dale was a really nice place. But I guess 50 years ago I wouldn't have been a cop either. So tell me what you think bro, because I can't afford to get this wrong.

Mary

THE SET-UP

Buffy: I really thought that you were a nice, normal guy.

Riley: I am a nice, normal guy.

Buffy: Maybe by this town's standards, but I'm not grading on a curve.

—4.11 *Doomed*

Let's start with Cast, both main and Supporting. If you are running the game with the Original Cast, all you need to do is decide at what point in the original series your Season starts and make sure everybody has seen all the right episodes. If you are playing with a new Cast or need to design Supporting Cast, bringing your setting to life starts now.

If the new Cast Member was born and raised in Sunnydale, there's every chance she inherited that eyesight and reasoning deficiency that seems so common amongst the population. Initially Sunnydale was just a quiet place where her family and friends lived and stuff

like going to school happened. In short, home. But not anymore. It may still be home, but something happened to strip the veils away. It probably wasn't pleasant. You may wish to consider making this moment of truth the start of your Series, or running it one-on-one with each player as a prequel to the Series proper.

A Sunnydale native is going to have other sorts of history as well. A real, seen-'em-all-ten-times-each *BtVS* fan probably should play a local, because she already knows where to go for coffee, catch a movie, and buy a Sobekian amulet. In any case, both you and the player should have considered and agreed on the following points:

- * Where in the 'Dale does the character live?
- * Which school does she attend/has attended?
- * If she is working, where?
- * What does she do to relax? Where are her favorite places to hang out?





A HAPPENING PLACE

Spike: So, who do you kill for fun around here?

—2.3 *School Hard*

Sunnydale is a dynamic, forward-looking town—a feeling shared even by the occupants of the cemeteries. New housing developments are constructed and new businesses opened. Bands are formed and local teams reach the finals. People graduate from school, get jobs, fall ill, go mad, and die (some, but not all, in very strange ways). In short, things happen, and not all of them involve the Cast and their antagonists. This is what really brings the setting to life. Giving these things some serious thought can only help the game.

Of course, these can all be answered very easily straight from the show, but it may be worth trying a less-traveled path or two. If you are not playing with the Original Cast but still intend starting the Season at a particular point in the series, you should also note what prior events were big and loud enough for the new Cast Member to have noticed. Go back to **Chapter One: Boca del Infierno** for a quick refresher.

Then, of course, a new Cast Member might be fresh off the bus. Relatives in Sunnydale are the quick n' easy way to get her involved in the local goings-on (and also provide a cheap place to stay). Perhaps she lived here herself until her parents moved, or she went off to a prestigious and distant university while her illusions were still intact. Now she's back, and her childhood pals are all into this weird creepy supernatural stuff!

Or maybe she has moved to a distant and prestigious university—UC Sunnydale! This plunges her into the adventure completely while still utterly unaware of what's going on (although this isn't to say she doesn't have secrets or even powers of her own). An adult Cast Member might arrive to take up a teaching post. Or maybe her arrival involves a corporate relocation. Perhaps she will soon discover something about her employer she never knew before, including the real reason the new plant is being built in Sunnydale. The possibilities for introducing characters are endless and can feed directly into the über-plot of your first Season.

A complete newcomer to Sunny D is either a roleplaying challenge or a good option for someone who isn't familiar with the original series. A mix of newcomers and natives can make for a good Cast; the natives play off the newcomer's unfamiliarity and the newcomer provides a fresh perspective on all the old tropes. Again, both you and the player need to consider such things as why she arrived, where she is staying, and her means of support. Having done this, you may find the question of how the Cast all meet up has already been answered!

First, a tip. Once you decide when the Season starts, keep a calendar (no, not her, you sick puppy!). The easiest way is to get an actual calendar for a suitable year and mark it off as play proceeds. It's a chore but it really will help keep things in perspective. Sometimes Episodes follow directly from each other, sometimes you can just decide that so many days or weeks have passed. This way, you get an in-game Christmas, Thanksgiving, and Halloween, not to mention the Cast Members' birthdays and the night of St. Vigeous. This is one of the best ways to establish that time is passing, and the sense that time is passing makes everything seem that little bit more real. If you ever introduce a countdown like Mayor Wilkin's hundred days, you have a solid basis for making the players sit up and take notice!

When things happen in the game that actually change Sunnydale, even in a small way, it is vital for you to keep track of them. What happens in tonight's Episode should have consequences for Episodes and Seasons to come, whether you planned it that way or not. This continuity is one of the great things about the TV series. 'Course, they have continuity people to keep an eye on that stuff. In your game, that's your job. Otherwise, you risk the players remembering things you've forgotten and bringing them out at importune moments—"Okay, the doors barred but we just climb out through the hole in the wall the sorceress made throwing force bolts at us last time we were here. Yes she did. Xander made his Dodge roll and you said, "dust and the stench of old death wafts out of the three-foot diameter hole in the wall beside him," remember? If someone's repaired it I want to know why, this is a crypt for crying out loud!" To avoid this, take notes after and even during each session.

But it isn't just the Cast and sundry villains who might be affected by such an event. For example, say that during the above heroic struggle the Cast manage to totally demolish the one hundred year old crypt with its beautiful Victorian carvings. The next morning there is a report in the Sunnydale Times about the terrible act of vandalism and a call from the police for any witnesses to



come forward. This should remind the players that the Cast does not exist in a monster-haunted vacuum (those are all extradimensional). It may even create a pleasant little subplot, as a member of the Supporting Cast puts two and a lot of mortar dust together and begins watching her daughter's every move, trying to separate her from the bad company she has clearly fallen into. Something like this won't derail your Season's Plot, but it will make things a little more colorful and, again, real.

A Cast Member's daily interaction with Sunnydale can be a source of subplots that arise naturally from part of her life (even if the storyline leads to something completely unnatural). Think about her routine, as established in the Set-Up above, and the activities it implies. A student has to go on field trips, take exams, and participate in the school play. An employee has to pick up a delivery from the docks, participate in office politics and, so help us, staff bonding weekends. Make sure you sprinkle in a few such incidents that lead to nothing extraordinary. Even Buffy would stop going to the Bronze if it was a life-and-death struggle every time she showed. Also consider events that while not directly connected to the Cast are things they would hear about. The arrival of a new exhibit at the Museum, Council elections, and other civic events. It was never mentioned in the series, but ask yourself—is Sunnydale the kind of place that would have an annual Founding Day celebration? And just how would Mayor Wilkins celebrate?

Slowly, as you play, Sunnydale changes. If Sunnydale didn't change, it would get boring. But some things, like the Sunnydale astigmatism referred to earlier remained the same for a hundred years.

THE BIG PO

Buffy: Open your eyes, Mom. 'What do you think has been going on for the past two years? The fights, the weird occurrences. How many times have you washed blood out of my clothing, and you still haven't figured it out?

—2.24 Becoming - Part 2

As the saying goes, "dog bites man" is not news. In the 'Dale, "vampire bites man" isn't news either. It's gang-related, PCP, and the survivors accidentally stabbed themselves with toasting forks. Even at the last, when the population was actually fleeing, you can bet they were rationalizing their actions with any excuse other than the truth.

Well, some Sunnydale residents put their necks on the line night after night for years, for the safety of puppies and Christmas. These same people had to come up with excuses day after day for the black eyes, sore ribs, absences from school or practice, and medieval weaponry. In the original series, these people were Buffy

and Co. In your game, they are the Cast Members, and they face the same dilemma.

There is something to the idea that the citizens of Sunnydale can't handle the truth, or be trusted to do so safely. What happened the one time the population did decide to take the supernatural seriously? They tried to burn Giles' books together with the Slayer—the very things that had saved them on so many occasions. Even though there was a demonic spell involved, the mob went for justifiably the closest representatives of Sunnydale's dreadful secret. When the Hellmouth became active in Season Seven, some who did put the pieces together went mad.

The original reason given for Buffy keeping her identity a secret was that if the supernatural community at large discovered who she was and where she could be found, that would be the end of her (one also suspects a bit of Watchers Council policy, to keep the Slayer isolated and dependent). There was also the fact that she had Slayer powers, her Watcher had trained for years, but anyone else who got involved was going to get creamed (something not entirely disproved by Xander and Willow in Season One). By Season Five, Buffy was famous among demons the world over, at least according to Dracula. By that time her entire graduating class had witnessed a demonic ascension and the Initiative had come and gone, but still . . . by and large life in Sunnydale remained unaffected. And this is the heroes' goal. In a world of monsters, normal humanity is the ultimate goal to be won.

That this was also the Mayor's goal for a hundred years is in no way contradictory; he needed a town full of crunchy, juicy humans on the Hellmouth. Of course he wanted life in Sunnydale to seem not only normal, but good. As discussed in previous chapters, he geared the entire civic mechanism towards pulling this off. Yes, this was a bad thing in that many people would otherwise have lived in safer places, but he paradoxically created something worth protecting. An equal paradox is the fact that the heroes who do this cannot be acknowledged without also acknowledging the forces they fight against. So there can never be a Slayer's Day in the Sunnydale calendar.

That is . . . unless you or the players decide to break the rules. You do not have to have the entire place sucked into a pit to achieve this; it is actually a bigger step if the town survives the revelation. It's best to come to some kind of agreement about this. If you want to bring in a new Big Bad and wage her war out in the open (doing things like taking the entire Mall hostage and demanding the Slayer fight her then and there), discuss the broad idea with the players and make sure they are okay with breaking one of the basic premises of the original series.





If the players decide to jettison the rules on their own, they might start deliberately staking vampires in front of large audiences, or casting spells on Main Street, or pushing the newspapers to look more closely at the manner of those ex-sanguination victims. This could be the result of frustration over the lack of positive response to all the good they do. This certainly happened to the Original Cast at times. The best thing to do is what the show did, bend the rules to allow the players a little satisfaction. School bullies and office nemeses can, while not actually acknowledging the supernatural, allow that the Cast are really pretty good sorts. Sub-White Hats like Andrew Wells can become their fans. They can become legends amongst the demons of the world. Seriously, having some huge, spiky fiend blench and say "Y-you're her!" and flee is way good for the ego. If, on the other hand, the players are just being silly, first try and get them back onto the plot. If that doesn't work, by all means bring the wrath of Sunnydale down on their heads by having the police pick them up for causing a public disturbance. If they take out the officers . . . well, that's going to change the entire Series. We're talking APBs, massive manhunts, armed and dangerous warning, Federal investigations, and more. In the case, the setting could easily become the wide and wholly road. That doesn't do much for keeping the Hellmouth in check, does it? Not only would the Cast be on the run, but they'd have failed their primary mission.

COFFEE WITH THE ENEMY

Riley: You told me you were tracking the Polgara demon, I thought I'd help. But now I see you're not hunting demons, you're socializing with them. Again! I thought you were supposed to be killing these things, not buying them drinks!

— 4.14 *Goodbye Iowa*

Another result of Sunnydale's unique situation is that its defenders often end up dealing with the forces of darkness on a less than professional footing. Most such connections start out along the lines of "kill me and you'll never find out what I know," and "it's a funny thing; we seem to want the same guy dead." But having worked together once, even under the most trying circumstances, the Cast and the creature have history. At the very least, this livens up the banter when next they meet. But it's also possible that it could lead to something more involved. Hey, in Sunnydale it's way possible to meet demons in a social situation.

So when does going to a half-demon informant, or even a human snitch like Willy, become hanging out with the cool dudes in black? Willy sells human blood under the counter, for pity's sake. Does roughing him up every so often really make that kind of activity okay? It is a fine, scary line to draw, especially when some of the Cast are already witchy, wolfy, or otherwise morally questionable. By some standards, especially those of witch- and werewolf-hunters, their very existence places



them on the wrong side. And who's really going to understand what they go through? Their parents? Their classmates? Even the Slayer may sometimes crave the company of someone who truly understands what it means to be superhuman . . . or even just non-human.

Is it the Slayer's duty to kill a demon who generally minds its own business and is a danger only to the cats of the neighborhood? Is it justifiable to take a life when it is that of a (still) human sorcerer? Even if a vampire is honorable and can be relied on, should the good guys ever consider making a pact with the soulless? If you can get your players arguing in character about these sorts of things, you've really got them into the Sunnydale mood. Another tip—if they are arguing out of character, pull them back into the scene by reacting as a member of the Supporting Cast, i.e. "W-what was that about cutting my head off?"

Still, getting your players to swim such murky waters may not be straightforward, especially if they are playing a group of Initiative commandos and a Slayer brought up by her Watcher on a Caribbean island. They may be perfectly happy just killing demons and knowing it's right. If you want to move in a grayer direction, toss them something like a vampire child that still lives with its human mother. Sharpen the moral dilemma by making the mother severely dependent on one of the child's special qualities. Say the mother is weakened and the child's inhuman strength is a great boon. If they don't like dealing with that, you may have to adjust your ideas and go back to the straight and narrow. There's nothing wrong with that; Buffy herself would surely sometimes like everything to be how it was back when vamps never had souls, or were even particularly charismatic. But characters too must change, or eventually become boring even to their players.

PLOTS AND SUBPLOTS

Oz: You ever have that dream where you're in a play, and it's the middle of the play and you really don't know your lines, and you kinda don't know the plot?

—3.10 *Amends*

So, exactly what dreadful secret lies in the school theatre, the old warehouse, or behind your boss's sweetly-smiling facade? With the Hellmouth you can justify pretty much anything, but you still want your plots to be suitably "buff." Anchoring them in the daily life of Sunnydale goes a long way towards achieving this. So does acknowledging the rules (even if you intend to break them). *BtVS* plots are famously of the organized kind—there's a reason for what's going on and the solution requires investigation supplemented by violence. But that's only the base line. It shouldn't restrict your

imagination. The totally weird creature that pops out of nowhere is just as much a part of *BtVS* as the foreshadowed, logical creature. Indeed, a series of clues that leads to a foreshadowed creature is generally a clear sign that you are going to get a pop-out monster. Switching gears is a *BtVS* staple. When you need a good plot never fear, inspiration just oozes out of the walls in Sunnydale. Actually, sometimes it creates a dimensional doorway. Or just claws its way out.

SOMETHING OLD

Buffy: Yeah, he's some kind of demon looking for an all-powerful thingamabob and I've got to stop him before unholy havoc's unleashed and it's another Tuesday night in Sunnydale.

