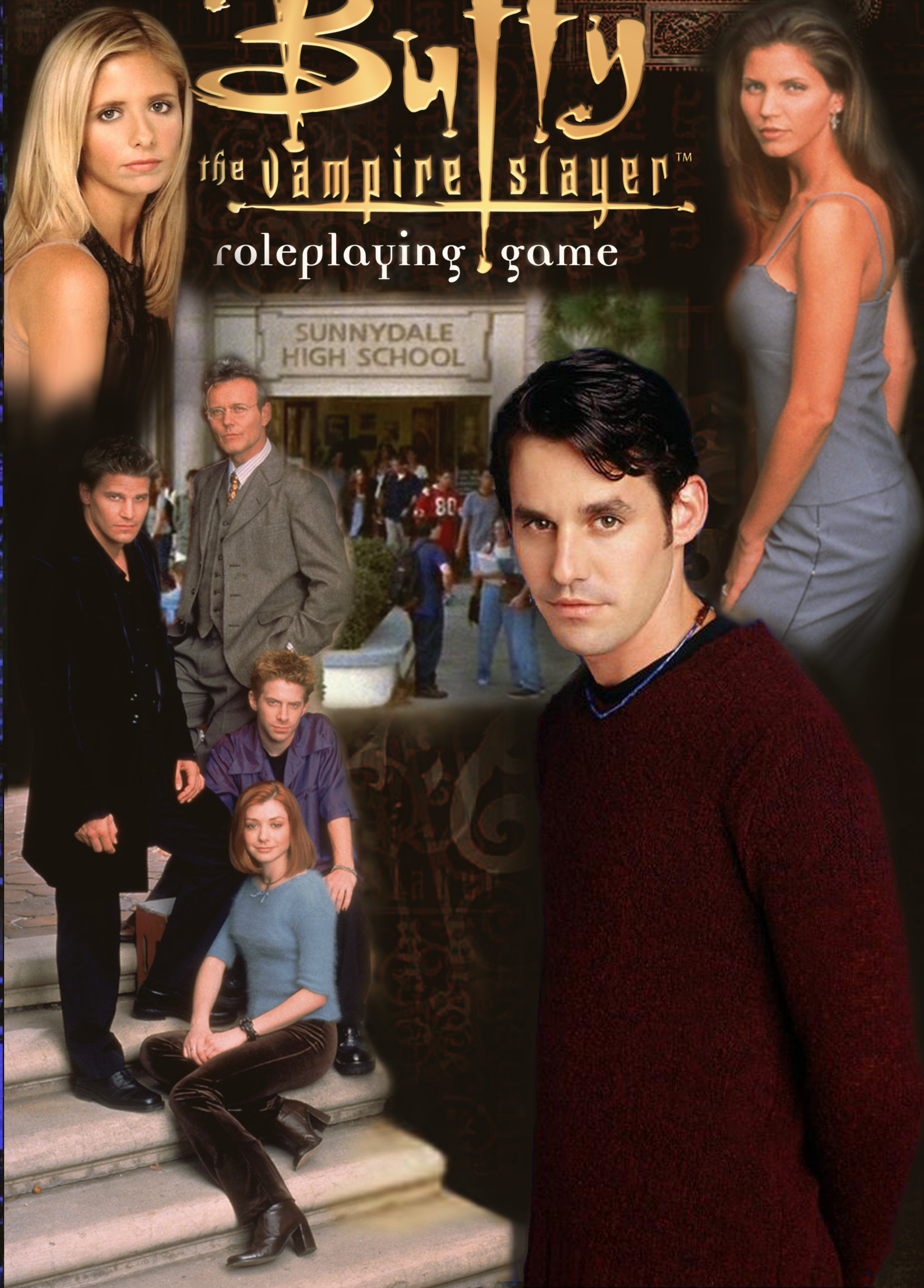


WELCOME TO SUNNYDALE

Buffy

the vampire slayer™

roleplaying game

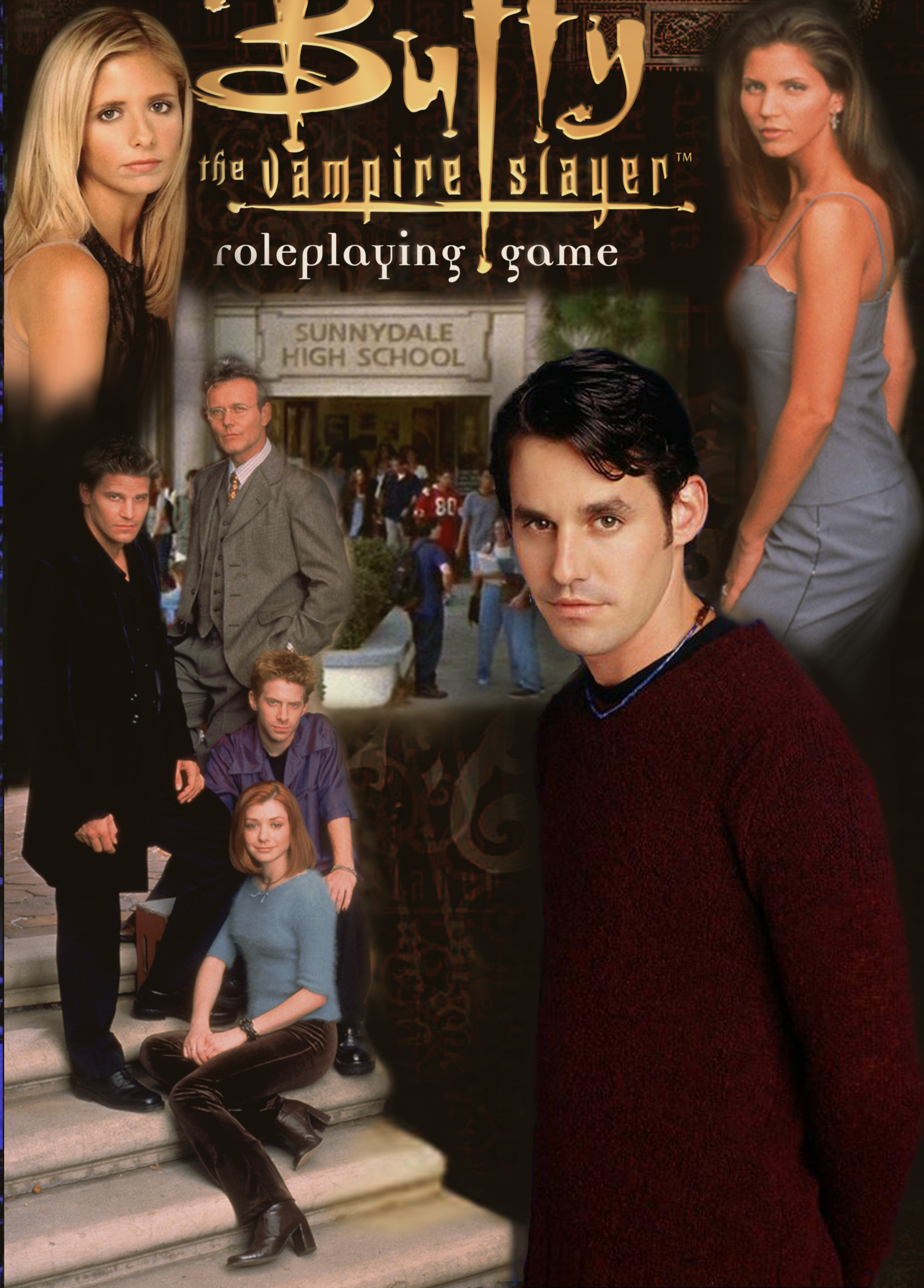


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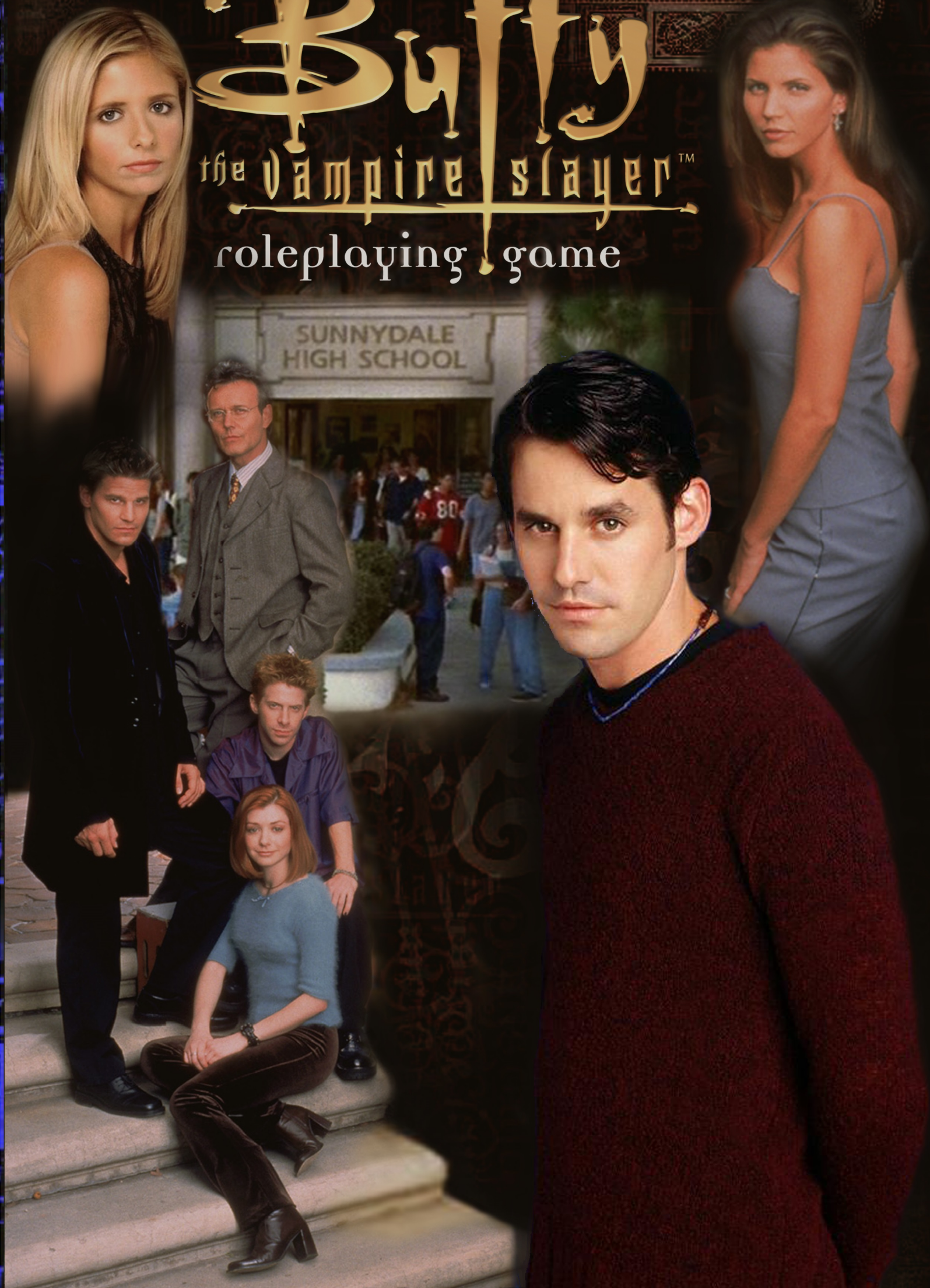
roleplaying game



WELCOME TO SUNNYDALE

Buffy

the vampire slayer™
roleplaying game





Buffy
the vampire slayer™
roleplaying game

credits

Producers: M. Alexander Jurkat, George Vasilakos

Director: George Vasilakos

Writers: Thom Marrion, Kyla Ward

Additional Writer: David Carroll

Editor: M. Alexander Jurkat

Quotemeister: Jack Kessler

Proofer: David Carroll

Layout: Cantürk Öz

Cartography:

Cartography Assistance: David Carroll, M. Alexander Jurkat, Kyla Ward

Illustrators:

Playtesters: Kevin D. R. Carter, Joni Crocker, Brian Crocker, Daniel & Marla Davis, Ralph Dula, Steve Dycus, Bobby Ferris, Jr., Sean Michael Fish, Bekki Giese, Chris Goddard, Thomas Hancock, Chris Harvey, Greta Hoalt, Jerry Hoalt, Wayne & Donna Hood, John "Rogue Demon Hunter" Humphlett, Jeanette Jackson, Tory Jackson, Robert Jonsson, Jack Kessler, Steve Laffin, William Lee and the Game Keep Players, Iyari "Kennedy" Limon, Allan Lindsley, Peter Manuel, Andy Mayo, Jessie Morris, Jarrod Moschner, Lise Nadler, Darren Odom, Patrick Parker, Andrew Peregrine, Glen Perry, David Pye, Julie Ratliff, Kenn Reul, Larry & Heather Snodgrass, Tim Statler, Philip Sturgeon, Bill & Jayne Synnott, Justin Tamez, Jason "Elric" Weber, Aaron Wells, Brian White, Robert "Hendersonman" Wood, Michelle Yonke, Mike Zinck

Special Thanks: Todd Beilby, Chaz Elliot, John Humphlett, Virginia King, Iyari Limon, Allan Lindsley, Christian Moore, Elizabeth Morss, Kelly Vasilakos, Alison Wallace

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.

Eden Studios

6 Dogwood Lane, Loudonville, NY 12211

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Comments and questions can be directed via the Internet at www.btvsrpg.com,
via e-mail at eden@edenstudios.net or via letter with a self-addressed stamped envelope.

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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 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!

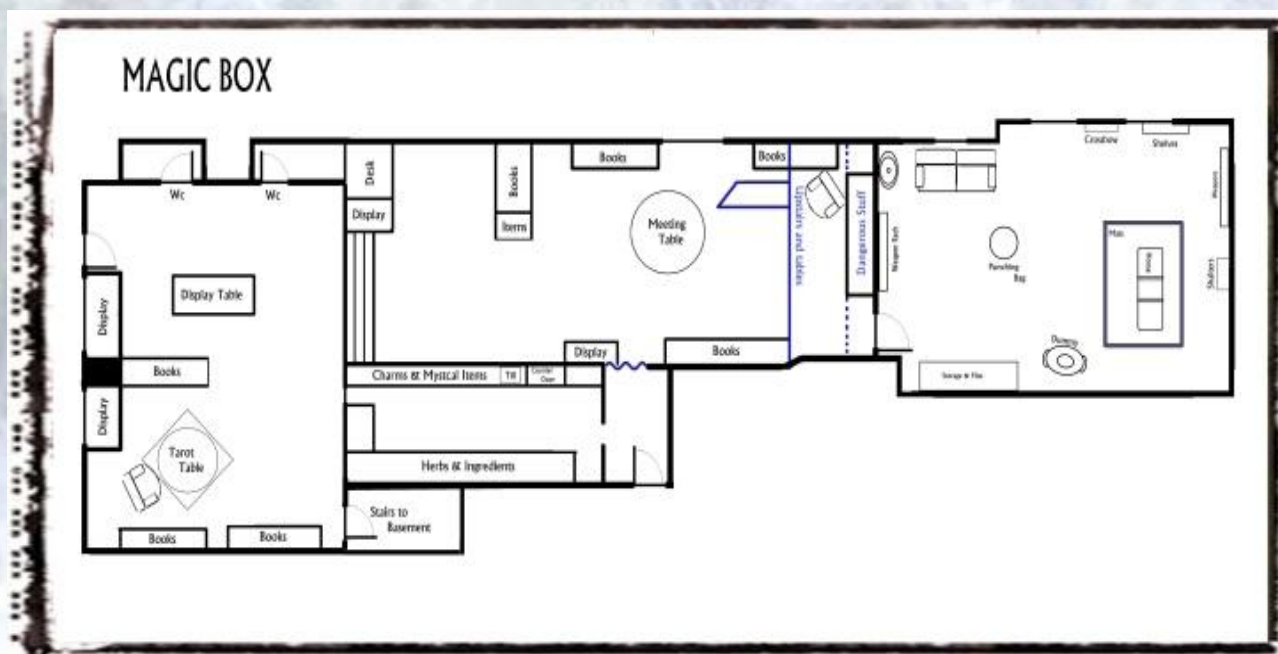
Joyce: You looked like a streetwalker.