—3.7 *Revelations*

Pretty obvious. You want the game to feel like the show, use characters and monsters from the show. Hey, you're already using the setting!

The possibility has already been raised of starting your first Season at a particular point in the series, such as the end of Season Two or Five. Everything that went before on the TV show is your game's history—it actually happened. You may be playing with the Original Cast or a new Cast (in which case you really should have disposed of the Original Cast, thus Seasons Two and Five. You could do something really economical with 4.21 Primeval too). One thing's for certain. From now on, things are going to be different.

Well, there'd be no point in playing if they weren't, would there? Here we encounter a problem that's also a golden opportunity. If you intend to use a Big Bad or plot line from the show such as the Mayor or Adam, you are going to have to change the plans, tweak the powers, adjust the actions, and introduce new events to provide some element of surprise. Even if a new Cast is going to be facing a former Big Bad, any players who have seen the TV show know way too much about them. This can be a good thing though. Misdirection is a tried and true dramatic tool. Just naming a Big Bad from the TV series brings a whole slew of pre-conceptions to the in-the-know gamer. You can have mucho fun figuring out which "fact(s)" should be changed and springing those changes on the players.

The Mayor is the case in point. He is so intrinsic to Sunnydale that if he hasn't already been slain, sooner or later the Cast are going to cross his path. Now, someone at your gaming table is sitting there thinking "we must take him out before he performs the ritual of invulnerability." That has to be easier than trying to kill a True Demon! So you subtly alter things. Perhaps killing the Mayor before Ascension means something





very, very bad. Instead of going for invulnerability, you might have him cast a spell that binds his life-force to something the Cast could never bring themselves to kill, such as all babies born in Sunnydale from that moment to Ascension. If he dies, they die. The Cast could still follow through with their pre-invulnerability strike but first they have to devise a way to break the binding spell.

Maybe Ascension doesn't just mean that Richard Wilkins becomes a big snake (it was never made clear what his plans were past eating a bunch of residents). Maybe he becomes a demon alright, but the real significance of building Sunnydale on the Hellmouth is that, upon Ascension, the town will slide through and become his realm in the demon dimension. Maybe the only way to stop this is to imprison him eternally on Earth somehow (don't forget to provide a how). Same Mayor we know and love, whole new problem for the Cast.

There are plenty of monsters that aren't Big Bads, but the same issue exists. If the Cast encounters a schoolmate's empty skin and the players have seen 2.20 Go Fish, they are going to expect monsters created by unwise use of fish DNA. Here's an opportunity to pull a switch and substitute something like a demon that sucks out internal organs through people's mouths. Now, that could be too drastic. Gill monsters are great critters and maybe you want to keep them around. You can add something new, like a means to reverse the transformation or a more sympathetic nature among them. Then run the same plot. Or you could keep them the same, but explore an entirely new plot (a rogue scientist is obsessed with creating better water-based soldiers). The best bet is to do both. What if the gill monsters rediscovered some of their human capacities, like speech, and wanted to contact their loved ones and let them know they were okay. The loved ones might not be the "look beyond skin deep" kinds. Their freak-out might cause the gill monsters to lash out. Now we've got a thorny problem for the Cast. They ride in to save the day, thrash a nasty gill monster, and as he expires he croaks "Just wanted . . . to let . . . my mom . . . know I was okay . . ."

The gill monsters are a perfect example of something old because we all saw several get away. In seven seasons, there are plenty of loose ends like this. You don't have to be playing at a particular point in the TV series to use them, just drop them in where you need them.

Here are a few ideas to start with:

* What happened to Kyle and friends after they were de-hyenaed (1.6 The Pack)? Did they go on to form the Jackals gang later mentioned by the dead guys (3.13 The Zeppo)?

* Where is Marcie Ross these days (1.11 Out of Sight, Out of Mind)?

* What was the fate of the re-stoned Acatlha, last seen in the mansion on Crawford Street (2.24 Becoming - Part Two)?

* What the blazes are druidic rituals doing anywhere near California (3.8 Lovers Walk)?

* When Angel said he hid Balthazar's amulet somewhere safe, where did he mean? Could the trinket be used for more than just healing one particular demon (3.14 Bad Girls)?

* There was a nest of fire demons in a cave by the beach that we never actually saw (3.19 Choices).

* What happened to the rest of the treasure trove containing the Gem of Amara (4.3 Harsh Light of Day)? Given his chronic financial troubles, Spike obviously did not go back and pick it up.

* Doc clearly had a plan that involved opening the gate even after Glory was dead (5.22 The Gift). Did it succeed, or is he still hanging around, feeling mightily pissed off?

* Was Old Man Kaltenbach really just an innocent, out of work toymaker? Or did those young vampires save Sunnydale from a dreadful fate (6.6 All the Way)?

* Had the well-preserved matriach Buffy encountered in the pyramid just been waiting there all that time in (7.21 End of Days)? What other activities could she (and her sisters) been involved in?

SOMETHING NEW

Buffy: It's strange . . . people die in Sunnydale all the time. And I've never seen anything like this.

—3.11 Gingerbread

The first place to look for an original modern-day Sunnydale plot is back in its pre-series history (see **Chapter One: Boca del Infierno**). Keep an eye out for things or events that are unexplained or could have a hidden meaning or cause, and thus can spawn adventures in later days. Evidence about them could be dug up, revealed by sudden tectonic movement, or already part of someone's collection. The items can be haunted, cursed, bait for a trap that has survived its maker, or actually still "alive." The motives of those with self-awareness, or the purpose of those without, can involve something that happened centuries ago but which still has meaning (to them at least). The past creates the present, and in Sunnydale something as innocent as the name of a park can bear witness to a hideous event of long ago.

Historical references make whatever you invent seem more important. It's easier to take an odd-looking artifact seriously when the Intelligence and Occultism roll turns up a link to a "real life" place or a really good





legend. This applies just as well for history outside of Sunnydale (and *BtVS* for that matter), so that's the second place to look for inspiration. Egypt and Transylvania may be a long way away, but your players know about them and can make the connections when they discover a creature that has somehow managed to cross the distance. Remember, Sunnydale can be accessed by road, rail, ship, air, and the hundreds and hundreds of miles of underground tunnels, both natural and man-made (entity-made?). And don't forget dimensional travel. Importing a creature or artifact from the other side of the globe or beyond should not be a problem. The Cast may not even bother asking how it arrived (although you should have this worked out just in case).

Your typical urg-argh monster comes to Sunnydale because it is attracted to the energies of the Hellmouth. Again, your Cast Members might not ask why, but your Big Bad needs a reason. This may sound unbelievably obvious, but if you are bringing a new Big Bad (or even a one-Episode Medium Bad) into Sunnydale, make sure to give her a goal that can be achieved in Sunnydale. It should be something like harnessing the energies of the Hellmouth or doing nasty, obsessive things to one of the Cast—that sort of thing. What is important is the diversity you can achieve with variation of motive, method, and level of messiness.

Always keep the roleplaying-game-not-television mantra in mind when creating your own plots, especially when thinking up big, budget-breaking extravaganzas. The type that endanger Sunnydale's actual existence and possibly that of the world. In the series, Sunnydale survived plenty of apocalypses before the eventual end. The Original Cast always found the clues in time and always did the right thing, even if it required tremendous personal sacrifice. The question is, will your Cast? This is a roleplaying game and that means failure is possible for all sorts of reasons. The Cast may play a bit too gung-ho, kill their half-demon contact, and miss a vital clue. They may play a bit too smart, find a short cut across several of your locations, and miss a vital clue. A crucial piece of equipment may be left back at base, simply because no one remembered to bring it. If the Season finale isn't playing out the way you planned, you'll have to do some pretty fast improvising or accept that the end may well be nigh.

When the stakes are this high, always minimize the dice rolling. This may sound a little contradictory given all the combat Season Finales generally involve, but think what would have happened if Original Season One Buffy had "rolled poorly" against the Master's hypnotic gaze. Or if Willow had botched the spell that awakened the world's Slayers in Season Seven? Instead, try and make the key to success something that the Cast can deduce

from many possible sources. The counterspell can be in a special code for which the Cast Members can hunt up the key, or which lies in the answer to a riddle. The Hell God's one weakness can be discovered by questioning witnesses, or tricking one of its minions into talking. It will still be the player's work that brings them victory and it is unlikely to be short-circuited by chance.

If your Casts' failure means disaster to Sunnydale or the death of a primary character, the roleplaying game can continue regardless. Play through the authorities touting out some rational explanation, such as a meteor strike or freak hurricane, and starting with the clean-up (if applicable). Go through the effects on the lives of the surviving Cast Members. You can even move your series to Cleveland, or put the Cast on the road as suggested in the Slayer's Handbook. If the Casts' failure means the end of the world, however, be prepared to fudge it or face some very unhappy players. It may technically have been their fault but they are still going to be upset. New characters can be created, but the end of the world is a cool concept only if it doesn't actually happen.

If your Casts' success means the end of Sunnydale, well, there's a precedent. Just make sure you've gotten all the use you can out of this book before you get that far!

BORROWED AND BLUE, THE WEIRD STUFF

Cordelia: Oh, are we feeling a little envious? You could belong to a fraternity of rich and powerful men. In the Bizarro world.

—2.5 Reptile Boy

If Sunnydale as is or slightly tweaked is insufficient to keep your Cast occupied, you've got to make more serious changes.

The TV series has already provided pretty much the perfect example of a seriously alternate Sunnydale—the Bizarro Sunnydale created by powerful magic in 3.9 The Wish. Bizarro Sunnydale is a place where the Slayer never arrived and the Master was freed at the Harvest. It's not a nice place. The Mayor is either dead or a collaborator. Having no choice but to accept the existence of vampires, the residents hang garlic on their doors, never go out at night, and the school holds a weekly memorial service for dead students. The supernatural runs rampant because normality has no defense against it; there are some who fight, but evil already has the upper hand. Very likely Bizarro Sunnydale has been abandoned by the rest of the world as somewhere the gangs and drugs have taken over. The world outside Sunnydale is either in denial or has been cordoned off by the military as they assess the subterranean threat (see **Chapter Three: It's a Different World** in the *Slayer's Handbook*).





Setting your campaign in the Slayerless Bizarro Sunnydale certainly makes sense—if ever a place needed a new sheriff in town, this is it! But you could also just use it (or the regular Sunnydale) as a place for day trips. Getting into the nerdy theory stuff, you could say that the wish created parallel time lines. Regular Sunnydale continues but a new Sunnydale is born that shoots off in a different direction. They two places would be in separate dimensions but, as we've seen, dimensional barriers are no great shakes in the Buffyverse. In the TV series, we saw Vamp Willow cross over to visit her alter ego in regular Sunnydale. A similar or reverse situation could occur in your Series—you could even structure a mega-plot that required several "visits" back and forth between the two worlds.

In any event, you'll have to do a little additional work with the contents of this book to create Bizarro Sunnydale. Start with the Sunnydale map and decide which parts of town are completely controlled by vampires and whether places like the hospital and army base are still functioning. Decide which Supporting Cast Members are still alive (and which are undead) and what they are doing. Think about things like the content of the Sunnydale Times and the current market price of garlic and holy water. In 3.9 The Wish, the kids couldn't go to the Bronze anymore—it was the undead's favorite place to party.

Wish magic could change the world in any number of ways. 4.17 Superstar is an even better example of how this can work—the Cast in the altered world first realized that something is wrong and then had to fix it. Applying the concept to your own Series may cause a few problems. Technically, only the speaker of the wish (and some supernatural entities) retain any memory of what the normal world was like. If your players are up to the challenge of playing their alternative selves, well and good. Another problem, referring back to players-who-know-too-much, is the difficulty of getting someone in your Series to actually voice a wish. As demonstrated by Jonathan, Supporting Cast will do in a pinch.

Wishes are drastic means to reworking Sunnydale as they affect the whole of reality. If you aren't in the mood for something so drastic, plenty of lesser spells allow the Cast to experience their home in a new and interesting light. Obviously the goal of most such Episodes is to break the spell, usually involving taking out some monster at the same time. A straightforward option is to make the entire Cast immaterial. As ghosts, they can walk through walls, move physical objects only by an act of will, and are undetectable by anyone who isn't psychic. Taking a little more effort, for both you and the players, is a spell or some kind of demonic contamination that makes the Cast see Sunnydale the way one of the stranger demons sees it. For example, everything is in the same

place but all material objects are simple geometric solids in a glaring white void, while living creatures are flames flickering with life force. Other senses are similarly distorted or absent altogether. Imagine trying to get across town to the Magic Box and concoct a remedy under these conditions!

Last on the list of weird stuff is time-travel. This is a bit of work, but it's tremendous fun and a sure fire way to liven up historical research. The Cast may need to consult the last of the Chumash shamans before she dies, to witness an event in the struggle between Balthazar and the Mayor that will reveal to them the location of some artifact, or it could just be a horrible accident that strands them in the wild, wild west until they can work out how to return home. You are strongly advised to stick with spells and gateways as a means of time travel in *BtVS*, rather than, say, a garbage-powered car. You'd also better work out some house rules on time paradoxes too. If you go with time-is-a-seemless-continuum-and-history-cannot-be-changed view, be prepared to intervene when some Cast Member tries to kill the Richard Wilkins before he starts on the road to Mayor-dom of a burgeoning California town. Then again, if history can't be changed, how did things get out of wack in the first place, or why is the Cast in the past to adjust things? The default theory is that the Cast can go back and change something back to the way it should be, thus preserving the future (their time) as it is, but can't do much to change things otherwise. In truth, it makes most sense if all historical events are subject to change depending on how heavy handed the Cast is about solving the problem that sends them to the past. If you go that route, have Bizarro Sunnydale or some wildly altered Sunnydale prepared just in case.

THEMES

Giles (with test questions): Are you ready?

Buffy: Hit me.

Giles: Which of the following best expresses the theme of the passage? A) Violence breeds violence. B) All things must end. C)—

Buffy: "B." I'm going with "B." We haven't had "B" in forever.

—3.6 Band Candy

Now for the big guns—the concepts that you can base a Season around. Use these to get yourself thinking about how things in Sunnydale really are.

THE GHOSTS OF SUNNYDALE

Sunnydale is built on victims. The Chumash Indians, the countless souls sacrificed by the Mayor to pay his dues, and every single person that the Cast has failed to



save. Even those who suffered without dying, like the inmates of the Lowell Home for Children, can leave an imprint of their pain. This is bad town for particularly sensitive psychics! And what if something—some misused device or demonic contamination—empowers these imprints so that more and more people can experience them?

UNNATURE ABHORS A VACUUM

For a long, long time, powerful creatures have fought over the Hellmouth. After defeating Balthazar, the Mayor kept a lid on things for a hundred years. Given that, Sunnydale and its worst elements are used to being kept in check. After the aborted ascension, the Slayer and the Initiative kept things together, but the Initiative was disbanded and the Slayer died (and then started flipping burgers). Who knows who ran in the next Mayoral election. So who, or what, is in control? Can it ever be the good guys, or even the “normal” people?

BATTLELINES

So you’ve broken a rule here and there. Maybe you’ve let the supernatural cat out of the bag every so often and at least some regular folks have noticed. What about going all out? What if it was common Sunnydale practice to carry a cross in your handbag along with the can of mace? What if everyone knew about protective circles and not giving invitations? What about government grants to set up a mystical Safety House program? Can the citizenry be prepared for the supernatural and hold it back enough to avoid the dire situation of *The Wish*, or of full-scale evacuation? Maybe evacuation isn’t an option—some awakening force may have already sealed the borders (though most of the homebodies haven’t actually registered this). The Cast has a mission to get the entire population up and smelling the sulfur. Perhaps this time the apocalypse can’t be stopped by a brave but small group, even if it is comprised mostly of Slayers. Stake a vamp in the main square and call back the Initiative, this is all out war!

SUNNYDALE SUPPORTING CAST

Willow: I’m kind of curious to find out what sort of career I could have.

Xander: What, and suck all the spontaneity out of being young and stupid? I’d rather live in the dark.

—2.9 *What’s My Line?* - Part One

As discussed under *The Conspiracy* (see p. [?]), getting a job done in Sunnydale sometimes requires some specialized knowledge—the way you do and don’t go about things, what to expect and who to call. Handling such things in a convincing and realistic way enhances the feel of the game. What follows are templates of

useful types such as doctors and police for your use as Supporting Cast. These characters can be dropped in as is anytime the situation requires some kind of response from the town. The Episode in **Chapter Six: The Road to Hell** makes full use of them. Of course, they can be tailored to your specific needs, and some could even form the basis of full Cast Members.

POLICE

Officer: Drop the weapons and get down on the ground!

Now! I said drop the weapons or I fire! Now spread ‘em!

Faith: You wish.

—3.14 *Bad Girls*

The reputation of the Sunnydale police force is a little unfair; they are as well-trained and dedicated to combating the normal menaces to society as any in the land. What they aren’t is capable of dealing with the supernatural. Along with the rest of the population, they generally aren’t even capable of acknowledging it. The upper ranks are a different matter however. While studiously avoiding or downplaying the what-the-heck-was-that incidents, they keep the force on the track of burglars, vandals, and domestic disputes. Unfortunately, the nature of their struggle means that Cast Members may find themselves viewed as burglars, vandals, perhaps even a girl gang.

The police enforce the law. That law allows them to carry firearms and batons and to use them when they have reason to believe the target is a physical danger. If push comes to shove, the police will confront pushy or shovey monsters and do their best, but the fact remains that they are not the experts.

The exact police ranks for Sunnydale are not specified so we’ve created some usable ones below.

Patrol Officer: Feet on the street.

Station Officer: Feet on the seat.

Sergeant: In charge of Patrol Officers and Station Officers.

Detective: In charge of investigations.

Superintendent: In charge of a station.

Captain: Friend of the Mayor.

Searches of private property cannot be conducted without a warrant. Obtaining one generally takes about twenty-four hours, although the local criminal judge can be woken in the middle of the night. To obtain a warrant the police must be able to demonstrate reasonable suspicion of a crime. That’s the judges call after hearing the officer’s testimony.

Arrests may be made if the officer has probable cause to believe they have committed a specific crime. There’s no one to pass judgment on whether such cause exists at the time of the arrest. That comes later . . . assuming the arrested person goes along with the arrest. Resisting





arrest is suspicious behavior and illegal. The person is read his Miranda rights ("You have the right to remain silent . . .") and taken to the local station where she is photographed, fingerprinted, searched, and put in a cell. At this point, the arrestee gets her one phone call and it need not be a private one.

An arrested person can only be held for twenty-four hours before being either charged or released. Charging them requires an arraignment—an appearance in court. That's where the charge is specified, probably cause reviewed by a judge, and a defense attorney is indicated by the defendant or assigned (if she can't afford one). The defendant gets to speak with her attorney to determine how she will plead (guilty or not guilty) and whether any plea agreement can be negotiated with the prosecuting attorney. A plea agreement lets the defendant to plead guilty to certain charges to avoid harsher accusations and possibly receive a lighter sentence (though the judge is the person who has the final say on sentencing, and some crimes, particularly those involving drugs, allow little discretion in sentencing). If no plea can be settled on, bail is set. Bail is a sum of money paid to the court before the defendant is released. If the defendant does not return to court for trial, that money is lost and an arrest warrant is issued to bring her in. For mild offences or defendants with significant ties to the community (parents who live in town), bail will be set low or waived entirely. For more serious crimes or for transients (can you say, Faith?), bail will be very high.

Missing persons are kept on a national database. The authorities generally do not act until 48 hours have passed since a person was found missing, though a missing child receives a quicker response. For a search to be conducted of, say Millers Wood, the police would need a reliable report that the missing person was last seen in that area and good grounds for believing that she was in danger.

Regular patrols take place through the industrial

district and along the docks. The Fish Tank is raided every so often but Willy's Place is tacitly avoided. Police patrol cars containing a minimum of two officers cruise the well-lit streets of the central business area. Walking patrols are rarely encountered. If an incident is reported, there may be a police presence in Weatherly Park for a few nights, but no matter what is reported, the woods and the cemetery are right out.

Stats for police officers can be found in the *BtVS Corebook* (see p. 159).

DOCTOR

Ben: You know why I wanted to be a doctor?

Gronx: Flattering drawstring pants?

Ben: To be close to people. To witness their lives and their deaths, to be there alongside them, a part of everyday humanity. (sighs) Maybe it's the drugs.

—5.20 Spiral

The doctors and nurses who work at Sunnydale General Hospital see a lot and miss just as much. After all, precisely what caused the injury is a matter for the police. Their concern is to stop a person dying. That said, often it takes a doctor to identify just what is so strange about the claw-marks and the abnormality of the tissue damage. There are also surgeons on the UC Sunnydale and Crestwood College campuses and general practitioners are located throughout the city. Just avoid any "doc" that practices down a back alley in a roomful of candles (or under Restfield cemetery, for that matter).

Doctors move freely within a hospital and command obedience there. Indeed, doctors often take charge just about anywhere an injured person is still breathing. They have access to drugs and equipment that can do appalling things in the wrong hands, and in the right hands save a life. Doctors are bound by professional oaths to help all sick and injured no matter their color or creed. Demonic healers may be able to achieve tremendous things, but for those who want to stay human, the doctor is the way to go. Just pray she's what she seems.

Name: After all those years of medical school, it's "Doctor" thank you very much.

Motivation: Help and heal

Critter Type: Human

Attributes: Str 2, Dex 2, Con 2, Int 3, Per 3, Will 3

Ability Scores: Muscle 10, Combat 9, Brains 12

Life Points: 26

Drama Points: 0-1

Special Abilities: +2 to Brains for Doctor rolls

Maneuvers

Name	Score	Damage	Notes
Punch	9	5	Bash
Dodge	9	—	Defense action



Name: Ms. Fourth Estate
Motivation: Get that story!
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 3, Per 3, Will 3
Ability Scores: Muscle 10, Combat 9, Brains 12
Life Points: 26
Drama Points: 0-1
Special Abilities: +2 to Brains for Notice rolls



Maneuvers			
Name	Score	Damage	Notes
Punch	9	5	Bash
Dodge	9	—	Defense action

JOURNALIST

Angelus (to Drusilla): You can see all that in your head?
Spike: No, you ninny. She read it in the morning paper.

—2.21 *The Becoming - Part One*

Most journalists found here are employees of The Sunnydale Times or Channel 14 News, who have absorbed the essential principle that not just any story will do. These hard-working professionals invest great energy in tracking down the right stories. Sunnydale High and UC Sunnydale have student papers in which brash, young editors occasionally broach the topics of student disappearances and unpublicized military contracts (see Freddie Iverson, p. [?]). The other type of journalist to be found in Sunnydale arrives from out of town in pursuit of an expose. While the Mayor was in control, these intrepid souls tended to get to the bottom of things and stay there.

Journalists can often get access to crime scenes and public figures by virtue of their profession. Bearing this in mind, the archives of a paper or the memory of an old hack can be an invaluable resource.

TEACHER

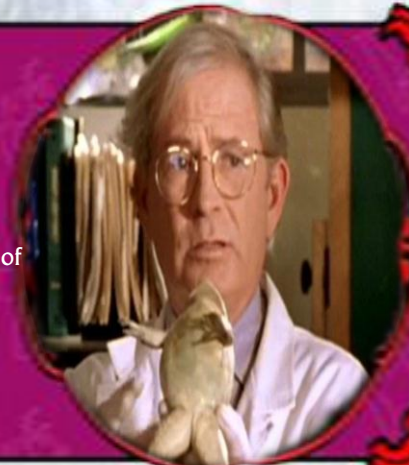
Professor Walsh: Make no mistake, I run a hard class. I assign a lot of work, I talk fast, and I expect you to keep up. If you're looking to coast I recommend Geology 101, that's where the football players are.

—4.1 *The Freshman*

These are the employees of the many fine secondary educational institutions in the area, or at UC Sunnydale or Crestwood College. Every Cast Member will be or has been influenced by their teachers, for better or worse. A good teacher can be a valuable contact and well, teacher, even after the Cast Member has finished her formal education. A bad teacher can make the life of a Cast Member miserable, or leave big, black marks on her permanent record. In Sunnydale, however, even the bad teachers tend towards caution. Some Sunnydale students have unusual . . . and dangerous . . . ways of expressing their rage.

Teachers have access to the resources of their institutions and can move freely in areas off limits to students and the general public. They also have a certain amount of authority over students and support staff. Above all, they are knowledgeable in their fields and can

Name: TA's call her "The Evil Bitch-Monster of Death"
Motivation: Impart knowledge
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 3, Per 2, Will 2
Ability Scores: Muscle 10, Combat 8, Brains 11
Life Points: 26
Drama Points: 0-1
Special Abilities: +3 to Brains for Knowledge rolls in area of Expertise ; P.E. teachers have +3 to Muscle or Combat for Sports rolls.



Maneuvers			
Name	Score	Damage	Notes
Punch	11	4	Full Offense
Dodge	9	—	Full Defense



Name: Whatever, you still aren't getting in without ID
Motivation: Maintain order (up to a point, then ensure own safety)
Critter Type: Human
Attributes: Str 3, Dex 2, Con 3, Int 1, Per 2, Will 2
Ability Scores: Muscle 12, Combat II, Brains 8
Life Points: 34
Drama Points: 0-1
Special Abilities: +1 to Brains for Notice rolls, Natural Toughness

Name	Maneuvers		Notes
	Score	Damage	
Baton	II	II	Bash
Dodge	II	—	Defense Action
Grapple	13	—	Resisted by Dodge
Punch	II	8	Bash



provide information that may mean the difference between the She-Mantis freezing and coming at you all mandibles going.

BOUNCER (AT THE BRONZE)

Bouncer: Need ID. Hey! Nobody gets inside until I get some sorta...

—1.2 *The Harvest*

This is the big, blunt end of the Teenager Drawback, there to make sure that you don't get in. For Cast Members who are not Teenagers, this is the big, blunt end of the brawl on the dance floor, there to make sure that you leave quickly. The Bouncer has a lot in common with security staff in Sunnydale factories and at the Mall.

A Bouncer is paid to oversee a set area. She may legally lay hands on a person to restrain and eject them from the premises. Your typical Brunhilde-at-the-Bronze isn't armed, but she may also work shifts as a guard at

the Bank of Sunnydale and carry a baton or taser. As a rule, a bouncer doesn't go looking for trouble and responds to anything more than drunken fisticuffs by calling the police. This is all assuming, of course, that the Bouncer is not a Fyarl demon in disguise.

BARTENDER

Xander: I'm the new bartender over at the pub. Got my lighter, my rag, my empathy face.

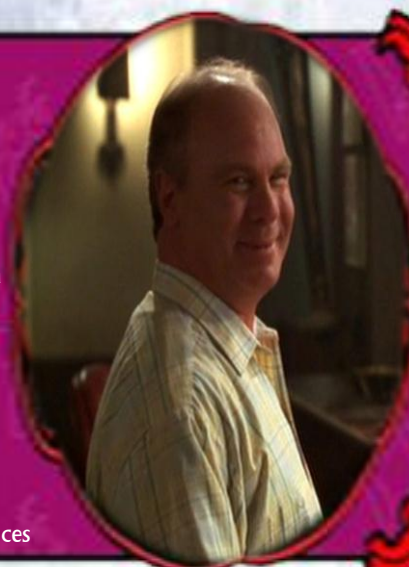
Willow: Aren't you too young to be a bartender?

—4.5 *Beer Bad*

If vampires have anything in common with humans, it's the desire for a nice, quiet drink every now and then. Bartenders everywhere see a lot of life. In Sunnydale, they see a lot of unlife and a few alternate dimensions as well. In fact, Sunnydale bartenders have been known to show unusual talents, or at least an unusual sense of humor.

Name: Everybody knows it
Motivation: Make money, stay out of trouble
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 2, Per 3, Will 2
Ability Scores: Muscle 10, Combat 10, Brains 10
Life Points: 26
Drama Points: 0-2
Special Abilities: +2 on Brains for Notice rolls, may have a level of Sorcery, but this is not mandatory

Name	Maneuvers		Notes
	Score	Damage	
Baton	10	8	Bash; usually only for the seedy places
Dodge	10	—	Defense Action
Punch	10	6	Bash
Shotgun	10	21	Bullet; usually only the worst of the seedy places





Immune by profession to Sunnydale Astigmatism, a barkeeper may know more than she would prefer about the latest supernatural goings on. But she either stays neutral or gets out of town quick. Employment opportunities include the Bronze, Willy's Place, the Fish Tank, and various on-campus venues.