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*

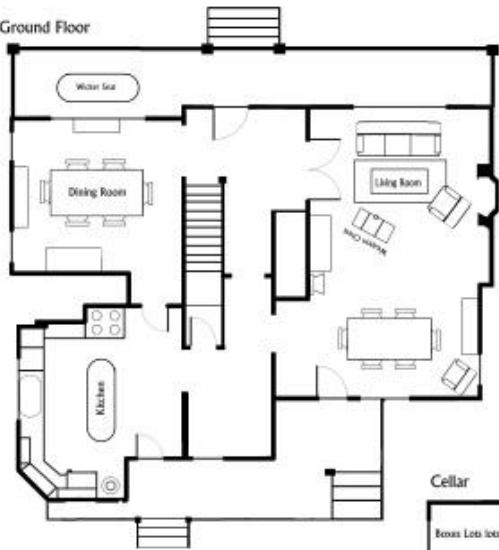
Buffy's home, a two-story house at 1630 Revello Drive, is a typical suburban home, and a nice one at that. A front porch holds a cane seat suitable for heart-to-heart talks about murderous robotic boyfriends. The living room downstairs has a fireplace and enough chair and sofa space to accommodate an 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



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.

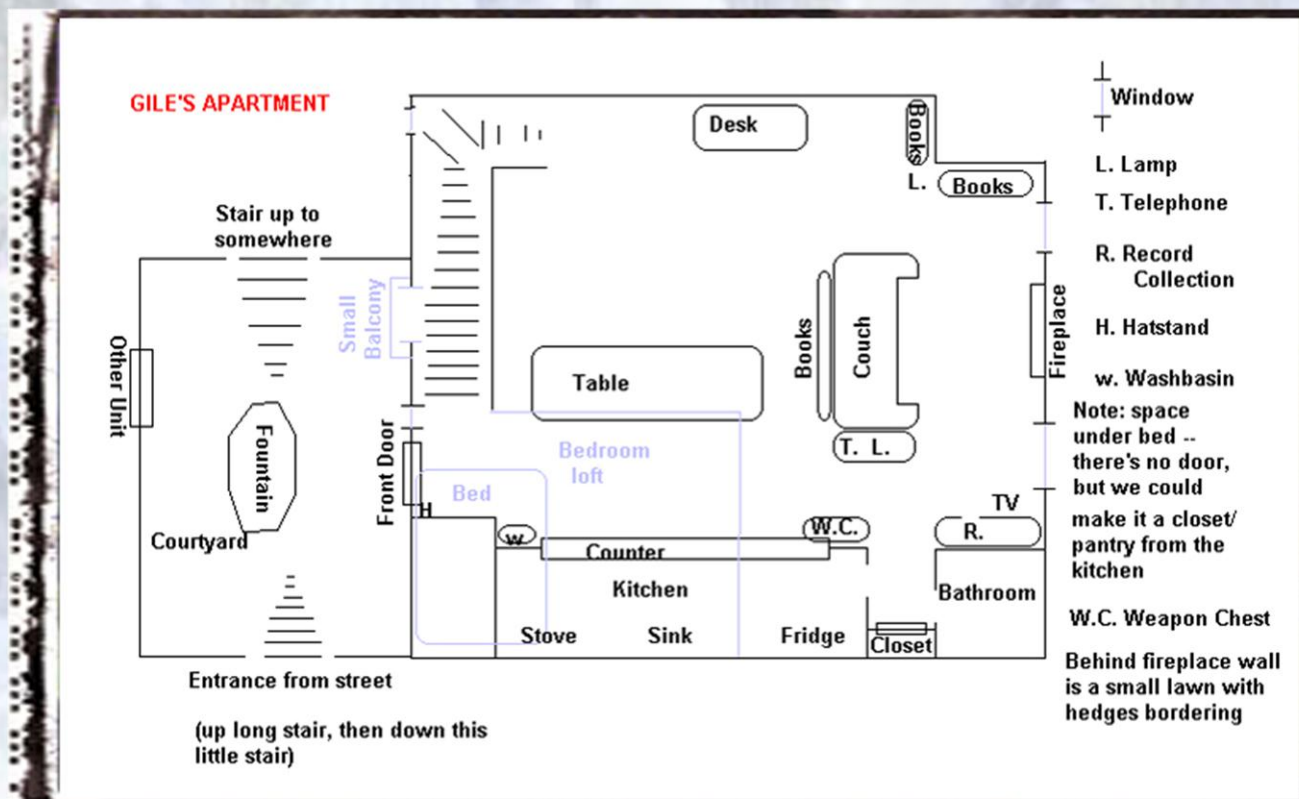
Giles: I, ah, uh, uh.