ARCHEOLOGIST

Doug Perren: This is our baby. Construction workers dug it up outside of town. Don't have a clue what it is. Any ideas?

Giles: A few. None I'd care to share until I can verify. You have carbon dated it?

Doug Perren: The results will be back in a couple of days. I'll go out on a limb and say old.

—2.21 *Becoming - Part One*

Sunnydale is proud of its history. After all, it has left such interesting, even unique, remains. Historical societies trace genealogies and work to preserve heritage sites (see Father Gabriel, p. [?]). The Archeologist may be one of these amateurs or may come with "Doctor" or "Professor" attached to her name. The Museum and UC Sunnydale Anthropology Department attract some real professionals, in spite of the terrible deaths suffered by staff at both.

Contrary to popular myth, Archeologists are seldom sharpshooters and few possess skills with the whip. But a working knowledge of ancient languages and the ability to identify weapons and date manuscripts is more useful in Sunnydale than in many other places. These skills may even provide advance warning to the Archeologist that opening the burial mound is not a good idea, but the fact is that few of the profession actually believe in the supernatural. Seriously, who'd disturb a dead body if she thought it would object? (Well yes, there is an answer to that.)

Name: No stats in the Midwest, please
Motivation: Discovery!
Critter Type: Human
Attributes: Str 2, Dex 2, Con 3, Int 3, Per 3, Will 2
Ability Scores: Muscle 10, Combat 9, Brains 12
Life Points: 30
Drama Points: 0-1
Special Abilities: +1 to Brains for Notice rolls, +1 to Brains for Knowledge rolls in area of expertise

Maneuvers

Name	Score	Damage	Notes
Punch	9	5	Bash
Dodge	9	—	Defense Action





6 *The Road to Hell*

Ken: 'Well, don't you look nice?

Lily: I guess.

Ken: 'Well, you don't want to wear your own outfit to the cleansing. It'll get soaked.

Lily: A cleansing is like a baptism? Right?

Ken: Not quite the same.

—3.1 Anne

Further proving that we are creatures of habit, once again we present a final chapter containing a new *BtVS RPG* Episode, ready to drop right into your Series.

As with all Episodes, it should only be read by Directors. We gave a gentle warning in **Chapter Five: Episodes and Drama** to keep players away. Now, we're getting much more strident. Back off—before it's too late!

This Episode is likely to take a couple of sessions to play out. The Djinn—the archvillain from the other *BtVS RPG* books—plays a minor role, but can be written out altogether if this better suits your Season. In fact, this adventure can be used as the start of a new Sunnydale-based Season or even a post-climax finale (like 4.22 *Restless* was to 4.21 *Primeval*), all depending on the source you choose for the negative energy that is plaguing the center of town.

Not surprisingly, Sunnydale is the setting and the Cast will be visiting locations that have been established in the earlier chapters of this book. The adventure could be adapted to some other city but that requires a fair amount of ingenuity. Locations must be devised that possess strong elemental resonance. The items used must be connected with ghastly historical events. Natch, none of this is a problem in the 'Dale.

Once last thing—if your Cast contains any furry furies, we must issue a full-scale WEREWOLF ALERT! This episode spans three days leading up to a full moon!





PLOT SYNOPSIS

Motiveless violence has increased recently in Sunnydale—particularly around the Main Street shops, in parts of the central business area, and in some usually quiet residential areas. The perpetrators are businessmen returning from work, handymen conducting maintenance chores, customers in stores, clerks going postal—perfectly normal people seized by the urge to take out their frustrations on a shop front or a random passerby. Blame has been laid on the weather, violent movies, and this year's appallingly bad football team.

Burglaries at the UC Sunnydale Anthropology Department and the Museum alert the Cast that someone is preparing a magical ritual. Staking out a possible next burglary site, the Cast encounter Moonstone, an idealistic young witch, about to be attacked by a demon. Driving it off, they discover that she is indeed preparing a ritual in answer to the alarming build up of negative energy that is occurring at the site of the problems. She believes that this build-up is the cause of the violence, that her ritual will cleanse the area, and that a demon is trying to stop her performing it.

In fact, the ritual will cleanse the area but only by drawing the negative energy into a hugely violent supernatural storm. Moonstone is not aware of this. She discovered the ritual in the writings of Sister Clemenza de Gracia, presently a tormented ghost bound to the surviving remnants of the Sunnydale Mission. The spiritual sister is using Moonstone to enact her revenge on, as she sees it, the inheritors of those who persecuted her in life. Moonstone has completely misinterpreted the presence of the demon, which is there to protect her and ensure completion of the ritual. Question is, will the Cast be able to work this out while frantically collecting the remaining items and securing the sites that Moonstone needs?

THE SETUP

The easier it is for the Cast to listen to Moonstone and trust her, the smoother this Episode will run. You may want to consider some extra options on making her trustworthy, especially if your group has already played one or more deception-oriented Episodes, such as *The Bricklayer* from the *BtVS Director's Screen!*

If this Episode is run as part of an on-going Sunnydale Series, you could weave Moonstone in from the very beginning as a Cast Member's older sister or cousin. That doesn't guarantee trust, but it might keep the crew from shooting first and asking questions later.

Moonstone and Bast (another Supporting Cast Member) are students at UC Sunnydale and members of the on-campus Wicca group. If any of the Cast Members are enrolled or otherwise connected to UC Sunnydale, they may already be acquainted with her and Bast. If any of the Cast are involved with the Wicca group, they definitely know the two girls.

If you have a suitable member of the Supporting Cast already established, you may wish to substitute her for Moonstone and the Wicca Group. A Cast Member's magical mentor or some young, psychic friend could discover the spell. You will need to come up with a plausible reason why this friend or mentor does not immediately tell the Cast Member about her plan; possibly because it is dangerous and involves breaking the law.

You could go even further and give Moonstone's role to one of the Cast. This means some serious reworking of the initial scenes, as you will have to roleplay through the discovery of the manuscript and the finder's realization that the ritual can be cast during the upcoming lunar eclipse. She will experience all the symptoms that Moonstone does in the Episode as written—the nightmares, sense of being followed, and such. How the Cast Member (or Members if she shares her plans) goes about obtaining the gun, the knife, and other materials is entirely up to her. The really good thing about this option is that it makes the Cast proactive, for once taking the fight to the forces of darkness.





Sunnydale lies sleeping under a waxing moon.

From the shadows of the alley, yellow eyes mark their prey; a lone man coming down the sidewalk past the closed storefronts. She likes to hunt on Main Street—it reminds her of shopping.

A middle-aged businessman trudges with shoulders slumping and an overstuffed briefcase anchoring his steps. He pauses in front of the computer store, studying the monitors in their green-lit cocoon. The vampire glances around. To the right the ice-cream parlor is still open. Another pedestrian crosses the road far to the left, as tired and night-blind as this one. Nothing to concern the hunter. She would have him before anyone really noted his presence, let alone hers.

Her victim still stands in front of the computer store. Then without warning, he hefts his briefcase and smashes it into the glass. "Freaking Windows!" he screams. He lashes about, ignoring the flying shards that cut his face and hands.

A uniformed girl dashes out of the ice cream parlor and gasps at what she is seeing. She can't be more than sixteen, and is slightly built. Still, she runs forward and starts beating the man with her fists.

"You morons! You're the reason the customers aren't coming, it's all your fault!" After about a minute of pounding he finally from the shattered computers to face her. She now screams something about her mother never understanding. He clocks her with the briefcase. She kicks him in the shins.

The other pedestrian has closed the distance now and the vampire can see the white gleam of his clerical collar. He approaches the fight deliberately.

"Stop this, come on now. If there's a problem you can talk about it, you can talk to me. Please, stop." They stop and turn to face the priest, standing with his hands open, concern on his face. "Sir, is this your daughter?"

"Daughter?" The man looks outraged, "I've never seen her before in my life!"

"What are you looking at!" the girl shrieks, and they both dive at the priest. His face registers a moment of shock before disappearing beneath the flying fists.

The vampire watches a while longer. When the priest begins elbowing the businessman in the head, she retreats back down the alley. Main Street is definitely going a little down-market these days.



Act One: Introduction

Clem: It's getting bad here. Really bad. Hellmouth acting up again, people feeling it, getting crazier. You can't swing a cat without hitting some kind of demonic activity. Not that I swing cats, or eat—nope. Cutting way down. Cholesterol... I mean, morals.

—7.19 Empty Places

RUN-DOWN

Already troubled by incidents such as that displayed in the cut scene, the Cast becomes aware of burglaries at the museum and UC Sunnydale. A little investigation reveals both robberies were carried out in an unusually daring fashion. The police have no clues, even though a museum guard was badly injured. The items taken are very peculiar and a little occult research suggests a magical practitioner is preparing for a ritual during the upcoming lunar eclipse. When the Cast attempts to visit the injured guard at Sunnydale General, they disturb a young woman apparently casting a spell on him. The woman flees and the Cast is left with a set of strange clues.

episode one

To use this adventure to kick off a Season, obviously you will have to bring the Cast together somehow. One option is for the Cast to already know each other from school or work, even if they don't know about each other's little secrets. Otherwise, the guard's hospital room is as good place a place as any to have them meet up.

Whether known to each other or just meeting, each will need a good reason to begin the investigation. This could vary from professional (employed at the University or as a rookie cop), mystical (aware of the negative energy build-up and expecting trouble), or circumstantial (ordered by her Watcher, on a school excursion to the Museum that day). If you don't mind running your players separately or in smaller groups for a bit, you can have them disrupt each other's investigations in an amusing fashion. Such disruption leads to a few misunderstandings but ultimately everyone realizes they are on the same side.

ACTION

Rise and Shock: It's a beautiful morning. Each member of the Cast is going about her morning routine—going to work, preparing for school, getting in some early training.

Anyone whose routine takes them into the central area of Sunnydale—downtown, around the Main Street shops or even City Hall—finds the day turns sour almost immediately. Someone they meet, perhaps just a stranger walking towards them along the street, erupts in sudden anger. She accuses the Cast Member of looking at them funny, or saying something, or just being a jerk. The person turns on her, demanding that she take it back or put 'em up. Let the Cast Member deal with the situation as best she can.

If the Cast Member later discusses the incident with anyone, such as a school friend or work-mate, this other person sighs and comments on how bad Sunnydale is getting these days. Everyone seems to have an attitude. Vandalism and random assaults used to only happen when the gangs were feuding, but now it seems to be much worse. Perhaps it's the weather/movies/football.

The morning paper turns up soon afterwards. If none of the Cast Members read the paper, a relative, friend, or roommate scans the headlines and says "How terrible! What's happening to Sunnydale these days?"

The full text of the article appears nearby. You may wish to photocopy the story and distribute it to the players. (Legal gumph: we give you personal permission to personally photocopy it, for personal use only. Don't take it personal, we're just trying to stay on the Sunnydale Times' good side.)

Something is up and this being Sunnydale, it probably ain't a heart-warming birthday surprise. The Cast has a number of options for finding out more.

The Anthropology Department: The faculty offices are on the first floor of the Anthropology Department building. It's a fairly modest affair with a lounge for visitors, a set of five offices, and a corridor connecting the offices to the main entrance and stairs going up to the lecture halls. A display case stands at the far end of the lounge, beyond the reach of the light from relatively large windows

If *BtVS* Season Four is history in your campaign, you may wish to make the stolen weapon the knife used by Hus in 4.8 Pangs. In this case, everyone remembers the unsolved murder of Professor Hughes' predecessor, allegedly committed with the same knife in 2001—and Professor Hughes' nerves worsen proportionally





RELICS OF OUR PAST STOLEN

Sunnydale, Ca.—Staff at the Sunnydale Museum of Natural History were shocked to discover that a guard had been injured and an artifact stolen. Frank Gruber, 42, was found last night unconscious and bleeding in the *From Spain to Statehood* exhibition. It is believed that the perpetrator set a large dog on Mr. Gruber when the security man disturbed a robbery in progress.

Dr. Maria Valesquez, Assistant Curator, expressed confusion at the robber's target. "That room contained some quite valuable things, in both historical and monetary terms—a silver cross and some candlesticks. But the robber took a 19th century handgun—hardly a rare or overly valuable piece. Its only distinguishing feature is the shallowly verified claim that it once belonged to the outlaw Lyle Gorch. I can only assume that we're dealing with the agents of some collector of esoteric artifacts."

Police are investigating a possible link between this robbery and one conducted at UC Sunnydale. A theft among the collection of Indian relics on display at the Anthropology Department was also discovered late last night. "I am extremely concerned," said Professor Donald Hughes, UCSD Anthropology Department head. "People just don't understand how unique and irreplaceable these things are." The Professor described the missing item as a carved stone knife, "a fine example of the craft of the Chumash Nation".

Mr. Gruber's condition is described as serious but stable. Police ask that anyone witnessing suspicious activity or large dogs in the vicinity of the Museum last night to please come forward.

All the windows are sealed and cannot be opened. The case is intact and the other exhibits—a beautiful pottery bowl and a woven headband—remain undisturbed. Not so for Professor Donald Hughes.

Professor Hughes is 55 and pretty much your typical daffy academic. He is pottering about trying to keep the crime scene clear, more out of nervous irritation than anything else. He noticed the robbery at about 8:30 pm the previous night, when he had finished working in his office and was locking up to go home. The knife had definitely been there when he came in at 5:00 pm. The fact that he saw and heard absolutely nothing in the interim annoys him greatly, and he is convinced that the perpetrator must have had keys. He carries one set on his own person and all others have been accounted for

Someone must have made an unauthorized set. As far as he is concerned, this means students.

This information can be garnered from either talking to the Professor or listening to him mutter. He does not take kindly to intrusions from non-faculty members. If statistics are required, use the Teacher Quick Sheet in **Chapter Five: Episodes and Drama** (see p. [?]).

However the Cast conducts themselves, they are about to be interrupted by a young woman with a mane of tawny gold hair and Egyptian jewelry coming to the door. Noticing her, Professor Hughes calls "Yes Bast, what is it?"

Bast inquires whether the professor is well and whether the police have found anyone. Professor Hughes answers fairly calmly—he is agitated but unhurt, thank you, and nothing more has been discovered. Bast apologizes for interrupting and withdraws. If the Cast pursues her, see *Talking to Bast in Act Two* (p. [?]).

At the Museum: *From Spain to Statehood* is a permanent exhibition, offering its impressions on early Californian history all year round. Local Cast Members have probably been dragged through it on more than one occasion during field trips, scout outings, or other civic indoctrination session. It is set in one of the less spectacular halls of the east wing and entry is usually free. Today, it comes at the price of dodging police.

Alternate opening— uc sunnydale

If a Cast Member works or teaches at UC Sunnydale, she hears about the stolen knife considerably in advance of anyone else when she is called up at 10:00 pm on previous night and asked if she knows anything. If any student Cast Member lives on campus, she hears about it around 8:00 am the next morning, as breakfast rumors about the robberies circulate. If any Cast Members has done anything spectacularly antisocial in past Episodes, they are singled out and questioned about their possible involvement.

Encourage the Cast to get together to discuss matters before they take any real action. A particularly dutiful teacher may have gone in and already viewed the scene, so don't be afraid to allow a student to sneak inside for a look. Give them a few minutes to look around before someone in charge chases them off. You know how loose the security on TV crime scenes is.



An archway leads into the hall from the foyer. Another arch leads from the hall into the Native American exhibition. Glass cases line the walls interspersed with explanatory placards. The north end has been cordoned off with tape.

The police—a uniformed officer and a forensics lab guy—are respectively standing around bored and examining the case that contained the gun. The case is intact and contains a large silver cross and some candlesticks. Mr. Forensics is becoming increasingly frustrated as he has been unable to lift a single piece of useful evidence. The perpetrator must have had the code to the electronic lock and he can't believe that no one saw the thief or his dog leaving. He bets there is some kind of conspiracy amongst the staff.

At this point Dr. Maria Valesquez strides in and asks how much longer they are going to be. Her tone is officious and high-strung.

"Ah yes, Doctor, I wanted to check something," says the police officer. "Are you absolutely certain that this gun can't be fired?" An argument quickly develops as Dr. Valesquez spares no effort in displaying her lack of respect for the officer. This can serve as cover for the Cast, and even if they are noticed sneaking in, Dr. Valesquez will only use them as examples as to why the hall should be reopened immediately. The officer simply repeats his previous statement that she will have to take that up with his superior, Detective Yee.

There is nothing of particular interest in the Native American exhibition, although there are certainly a number of weapons. In the archway between the two halls is a niche containing a large, wooden statue of a grotesque demon. You have to actually be in the archway to see it. A small plaque identifies it as a remnant of the Sunnydale Mission. Be sure to point this out to the Cast as they will encounter something similar, only much more mobile, in the near future!

If Dr. Valesquez's statistics are required, use the Archaeologist Quick Sheet (see p. [?]). The officer uses the Police Quick Sheet from the *BtVS Corebook* (see p. 159) while the forensics guy can be represented by the Doctor Quick Sheet (see p. [?], with a +2 Brains bonus for Science not Doctor rolls).

At Sunnydale General: Frank Gruber is in Room 9 on the second floor. As far as the hospital staff is concerned, he is not receiving visitors from anyone.

Detective Wanda Yee, in charge of the case, is in the foyer questioning the receptionist. The Cast can easily overhear her. About half an hour ago, a young woman claiming to be Mr. Gruber's niece arrived and asked to see him. As the hospital records indicated that Mr. Gruber

has no living relatives, the receptionist asked the woman to wait. She consulted her supervisor, and he eventually called the police. In the interim, the young woman disappeared. Detective Yee asks after Mr. Gruber and is assured he is fine. She expresses hope that Frank's concussion wears off soon, so he'll stop babbling about horns and huge claws and tell her something useful.

The simplest way for the Cast to get in to see Frank, assuming they can discover his room number, is to walk purposefully past reception to the elevator. As the Cast approach Room 9, allow Notice and Perception rolls to hear a scuffle of movement inside. When the Cast bursts in, Frank Gruber is in an uneasy doze, muttering to himself as his bandaged head turns back and forth on the pillow. He has a sigil inscribed on his forehead in a greasy, red substance and small, sweet-smelling candles burn on the floor around his bed.

The room is small and functional. There is a built-in cupboard by the door, a small window in the far wall, and a curtained doorway to the right. This leads to a toilet and shower and another curtained door—adjoining rooms share facilities. Of the intruder, there is no sign.

If someone was left on guard in the corridor, she sees the door of Room 10 suddenly open and a young woman with dark hair rushes out wearing a robe of purple crushed velvet. The intruder gasps at the sight of her and runs full speed down the corridor.

Moonstone (who else?) uses the Revelation of Aurora spell to slow pursuers. She has already cast the Cloak of Hecate spell to make pursuit difficult. After about 30 feet, the corridor opens out onto a wide balcony under a skylight, overlooking the hospital cafeteria. The balcony and cafeteria are swarming with people and three other corridors run off the balcony. Moonstone blends into the crowd and oddly seems to vanish from sight.

Those who remain in, or return to, Room 9 may examine things more closely. With two Success Levels in a Perception and Notice roll, the substance with which the sigil is drawn can be identified as lipstick. Perception and Occultism rolls reveal that the sigil is a Wiccan sign for protection, and that the cyclamen-scented candles imply the same. Frank's muttering, if any one listens, is along the lines of either "the claws, the claws . . . god help me, horns and teeth" or "crow caws . . . odd and happy, corns on feet" (depending on how difficult you are feeling). If they try to wake him, he doesn't really come out of it, but does reflexively press the buzzer to summon the nurse. Detective Yee accompanies the nurse up to Frank's room.

If the detective's statistics are required, use the Police Quick Sheet from the *BtVS Corebook* (see p. 159).





new spells

Feel free to give Moonstone other low-level spells from the *BtVS Corebook* or *The Magic Box* supplement, but the following will get her through this adventure. The Ward of Elements spell comes from the same de Gracia manuscript as the ritual. Moonstone has +4 to her roll to cast it while she is serving Clemenza's purpose (automatic success for story purposes).

REVELATION OF AURORA

QUICK CAST: Yes

POWER LEVEL: 2

REQUIREMENTS: Witches and Warlocks need only point to the target and shout "aurora." Others must repeat a short passage in ancient Greek for a few minutes.

EFFECT: Conjures a brilliant flash of light that can cause temporary blindness if close to the eyes. Target must roll Perception and Acrobatics to shield her eyes. If her roll exceeds the casting roll, she is merely stunned for one Turn. Otherwise, she is blinded for a number of Turns equal to the difference in Success Levels of the two rolls. The spell works on all creatures with sight.

ASPECT ANALYSIS: Ritual (couple minutes) (+0), can be quick cast (+1), noticeable scope (one person) (+1), minor effect (+0).

CLOAK OF HECATE

QUICK CAST: No

POWER LEVEL: 4

REQUIREMENTS: The magician must wear a robe specially prepared over the course of at least a month, exposing it to all the phases of the moon and impregnating it with a powder made of fern seed and various sweet-smelling herbs. She must also chant in Latin for one minute.

EFFECT: The spell imposes a Perception and Notice roll (or other sensing roll) with a -3 penalty to perceive the caster. It affects up to ten people at one time. Furthermore, any attempt to locate the caster by magic is resisted by the casting roll. If the locating roll is less than or equal to the casting roll, the location spell fails. Duration is one minute per Success Level. The spell can only be cast by the practitioner who prepared the robe and only she can benefit from it.

ASPECT ANALYSIS: Recitation (one minute) (+1), severe scope (+2), medium duration (+0), noticeable effect (+1).

WARD OF THE ELEMENTS

QUICK CAST: No

POWER LEVEL: 5

REQUIREMENTS: Can only be cast in an elementally "strong" area that is associated heavily with earth, air, fire or water. Only one element can be strong in one area.

EFFECT: This spell binds elemental energy into an impenetrable "bubble" roughly three feet in diameter around an inanimate object. Neither the barrier nor the object can be moved and both are impervious to physical damage, even from the effects of that element. For example, even something flammable such as a book could be placed in the heart of a fire. The bubble lasts as long as the sustaining element is dominant at that location. That is, a ward at the heart of a fire can only be disrupted by introducing enough water or earth to choke the fire out. The caster can end the spell at any time by removing the item, and can do so without danger to the item or herself from the surrounding elemental effects (in the normal course of things at least). The spell cannot be used to protect living beings.

ASPECT ANALYSIS: Ritual (few minutes) (+0), noticeable scope (small area) (+1), permanent (+3), rare ingredients (-2), major effect (+3).



Name: Moonstone
Critter Type: Human
Attributes: Str 2, Dex 2, Con 2, Int 4, Per 3, Will 4
Ability Scores: Muscle 10, Combat 10, Brains 14
Life Points: 26
Drama Points: 10
Special Abilities: Occultism 4, Reads/Speaks Latin, Sorcery 2, Telekinesis

Maneuvers

Name	Score	Damage	Notes
Punch	9	5	Bash
Dodge	9	—	Defense action
Magic	16	Varies	By spell



moonstone

Moonstone is a Junior at UC Sunnydale studying comparative religion. A pretty girl with curling dark hair and huge violet eyes, she is also extremely intelligent. Not native to Sunnydale, she nonetheless spent many school holidays here visiting grandparents and always felt that something was decidedly wrong with the place. As her witch-talents blossomed, she not only gained a better idea of what, but decided she had the responsibility to use her gifts to help others. Although she is a member of the UC Sunnydale Wiccan Group, she has just about given up on them and would dearly like to meet a kindred spirit.

TROUBLESHOOTING

So what if the Cast doesn't feel like visiting the Museum, the Anthropology Department, or especially the Hospital? They may only need a gentle prodding—a Supporting Cast Member could start talking about how strange it is that these two robberies occurred in the one night, how there are rumors that the locks at both sites remained intact, and how this poor man in hospital is saying he saw a monster. As we suggested earlier, the best way to solve that problem is to have already made it their business by personal contacts or any of the suggestions in the Episode One sidebar. If worse comes to worse, have a mysterious, handsome man appear from nowhere and tell them something is coming and they must be ready. He then fades into the night.

It is essential that Moonstone be noticed but escape from the Cast in this Act. Between the Revelation of Aurora and the Cloak of Hecate spells, she should be able to pull this off. Otherwise, a Drama Point expenditure is certainly in order.

Act Two: Conflict

Wiccan: We come together, daughters of Gaia, sisters to the moon. We walk with the darkness, the wolf at our side through the waterfall of power, to the blackest heart of eternity. I think we should have a bake sale.

—4.10 Hush

RUN-DOWN

The Cast identifies the mysterious intruder as Moonstone, a student at UC Sunnydale and member of the on-campus Wicca group. Discovering her next target is located in Restfield Cemetery, the Cast arrives just in time to drive off a massive demon that appears to be stalking her. Once safe, Moonstone explains that she is “borrowing” artifacts to complete a ritual that will cleanse the central area of Sunnydale of the recent build-up of negative energy. She has some of the items (the

knife and the gun) and the ritual itself, but now that she has attracted the attention of this demon she is afraid she will be unable to complete the preparations herself. She asks the Cast to help her. If they agree to do so, they must visit Willy's Place and deal with the inhabitants in order to obtain the last of the artifacts she needs.

ACTION

What happens next depends on a number of factors. If the hospital scene happens late in the day and the Cast lacks any other real lead, allow them to trail Moonstone from the hospital to Restfield cemetery, spell or no spell. Otherwise, there are a number of avenues for the Cast to pursue.



Hacking, Contacts, and Looking Things Up: It is altogether possible that Cast Members will try a little research. Those looking into Lyle Gorch have little difficulty discovering that he was an outlaw who terrorized California and Mexico in the late 1880s with his brother Tector. They dropped out of sight shortly after that, presumably at the hands of some other outlaw. The Gorch brothers were known for their brutality, once massacring an entire Mexican village including the women and children. In the Sunnydale area, they ambushed and murdered travelers, then sent the carts and coaches careening into the nearest settlement with their grisly loads. With a two Success Levels on an Intelligence and Occultism roll or a really creepy Contact, the Cast can find out that Lyle and Tector Gorch were made vampires in their prime and continued their depredations throughout California and Mexico for at least a hundred years.

canon alert

If *BtVS* Seasons Two and Three are history in your campaign, Tector was destroyed by a combination of the Slayer and the mother Bezoar in 2.12 Bad Eggs. Lyle returned to Sunnydale briefly for 3.5 Homecoming and hasn't been heard from since (unless the Cast has already played *The Once and Future HST Episode* from *Monster Smackdown*, in which case this is all old news). Although Moonstone is using Lyle's gun as a focus because of the murdered travelers, neither the outlaw nor his brother appear in this Episode. The *BtVS* TV show never mentions that Lyle and Tector terrorized Sunnydale by murdering travelers, but we figure that's perfectly in character for those two varmints.

The Chumash Nation is described in **Chapter One: Boca del Infierno**. Any amount of research turns up basic information, especially concerning the massacres and rebellions. Pictures and descriptions of the knife are available. A private collector purchased the item at a local auction and donated it to the University. He knows nothing of its properties. You can lead the Cast back through the local auction house to the seller and explore a subplot involving the sordid underworld of antique dealers (and sordid it is), but that has no direct bearing on this Episode.

Two Success Levels in hacking or a well-placed Contact reveals that Frank Gruber is unmarried with no children or other relatives. He has been employed as a security guard by the Museum for fifteen years and has no police record.

Contacts with (or hacking into) the Sunnydale Police Department shows a significant lack of evidence about the crimes. No fingerprints were left, no locks or windows disturbed, and no alarms triggered. Frank Gruber has been assigned to Room 9 on the second floor of Sunnydale General. His statements record that "a devil" attacked him but the recording officer attributes that to confusion over his injuries.

Anyone reviewing occult tomes quickly realizes that three nights from now at about 9:00 pm an interesting astrological phenomenon will occur—a partial eclipse of the full moon in the House of Scorpio. This is described as an excellent time for necromancy and curse weaving/breaking.