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").





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.

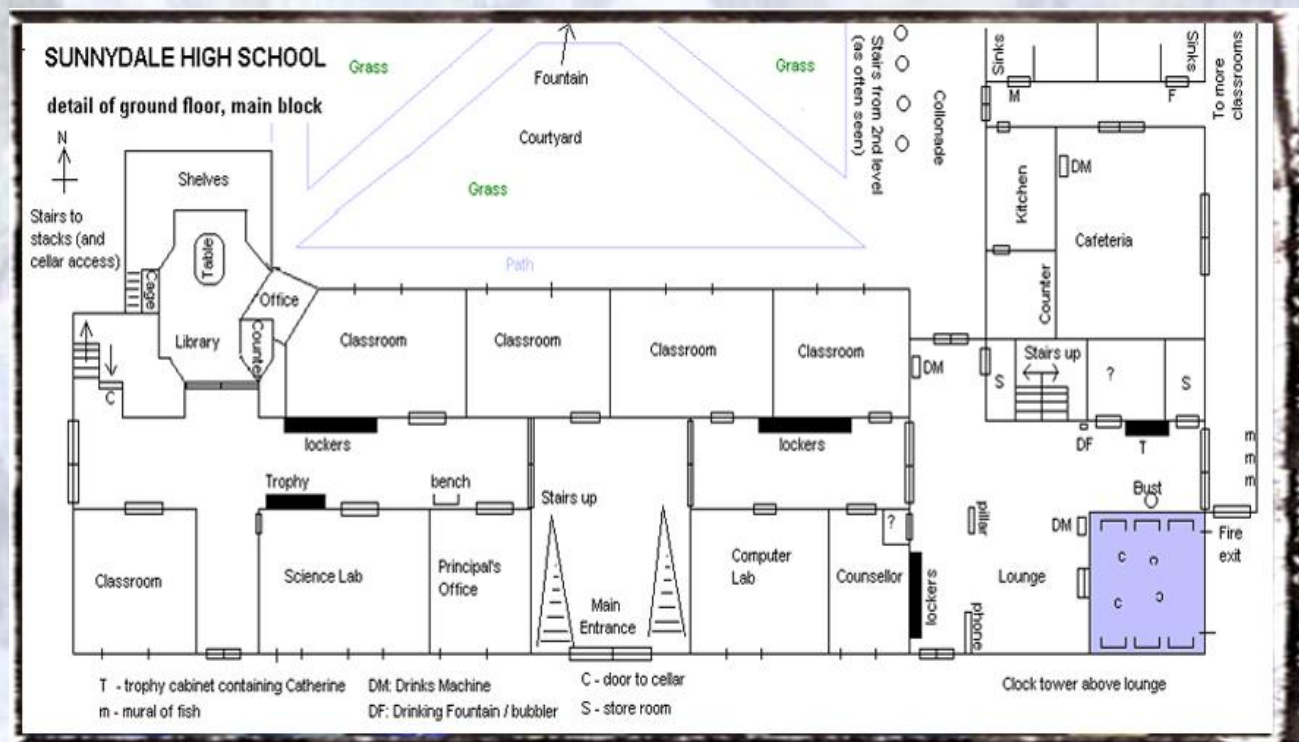
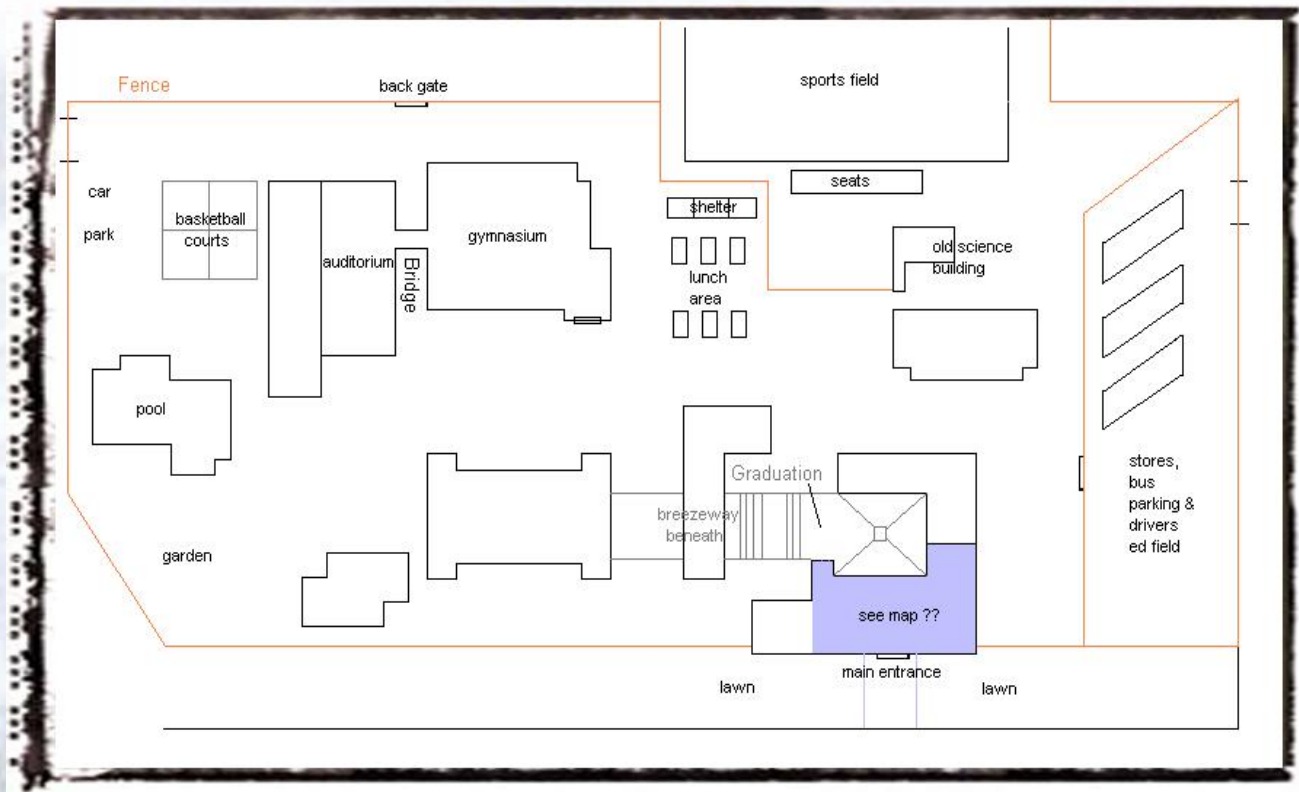
When Buffy first came to Sunnydale High, it was run by Principal Flutie. Flutie considered himself firm but fair, and often seemed overwhelmed by the day to day business of supervising a school. Once the Hellmouth got into full high weirdness mode, Flutie was completely out of his depth. He was eaten 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.