If the Cast visits a magic shop, they can get the sigil and the cyclamen identified almost immediately. They also see a rack of crushed velvet robes including a very familiar shade of purple. If they get in good with the shop keeper ("these little glass vials are so handy, and on special today . . . or perhaps you'd be more interested in some more of these uniquely-scented candles . . ."), she will tentatively identify the robes as those preferred by the nice girls from the UC Sunnydale Wicca Group (she always keeps a few in stock). The shop also sells "Mother Earth Natural Cosmetics, with genuine essential oils," including a nice red lipstick that matches exactly the one in the hospital. There is a poster for the UC Sunnydale Wicca Group on the wall of the shop, with a mobile number for "Bast" as a contact.

If a Cast Member has a suitable supernaturally oriented Contact and talks to her about the robe Moonstone was wearing, she points them towards the Wicca Group with dismissive comments. Crushed velvet in broad daylight? Gotta be a Wiccan.

Straight to the Source: If the Cast knows about the UC Sunnydale Wicca Group, they should have little trouble contacting them directly. Allow them to remember that Bast is the group's usual representative.

On the phone, Bast is wary but agrees to a meeting unless actually threatened. If the Cast just heads off to UC Sunnydale, she is in the cafeteria luxuriating over several bowls of jello.

Bast is a Junior studying archaeology and committed to the Wiccan way. She doesn't have any actual power, but firmly believes women need to reclaim their spirituality and their powerful archetypes (such as, indeed, Bast—the cat-headed Egyptian goddess of music, dancing and sexuality). She puts up a bold front, especially to male Cast Members, but she's out of her depth here and knows it.

Bast is worried about Moonstone and can identify her from the Cast's description. But this doesn't mean she



automatically shares her concerns with the Cast. What wins her trust is a demonstration of magical savvy, or at least genuine belief. She starts to talk if someone mentions that the knife is possibly magical, or that magic could have been used in the theft. She will also open up if anyone expresses concern over Moonstone being in danger or a danger to herself.

Both she and Moonstone are taking a class with Professor Hughes. She once heard Moonstone say that the knife in the office was incredibly potent spiritually, bearing the cathexis of a hundred deaths ("cathexis" refers to a psychic charge built up in an object by surrounding events). When she heard about the theft of the knife this morning, the worry gradually grew on her that Moonstone might have had something to do with it. Moonstone has always been a bit more, well, out there than the rest of the group. She always wanted to perform public rites and experiment with actual spells. Bast thinks Moonstone may actually do so in private. Her worry tripled when she couldn't find Moonstone in any of her usual haunts—her room, the library, anywhere.

If asked whether Moonstone ever mentioned other items or places as significant, Bast reluctantly admits that she did talk about a big tree in Restfield cemetery. Bast does not want to go to the cemetery, and may start talking about gathering the Wiccan Group to "discuss" the situation.

If Bast's statistics are required, use the Student Quick Sheet (see *BtVS Corebook*, p. 154) with +3 Brains for Occultism rolls—she can definitely identify the sigil and the cyclamen.

Moonstone's Room: Bast will take the Cast to Moonstone's room if asked. Moonstone is not there, but her roommate—who appears to be working through a Ricky Martin obsession—is. The contrast between the two halves of the room is marked. Moonstone has a beautiful shrine set up involving purple crushed velvet and lots of lunar symbols. Trixie, her roommate, has every Ricky Martin merchandizing item made to date.

If it is still early in the day, Trixie says hi to Bast and no, she still hasn't seen Moonstone. If asked, Trixie can't remember if Moonstone was home when she got in last night, because it was more like this morning and she'd been at the bar. She was definitely gone when Trixie woke.

If the Cast lost Moonstone at the hospital, Trixie saw her about quarter of an hour ago. Moonstone dashed in, grabbed a shovel from under the bed and dashed out again, saying she'd be back late. Trixie had no idea she kept a shovel under there. "Is that a witch thing, like a kinda butch broom?"

Searching the half-room reveals photocopies from a guide to Restfield Cemetery, with a particular spot marked. One way or another, the Cast should find themselves setting forth as the shadows lengthen.

Restfield Cemetery: If the Cast arrives at Restfield Cemetery while it is still daylight, the sun is lying golden upon the tombstones and the grassy sward. The last funerals of the day are winding up. They are probably looking for Moonstone and may or may not know about the tree. Nothing is happening at the tree at this point—Moonstone is hiding in a broken crypt quite close to the entrance, renewing the Cloak of Hecate. This is to counter any attempts by the Cast to locate her magically; by nightfall it will have worn off.

If it is already dark, well, no need to wait. Moonstone will not bother with the Cloak of Hecate. The moon is almost full.

The tree marked on the map is deep in a secluded area—primo vamp territory. A bit of research (two Success Levels) or that creepy Contact indicates that the tree marks the burial site of something nasty, a vampire so old and powerful that his skeleton remained after he was slain.

canon alert

If *BtVS* Season One is history, the Cast may simply know that this is the resting place of the Master's bones. For continuity with *BtVS* Season Two, we may tacitly assume the remnants existing after 2.1 *When She Was Bad* were returned there. In Moonstone's scheme, the Master represents the deaths that took place in 1937 and, if appropriate, the Harvest. If the Master is not yet dead in your campaign, it is suggested that Moonstone dig up another vampire, bearing the ring of Aurelius.

If Spike is currently living in the cemetery, he is off making deals with foreign governments, or something.

Once darkness falls, Moonstone heads towards the tree with her shovel (quietly borrowed from a graveside if returning to her room was impossible). She starts to dig. As the Cast approaches, they become aware that something else is moving through the tombs, also in the direction of the sound. When they investigate, they spot a large, ugly demon with dull, grainy skin creeping up on the preoccupied girl. When the demon notices the Cast, it seems to forget the girl and attacks them instead.





Name: The Mission Demon
Critter Type: Possessed Object
Attributes: Str 5, Dex 3, Con 10, Int 5, Per 5, Will 6
Ability Scores: Muscle 16, Combat 18, Brains 16
Life Points: 90
Drama Points: 3
Special Abilities: Armor Value 5, Flight (in huge leaps), Increased Life Points, Invulnerability to Bash

Maneuvers

Name	Score	Damage	Notes
Dodge	18	—	Defense action
Punch	18	15	Bash
Grapple	20	—	Resisted by Dodge
Break Neck	16	24	Bash; must Grapple first
Toss	12	7	Bash; must Grapple first

If the Cast has done something tactical like stake out the tree, it comes down to a contested roll to see if Moonstone spots them before they spot her. If she fails, she walks forward and starts digging. The Cast can react as desired. If she spots them, she pulls back in the shadow of a crypt to wait, hoping that they will give up and leave. She sees the demon stalking towards them and after a moment's inner struggle screams "Look out!" before it attacks.

The demon

The statue is of a man-sized devil with horns, tusks, huge claws, cloven feet, a tail, and grotesque frilly bits. When animated, it moves fluidly. It is made of hardwood. It is invulnerable to Bash and Bullet damage and takes half damage from Slash/stab weapons (and no doubling occurs). Burning is also difficult (an accelerant is required).

The demon as detailed in the nearby Quick Sheet is pretty macho. It's supposed to be. The demon should not engage the party directly until late in the Episode and it needs to be tough enough to survive a wack or two as it withdraws (if the Cast manages to catch up with it). That said, if your Cast doesn't include a Slayer or other super-powered type (or the buff one is not all that yet), we recommend scaling down the demon's Combat Score the Dodge bonus of the strongest fighter. You might also want to drop its Life Points ten or twenty points against a "lover not fighter" crew.

The demon only stays around until it's clear that the Cast can hurt it. Then it leaps out of the fight in enormous, apparently weightless bounds, exceeding even the capacity of a Slayer to follow.

Any Cast Member who tries to identify the demon during or after the battle may remember the demon statue from the Sunnydale Mission now located in the Museum. Four Success Levels on a Perception and Occultism roll allows her to recall it from a prior visit. The roll gains a +4 modifier if she recently visited the Museum, say . . . earlier that day. Any Cast Member examining the site of the battle who makes a Perception and Notice roll discovers splinters of wood on the ground (debris from the demon's wounds).

The first thing Moonstone says to any Cast Member who took part in the battle is "are you alright?" At this point there's clearly some explaining to do, preferably somewhere else. But Moonstone will not leave until, reaching into the ground, she pulls out a shattered vampire skull.

A Sincere Explanation: The knife, the gun, and the skull are all components in a ritual that Moonstone intends to perform. She used her innate power of telekinesis to borrow and replace Professor Hughes' keys and to operate the electronic lock at the museum, having first crept into the office under the Cloak of Hecate to find the code. She plans to return the items once the ritual is complete. Their importance is that they represent massacres throughout Sunnydale's history.

Have they noticed all the senseless violence and aggression that has been occurring around Main Street lately? People losing their tempers or sinking into depression for no reason? Well, there is a reason; that area is an absolute sump of negative energy that has built



up over the past few months. Think of it like an invisible cloud of pollution that sickens the people who pass through it. As a Witch, she can see it, and with some coaching she can guide any other person with Sorcery toward perceiving it. Moonstone believes she has found a way to do something about it.

whose negative energy?

So, what's causing this build-up of negative energy? Select the best reason for your needs:

* The Djinn's intradimensional prison is closer to our world than it has ever been. The negative energy is bleeding out of the crack through which he reaches into this world. Alternatively, the energy is the residue left from his banishment. If either is the case, the Djinn's mark appears in graffiti in the downtown area and the angry townsfolk use expressions like "I wish you would just shut up!"

* One of the big events in Sunnydale's past has recently occurred—the Mayor's aborted Ascension, the brief opening of the portal by Glory, or something suitably horrendous from your own Series. Again, the negative energy is a residue that's still making people miserable.

* It's the Hellmouth. Its emanations build up over time and when they reach a certain threshold (say around April or May of each year), bad things happen in Sunnydale. Usually it takes a major riot, a rash of murders, or a barely avoided apocalypse to discharge the energy. Moonstone believes that her ritual may spare the town from similar catastrophes.

Moonstone may or may not be aware of the precise cause of the build-up. Ideally, her speculations will enable the players to figure it out.

THE CLEANSING RITUAL

The ritual involves placing four artifacts possessing suitable cathexis in four sites of mystical energy, one for each of the traditional Wiccan elements. She has researched four places that will form a vast magical circle. If she stands at the center during the eclipse and completes the rite, the negative energy should be discharged (it will look like a big storm cloud, she thinks).

She discovered this ritual in a manuscript composed by a Franciscan nun who lived in Sunnydale during the Mission period. Her name is Sister Clemenza de Gracia, and Moonstone was researching her for her thesis. She is

one of the earliest women of note in this part of California, but has been overlooked or shunned by patriarchal male historians. The manuscript is held in the restricted section of the University library. It is written in a Latin-based occult code and the ritual must be enunciated in same. Still, Moonstone has produced both an English translation and a phonetic rendering.

the ritual

Moonstone's translation of the actual ritual, which must be chanted during the eclipse, reads:

*In the hour of greatest darkness,
In the names of the holy powerful ones,
With pure spirit I invoke the quarters.
Awake thou weeping spirits in thy prison.
Thy prison is under the eye of God.
Give to me thine hands and come forth.
The Lord brings thee free now of durance.
The land is saved by the elements.
In the hour of light know peace.*

An Intelligence and Occultism roll with three Success Levels confirms that this looks like a bona fide cleansing ritual, albeit on a large scale. If Moonstone has the power and has selected the right places, it could really work.

Moonstone doesn't know much about the demon. Ever since she translated the spell, she has had the intuition that something was following and watching her. Then, when she was in the Museum and had just taken the gun, she heard something moving across the floor behind her. She turned and there it was. She was using the Cloak of Hecate but it could still see her. The guard came because she screamed, and it turned on him. She lost her nerve and bolted. She visited him in hospital today to try and ward him (she uses the lipstick because it's so much neater than straight essential oils), but it looks like she needn't have worried. The demon is after her, trying to stop her completing the spell. This time it was only the Cast that saved her. Will they help her? They have two days and one night until the eclipse and there is still one more item to obtain. She knows where it is—in a seedy-looking bar downtown. All they have to do is go and get it.

The exact nature of the last item depends on what has and what has not happened in your campaign. Suggestions:



Name: Mike and Letitia
Motivation: Breakfast
Critter Type: Vampire
Attributes: Str 6, Dex 6, Con 6, Int 3, Per 3, Will 3
Ability Scores: Muscle 18, Combat 17, Brains 12
Life Points: 70
Drama Points: 2
Special Abilities: Hard to Kill 3, Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	19	23	Must Grapple first; no defense action
Dodge	17	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	16	18	Bash
Punch	17	17	Bash

* Something from the Mayor's Ascension—maybe his tie, a fang, or a piece of his scaly hide.

* Something from the wreck of the Initiative—a scalpel or an experimental chip.

* Something from a suitably bloody event in your Series—something that will get the Cast really, really angry when they hear it's hanging on a wall in a demon bar.

Willy, Won't He?: The last item required to complete Moonstone's set of massacre souvenirs is, um, exactly that. It is displayed on the wall of the inner room in Willy's Place, courtesy of the demon that picked it up to prove she was there.

Not so surprisingly, Willy's Place is much more active at night. Sneaky Cast Members should wait till morning and break in the back door. If they are careful, they can reach the main area unhindered through delivery and stores and find Willy in the kitchen getting himself a coffee.

If told what they want, Willy offers to sell them the piece . . . at a fairly steep price—to take into consideration the demon's displeasure when her trophy disappears, y'know. People could lose their spleens over this. Whether the Cast accepts or just bashes him, he insists that he can't actually get it right now. There's a game going in that particular room and that bunch, they really don't like to be disturbed when they're playing. Ow! No, I really can't—you shouldn't go in there!

The inner room is windowless and set off a windowless corridor—no way to get sunlight in here that doesn't involve explosives. There is a sewer access under the large, central table, but this will not be seen by the Cast unless they look. A very involving poker game is proceeding, albeit hazily amidst the fumes of smoke and

alcohol. The participants are: Mike, a vampire biker prone to berserk fits; Gary, an Miquot demon (when the Cast enters, he has dropped out and is sleeping in his chair); Letitia, a vampire whose dress and manners suggest the slinkier side of the 1920s; and a middle-aged man in a good suit whom the others call Lucky Chucky. On the table is a fair amount of cash money and what looks suspiciously like the gold fillings from teeth.

Mike yells for the Cast to get out without looking up from his hand. Letitia is more observant and begins poking Gary with her cigarette holder. Lucky Chucky slowly rises from his seat and asks what the Cast wants. A dialogue may begin, but unfortunately when Mike does look up he screams and jumps onto the table waving the tire iron he had beside his chair.

"Guess this is breakfast," says Letitia.

Lucky Chucky stays out of the fight—indeed, he tries to creep out of the room. If accosted he cries "City Hall! Let me through!" and bolts for it. Gary wakes after a moment or two, looks about blearily, but doesn't actually do anything unless he is attacked. Mike has pretty much gone berserk and will fight to the death, but if the fight goes against Letitia, she tries to make it to the sewer access. If the Cast pursues, she may lead them to Lurconis' Altar. Otherwise, they quickly lose her.

If the Cast does visit Willy's Place at night, the fight can spill out into the main bar and become a general brawl with four more Vampire Minions (see *BtVS Corebook*, p. 170) and a drunk Fyarl demon (see *Monster Smackdown*, p. 40 or use Demon Henchmen, *BtVS Corebook*, p. 177) joining the fun. Of course, they will be concentrating on each other (and on stealing the money) as much as on the Cast.



Name: Gary
Motivation: Catch some ZZZs
Critter Type: Miquot Clan
Attributes: Str 5, Dex 5, Con 6, Int 3, Per 2, Will 2
Ability Scores: Muscle 16, Combat 16, Brains 10
Life Points: 54
Drama Points: 2
Special Abilities: Demon (Miquot Clan)

Maneuvers

Name	Score	Damage	Notes
Bone Knife	16	19	Slash/stab
Dodge	16	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	16	Bash
Punch	16	14	Bash
Thrown Knife	15	16	Slash/stab; range 12 yards

TROUBLESHOOTING

Pretty obviously, the rest of the Episode depends upon the Cast agreeing to assist Moonstone. Make her as persuasive as possible. What she is doing will save lives. Are they aware of the history of Sunnydale, of what kind of a place it really is? If they are, if they are out there fighting the good fight every night, isn't it time they got a little help? This ritual will hit the forces of darkness where they live by alleviating human pain, the very thing

on which they feed. Remember too that Moonstone is quite pretty and might not be above coming onto a Cast Member if she thinks it will assist. It should also be made clear that she will continue her quest whether the Cast helps her or not.

Give the Cast free choice as to whether they do in fact want to go to Willy's Place at this point, or want to launch straight into the next series of challenges.

Act Three: Climax

Willow: I-I can make pencils float. And I can summon the four elements. Okay, two, but four soon!

—3.11 *Gingerbread*

RUN-DOWN

The Cast is now ready to begin constructing the magic circle. It should be noted that Moonstone hasn't actually entered any of her chosen locations—just gone close enough to suss out their mystical potential.

It doesn't really matter which artifact goes with which location, but if the Cast want to work it out logically then let them. Once each of the ritual sites is secured, Moonstone must cast Ward of the Elements on the chosen artifact and place it within the relevant element—in the pool of water, in the pit of fire, etc. The spell keeps the items safe and in place until the circle is invoked. This spell is quite dramatic to watch. As the artifact is delivered it acquires an increasingly bright aura of brown, green, blue, or red. When Moonstone withdraws her hand, it hovers there, motionless.

ACTION

The Stalker: At each location, any Cast Member who claims to keep watch may make a Perception and Notice roll to "feel" that they are being watched, possibly stalked by something. The demon follows them to every location, trying to keep out of sight and fleeing if any attempt is made to engage or trap it.

Earth: The location for Earth, Moonstone tells them, is a cave in Breaker's Woods. She is unsure precisely what gives it its mystical charge, but caves are always good for Earth magic and there might very well be nothing down there. The deeper into the cave they can put the artifact, the better. This location is Adam's Cave (see p. [?]; a good visual reference occurs when Adam fights Buffy and kills Forrest in 4.20 *The Yoko Factor*). It is a natural cave that after some bends connects with the disused sewer in which he constructed an elaborate bunker. For the purposes of this Episode, there is the disused sewer connection exists but no bunker; it has either been dismantled by the government or not yet built.





Name: Elemental
Attributes: Str 5, Dex 4, Con —, Int 1, Per 1, Will —
Ability Scores: Muscle 16, Combat 14, Brains 7
Life Points: —
Drama Points: —
Special Abilities: Limited vulnerabilities

Maneuvers			
Name	Score	Damage	Notes
Grapple	16	—	Resisted by Dodge
Blast	14	10	Bash
Burn	14	10	Fire (fire elementals only)

In the main cavern there is a fissure, caused by some past earthquake. This is deepest point in the cave. Unfortunately the floor of the cavern is occupied by four earth elementals looking like two-foot diameter circles of slightly darker, looser soil. A Perception and Notice roll is necessary to spot them. If not spotted, each Cast Member crossing the floor has a 50% chance to steps in one (1-5 on D10). After this initial round of rolls, the elementals begin to slide across the floor in pursuit.

Once the elementals have attacked, Moonstone or a Cast Member's occult roll can identify them and the best ways to deal with them.

Water: The location Moonstone has identified for water is a subterranean altar once used to sacrifice babies to the demon Lurconis (see p. [?]; visual references may found in the climax of 3.6 Band Candy). She either knows nothing about Lurconis, or believes he has been destroyed or driven off. The altar complex runs off the town sewers. According to the maps, there is a manhole midway between Main Street and Sunset Ridge from which a ladder drops into the tunnel just outside the main chamber. It can also be reached by walking through the sewer system. In truth, the altar's exact position under Sunnydale was not revealed in the TV show, so we have placed it conveniently for the magic circle. For the purposes of this Episode, Lurconis is not in the area, or has been destroyed by someone, some time in the past.

As the Cast approach, they see the light of flickering torches and hear the murmur of voices. Unless they themselves are being particularly noisy and luminous, they will be able to get a good look at the scene without being detected.

Around the pool, torches have been set in rusty iron brackets and pale-faced men and women surround it, dressed in a mixture of dark, old-fashioned clothes and modern streetwear. They are listening to one of their number who stands on the edge of the pool, clad head to toe in black leather. The torch light glints off his pointed incisors.

If the Cast listens, they hear, "Darkling I listen; and, for many a time I have been half in love with easeful Death, Call'd him soft names in many a mused rhyme, To take into the air my quiet breath." Anyone who has completed High School or is now in senior year can make a Knowledge roll to recognize this as Keats' *Ode to A Nightingale*. If he is allowed to finish, the group claps and says things like "Ooh James, that was really good."

The lads and lasses from the Sunset Club have come on a little excursion to recite poetry and absorb the subterranean ambiance. Clearly, the Cast could misinterpret things, but if attacked the Goths just scream and try to escape while James shouts "Mundanes! You can't tolerate anything that lies outside your petty, sunlit world!" If the Cast doesn't attack but simply presents themselves, they are subject to much snideness. A few of the Goths attempt to freak them out by acting like vampires. How they get the Goths to leave the chamber is up to them.

This scene could also be played as a follow on from the Willy, Won't He? scene. Letitia will try and reach the gathering and blend in. She wants to use the Goths as cover to escape and as possible hostages. The scene as her hostage begs her to bite him should be amusing.

Once Moonstone calls the Ward of the Elements to this location, four water elementals show up and attack.

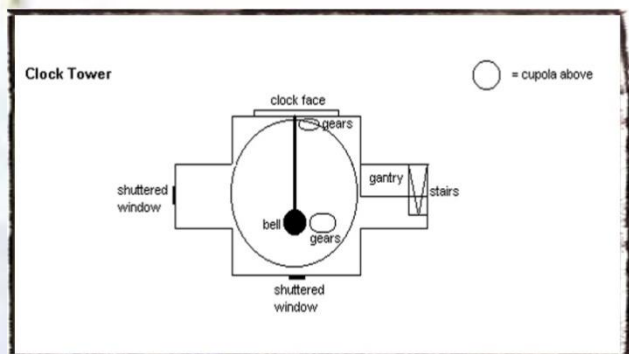
Air: Air is located in the historic clock tower in the old genteel area east of the business district. It is nestled in a quiet, residential street, unoccupied except by the maintenance men who regularly attend the clock. The artifact must be placed as high as possible in a strong draft. When the Cast Members enter the building, tell them an hour approaches (that should get them worried about what happens when the bells chime). This building was used as the lair of the Gentlemen (best views are found at the end of 4.10 Hush). Although the place is clearly some kind of dimensional hot spot, the Gentlemen don't come round very often, so the elementals have moved in instead.

elementals

Elementals are minor spirits well known to the Wiccan tradition. They are a form of naturally occurring magical energy, semi-intelligent but prone to mischief and, when provoked, violence. It is evidence of Moonstone's good magical instincts that elementals can be found in her chosen locations. Note that the water and fire elementals only appear if the circle is invoked.

Earth elementals appear as mobile quicksand that can grapple extremities or blast out a shower of sand and small pebbles. They can slide along any natural surface, ignoring gravity's effects. Water elementals are small whirlpools that can likewise grapple or blast (in this case water). A number of them can form into a great whip of solid water. Air elementals are small whirlwinds, which are not normally visible and also grapple or blast. Fire elementals are, well . . . they jump about and burn things. Most elementals are only large enough to grapple a hand or foot, but once they have grabbed someone, they hang on tightly. Being grappled by the head may cause suffocation.

Elementals can be banished by use of the Mangu Tripod spell, and repelled by the Scapula of Protection (an individual) or Anti-Magic Protection (the whole location) spells (see *The Magic Box*, pp. 67, 81-82). They also flee from their opposing element, e.g. fire vs. water and air vs. earth, so long as there is a good, steady supply of the stuff (like a hose). Not much else affects them, although they are sensitive to sound. More than one chanting sorcerer has looked up to see elementals dancing happily around her. If they like the sound—such as chanting, humming and singing—they may even follow its source. If they dislike a sound—and pretty much anything loud and vibratory comes into this category—they retreat (you will never find an elemental at the Bronze, for instance, at least until the Masters of Gregorian Chant get a gig). Also, elementals perceive mainly by movement and can be fooled into attacking something that isn't living (like a silent-ring phone or pager, a back massager, or . . . other vibrating item).



The front door is locked and all other doors and windows in the lower floor are boarded up. The rooms are filled with old furniture, the remains of scaffolding, oil drums and tins. Access to the clock level is via a wooden stairway in the west wing.

The three upper chambers are filled with gears, ropes, and low beams. The soft, grinding noise and loud, regular tick is omnipresent. The clock face dominates the south wall and provides the only light as all windows have been boarded up. From it the huge steel rod that turns the hands crosses the room to where the bell hangs from a beam directly under the cupola. There is a slight draft from above.

The best place for the artifact is the cupola, which means climbing up above the works and balancing on beams. There the party finds four air elementals who do not take kindly to the intrusion. They are invisible, and can be detected only as a passing breeze until they attack. Anyone successfully grappled or blasted by an air elemental must roll Dexterity and Acrobatics or Sport to keep their footing. The fall is four yards (16 point Bash damage), but the impact will set the bell to softly chiming, causing the elements to cease their attacks while they sound.

If bells actually ring, the elementals flee the cupola. This happens on the hour (smaller chimes occur on the half and quarter—these simply make the elements visibly distressed). Cast Members can use brute strength on the mechanism (Strength and Mr. Fix-It roll with five accumulated Success Levels) or rejig it more subtly (Intelligence and Mr. Fix-It roll, only one Success Level needed). For non-elementals in a ringing bell town, a Constitution (doubled) roll with three Success Levels is needed to avoid deafness lasting the 24 hours. Even if the roll is made, the Cast will be hard of hearing for the next several hours. Anyone standing on the beams when the bells ring must manage a Dexterity and Acrobatics or Sport or fall. Peeling bells off the hour may attract police attention at your discretion.



Fire: Fire is an old, abandoned factory in the industrial area. It looks like it has been gutted by fire but the main warehouse is still intact, the windows boarded or painted over. This is the Factory (see p. [?]; visual references are best when Spike and Drusilla confront the Anointed One in 2.3 School Hard).

At each entrance, and on the stairs in the main chamber, a nameless vampire who had taken up residence set traps. The Mission demon came, set off the traps, and killed the vamp. When the Cast Members enter, allow them each a Perception and Notice roll to see a nail-studded plank hanging in the shadows next to each door. Closer examination reveals that it is part of an already triggered trap. The trap on the stairs is a lot more obvious—a shut bear trap. A longer look reveals wood splinters caught in the teeth.

In the main area, a pit is partially filled with wooden debris. Close by it is a vamp-sized heap of dust. The debris must be ignited and left to burn until it becomes smoldering coals (some coal brickettes could also be used if the Cast happens to thing of it—preferably the ones already soaked in lighter fluid, they flare up so nicely). Once this is accomplished, Moonstone can cast the Ward of the Elements spell. At that point, four fire elementals show up and attack.

TROUBLESHOOTING

Don't get bogged down in the mechanics of navigating Sunnydale. The Cast must cover a lot of ground as the locations are all out of the way. Indeed, locations can be easily moved around a bit if it makes more sense given your Cast's action. They are supposed to form a circle around a central point at the Sunnydale Mall, however, so don't rearrange things too drastically.

Once at the locations, the Cast Members can do pretty much what they like and not be disturbed . . . except by the elementals. That combat should prove interesting—the normal bash 'em 'til they fall down won't work. For the first conflict at least, expect the Cast to take damage and be frustrated by their inability to harm the creatures. The saving grace is that their Combat Score is not overly high and they don't do a great deal of damage when they hit. Once the Cast realizes they can't hurt the things, they may want to retreat to think things over. If they do, allow an Intelligence and Occultism roll for any Witch or for Moonstone to remember one of the ways to combat them (spell, opposing element, or sound). If they keep fighting as they try to figure things out, give hints about how noise affects the monsters. A sharp bang could momentarily stun an elemental; a soothing noise could captivate it; a grating noise could cause it to back off.

Once the party knows how to fight the elementals, reward them for ingenious ways of achieving this. A Drama Point for the first person to pull it off is certainly in order. If your players seem frustrated by the lack of things to bash, you can always bring on the demon for a cameo.

Act Four: Resolution

Spike: Actually did it to help you. Best intentions . . .

—5.11 Triangle

RUN-DOWN

The night of the eclipse is upon them and as the last preparations are made, the Cast's misgivings may come to the fore. If they are observant, they realize that the ghost of Sister Clemenza herself resides in the manuscript and can change the text to show what she wants it to. Moonstone has translated a nice, harmless version, but when she chants the original Latin code, it will bring a supernatural storm crashing down on the 'Dale. If the corrupted ritual is performed, only the Cast's quick action can save massive destruction. The demon will fight to the death to keep the Cast from short-circuiting the destruction.

ACTION

The Cast may choose to do a number of things in between constructing the various elements of the magic circle. If the Cast splits into two groups to pursue

different objectives, use the cut-away technique to jump from one group to the other. That keeps more players involved more often and heightens tension.

Back to the Books: Especially after the visit to the Factory (where there're indications that someone or something (made out of wood) has cleared the way), some members of the Cast may be feeling a little uneasy. Some may insist upon seeing the original manuscript, to check Moonstone's translation if nothing else.

If questioned about this at any time, Moonstone believes that the Ward of the Elements spell would be beyond her normally. She has been having terrible nightmares where she feels pain and anger and entrapment, but thinks these are empowering her



Name: Sister Clemenza
Motivation: Vengeance
Critter Type: Ghost
Attributes: Str —, Dex —, Con —, Int 5, Per 5, Will 6
Ability Scores: Muscle —, Combat —, Brains 16
Life Points: —
Drama Points: 3
Special Abilities: Possess certain inanimate objects



somehow, for this one purpose. After all, she is probably the first Witch to read the manuscript since Sister Clemenza de Gracia herself!

Sister Clemenza was clearly a practitioner of traditional magic disguised by church ritual, as is found throughout Europe from the Middle Ages on—a prominent theme in

Moonstone's thesis. She probably fled to the New World to avoid the Inquisition. Her writings indicate she believed women should play active roles in the church and that the church and colony should break from Spanish control. Unsurprisingly she had a very hard time and there is some indication she was imprisoned in the Sunnydale Mission during her last years. The manuscript was found concealed in a hollow stool in the early 20th century.

As mentioned, the manuscript is in the restricted section of the UC Sunnydale library. Moonstone can sign for access and will happily do so on behalf of any Cast Member who would rather sit in the library than go out battling elementals. She will also decipher the code key.

sister clemenza de gracia

Moonstone has her history quite correct. Sister Clemenza was not an evil woman, but a lifetime of frustration and persecution turned her thoughts to revenge. She composed the manuscript while imprisoned and hid it in the room where she eventually died. Her spirit was bound to the room, and over the years become concentrated in the manuscript and the demon. Although destroying these items leaves her unable to affect the world, only completion of the ritual brings her peace. Her non-corporeal stats are provided nearby in case you want to have her interact with the group in some way, or want to provide her with additional powers.

The Manuscript: What the Cast see when they view the manuscript depends on what else is happening at the time. When Clemenza is possessing the manuscript she is able to subtly change the last stanza, leading to what is in

fact a faulty translation. Clemenza remains within the manuscript at all times she is not possessing the demon. She possesses the demon whenever the potential arises for Moonstone to be endangered, or for her to otherwise not complete the ritual. If the demon is out and about and otherwise engaged when the manuscript is viewed, the third stanza reads as follows:

*The Lord grants thee thine hour of vengeance,
The land is purged by the elements.
In the hour of light know peace.*

Moonstone translated the possessed text and made the phonetic rendering from the true text. Due to the complexity of the code and the demands of preparing the ritual, she hasn't noticed any change. Moonstone or anyone with an Occultism 3 or greater knows immediately that the difference in the language renders the spell one of massive destruction. Four Success Levels on an Intelligence and Occultism roll, and several hours in an occult library, reveals that the cleansing aspects of the unaltered manuscript remain intact, but it is unlikely that the Cast will have the time to discover that information.

If the Cast uses the Thespia's Demonic Detection spell (see *BtVS Corebook*, p. 146) or other methods to examine the manuscript, it bears no taint of demonic energy. Any psychic, however, feels the very strong cathexis of an individual and exposure to magic—these are the writings of a sorcerer. If the manuscript is examined while Clemenza is "home," psychic Cast Members and those with Sorcery get an odd feeling, as though they are being watched.

Clemenza can be forced temporarily from the manuscript by the Mangus Tripod spell (see *The Magic Box*, p. 67) or a similar incantation. This reveals the original writing. The extremely valuable and historic manuscript can be destroyed by ordinary means, forcing Clemenza into the demon.

Back to the Museum: If the Cast goes back to the Museum at any time after their initial visit, they witness an alarming sight—Dr. Valesquez in full rant next to a grim-looking Detective Sergeant Yee. She demands that the assembled staff tell her what they are doing with the





demon statue. She went through into the Native American exhibition (the exact time matches the Cast's most recent outing) and it was gone. By the time she had returned from alerting security, it was back in its place. The statue is much too heavy to be moved by one person and after the robbery such little jokes will not be tolerated—if indeed this isn't connected to the robbery, which is why she called the police. This same information about the disappearing/reappearing statue can be gained by anyone keeping tabs on the police investigation.

The demon statue also has no taint of demonic energy but exactly the same cathexis as the manuscript. It bears the scars of any previous encounters with the Cast and a few teeth from the bear trap in the Factory are embedded in its left leg. If the Cast examines the statue while Clemenza is "in the house," witchy types get the feeling of being watched. The statue may animate at any moment, depending on whether or not this would be advantageous to Clemenza.

The Rite Stuff: The center of the circle, according to Moonstone's calculations, is pretty much the Sunnydale Mall. She intends to perform the final invocation on the roof. She has already arranged access, courtesy of a few six-packs to the security staff, so that she and her friends can "watch the eclipse."

The Cast and Moonstone gather on the Mall roof just before 9:00 pm the night of the eclipse. The sky is clear, providing a good view of the rounded, orange moon. Sunnydale spreads in every direction like a glittering carpet. Moonstone prepares a smaller circle to mirror the one that lies out there, somewhere. She stands in the center in her purple robe. Any Cast Member assisting her is also in the circle as the eclipse begins.

When the orb is totally black, Moonstone incants the first stanza in the strange syllables of the code. Faint streaks of light shoot up from four points around the horizon. A wind springs up from all directions, changing constantly, and the air feels charged.

As she recites the second stanza, the lights of Sunnydale visibly ripple and some do not reappear. Something that resembles a dark fog but which the eye cannot really focus upon rises up from places around the city. Picked up by the wind, it is carried into the sky. Soon the stars cannot be seen. If the spell is interrupted at this point, the wind dies and the mist drops back to earth.

As she recites the third stanza, flashes of unearthly light come from above. They show a roiling darkness that looks thicker than any cloud. For the merest instant, horrified faces form in the substance. A wailing, groaning sound begins to ring over Sunnydale. The dark cloud grows larger still and suddenly, a bolt of livid

energy streaks from it and grounds on a nearby building, exploding in a cascade of brilliant light.

Moonstone shrinks back, horrified incomprehension on her face. Over the nearest edge of the building leaps the demon, holding the manuscript (if either has been destroyed, the other arrives alone—yes, the book can fly). Somehow a husky whisper pierces the sound of the storm. "Yes, yes, my work is complete. The Lord grants me mine hour of vengeance, the land shall be purged, their hatred and bigotry shall be cleansed from the land. Now I may rest." The statue tosses the unadulterated manuscript at Moonstone's feet. As further bolts of negative energy slam into buildings and the wailing increases, Moonstone scans the manuscript and realizes what she has done.

The storm lasts until sunrise, by which time the town will be a major disaster area. The only way to stop it before too much damage is done is to break the circle; that is, remove one artifact from its place. This is impossible unless the energy presently pouring through it is interrupted—an instant will do. Moonstone is still sufficiently together to remember this (and the various methods of achieving it) if the Cast doesn't think of it. But first they must deal with the demon. If they attempt to leave it will pursue them. It will not stop until it is totally destroyed.

The Cast may visit any of the locations and only one need be disturbed, but each is now afflicted by an enraged swarm of the appropriate elemental, enough to attack the entire Cast continuously. They will have to fight their way through to the artifact.

The artifact hangs in a column of blazing color. There are two ways to disrupt it. The first is to treat it like an elemental and give it an enormous whack with an opposing element; we're talking truckfuls, drumfuls, and major spells. This is enough for someone to grab the artifact.

The second way is for the energy to be grounded, which can be done in one of two manners. Firstly, a large object that already holds a strong cathexis from exposure to magic may be used as a conduit. There are two such objects present in this Episode. One is the steel bar supporting the hands in the Clock Tower. The other is the demon itself. The manuscript is too small for these purposes. Drop the object in the column and the energy will temporarily be drawn away, destroying the object in the process.

Secondly, a living person can embrace the column. Just for an instant this will pull the energy out of line before the body is consumed. Moonstone is willing to atone for her mistake and may try and do so even if there is another way.



The moment the artifact is seized, the storm begins to dwindle. The bombardment and wailing can no longer be heard outside. If the Cast gets to a point where they can view the sky, they see sparks shooting from the cloud up towards a single point, and it begins to glow. Soon the moon is shining with an unearthly light. Soon there is no cloud. All around the Cast the air feels fresh, almost buoyant. There seems to be a clarity to every object, as distinct as the glowing orb above.

Then the shadow begins the slip away, revealing the genuine moon.

End Game: If the Cast discovers the truth in time to stop Moonstone from completing the ritual, the entire coming disaster can be averted. Moonstone, however, will not believe the Cast unless she sees the writing change for herself. She and the Cast then have to deal with a furious ghost and her demon host. If the Cast prevents or interrupts the ritual and takes care of the demon and the manuscript one way or another, the next morning Sunnydale is back to normal—that is, back to ordinary people attacking each other in the streets for no reason. The negative energy still remains. What this leads to is in your hands.

If the Cast discovers the truth and does something incredibly clever such as translating Moonstone's version of the chant back into Clemenza's code and attempting to cast that, they deserve to succeed (though they will still have to take out the demon). The negative energy is discharged, destruction avoided, and a newly repentant Sister Clemenza blesses them before ascending. Moonstone's guilt at what might have been is muted by the happy ending. The party should be congratulated.

If the ritual was completed but the Cast managed to disrupt the circle, the damage from the "freak hurricane" in terms of property and personal injury is pretty much that which could have been caused by a short, violent, dry storm. Several streets are cordoned off for repairs, fallen branches are cleared away, and scattered fires are brought under control. Oddly enough, everyone feels quite good about it; neighbors are helping each other, police are smiling, and there is a general air of *bonhomie*. A little magical research can confirm that the city actually has just lost a whole heap of negative energy (although the elemental quotient has been raised slightly).

This probably won't console Moonstone, if she is still alive. Her guilt trip may go some way to assuaging the Cast Members' own. If left to herself she will forsake witchcraft, drop out of university, and leave on the next bus. If the Cast manages to help her come to terms with what happened, she could become a valuable ally. Such emotional support would also be worth a Drama Point.

If the storm lasts till dawn, the damage is extensive, including numerous fatalities. Moonstone's family is among those killed, and she will be inconsolable (if you

like, a suicide-oriented Episode can be run). The negative energy has been discharged, but so too has a good deal of good energy (casting rolls suffer significant penalties for as long as appropriate to your storyline). Elemental activity is very heavy all over town during that same time. Other affects of your own devising should be significant and last for a similar period of time.

After all is said and done, the artifacts can be found in their respective locations (the warding has dissipated), although they may be a little wet or charred. The mysterious disappearance of the demon statue from the Museum, together with the artifacts' mysterious return, provides the Sunnydale Times with its next headline (once it is done with any storm reporting).

TROUBLESHOOTING

For the resolution to have its full impact, the players need to understand what it is going on. At least one of them should have examined the manuscript. If it doesn't look like this is going to happen, you might need to encourage it, with Moonstone requesting a suitable person to help her check the code one last time, etc. It is possible that the Cast may do other things with any suspicions they might have, such as visiting the site of the Sunnydale Mission (if this has been excavated in your series—i.e., if your series chronology starts after original Season Four) or trying to talk to Dr. Valesquez. You can improvise such scenes and even let the players gain useful information about Sister Clemenza for their efforts, or you can keep reminding them that they are on a countdown and the time until the eclipse is slipping away.

If the Cast Members are smart enough to rewrite or cancel the ritual, good for them. You can still create a satisfying climax out of the possessed demon and Sister Clemenza's rage. Clemenza can't cast the ritual herself—she must have Moonstone do it for her. The demon could even abduct Moonstone and attempt to force her to complete the job. Whatever the end result, it must all come down to the Cast's actions. Do not let Moonstone save the day. If the adventure ends with Sunnydale devastated in a freak storm, or Moonstone dead and the negative energy still building, you have something with which to haunt them for the remainder of the Season, or for Seasons to come.

EXPERIENCE AND DRAMA POINTS

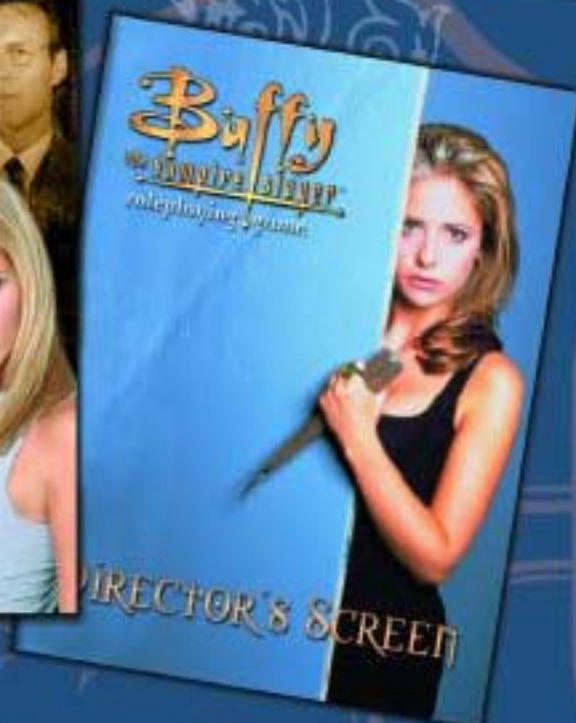
Characters should get between three and six experience points at the end of this Episode, as the stakes were pretty high. Unraveling the mystery of the manuscript definitely merits the higher score. Drama Points should be awarded as per usual (see *BtVS Corebook*, p. 130-131).



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-2.5 Reptile Boy

Just don't litter. The Mayor really doesn't like that.

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