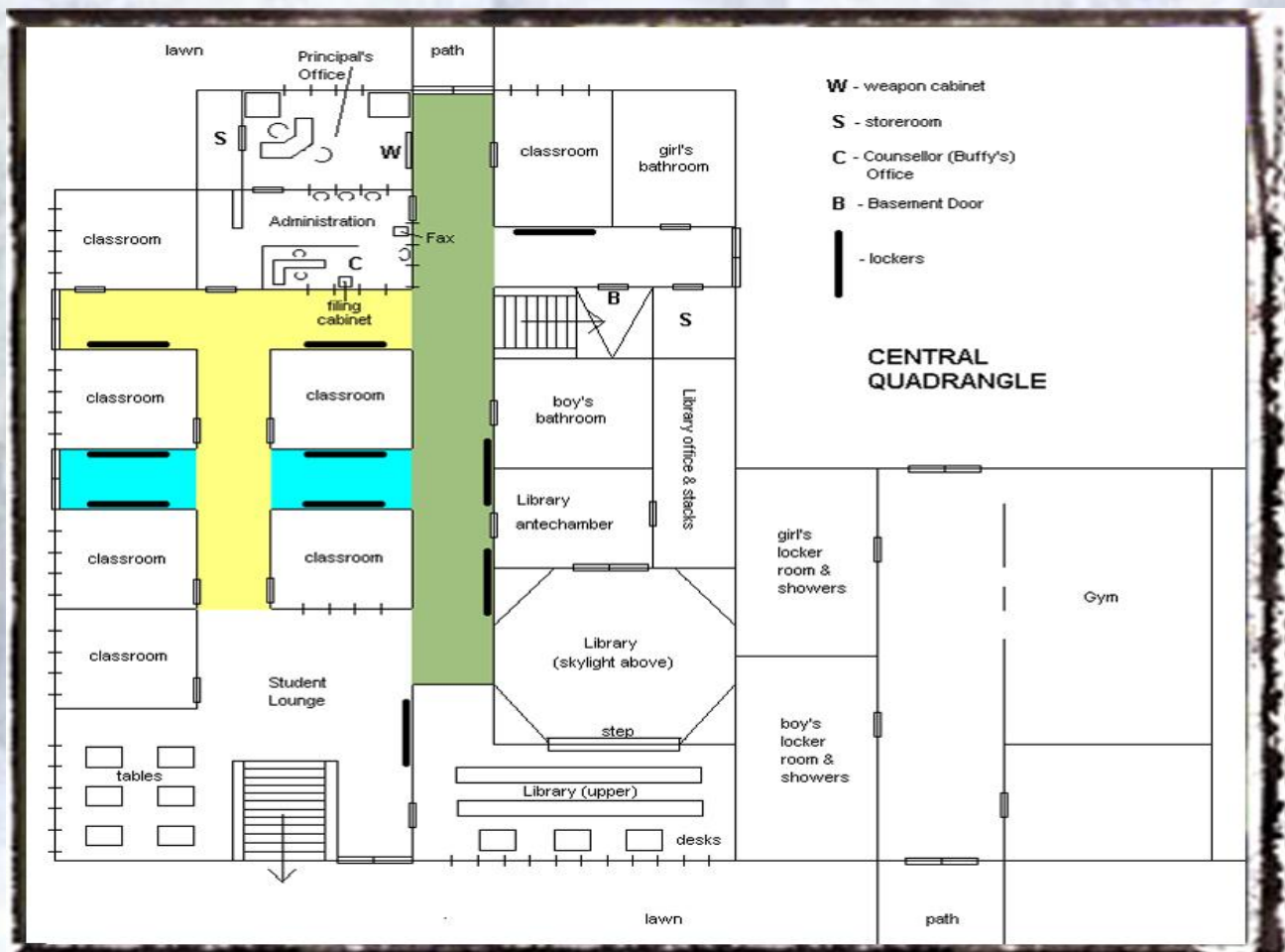
Willow: You know I never wanted to hurt Giles' feelings, but occult books aside, our old library just didn't have the greatest selection. But this!

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*

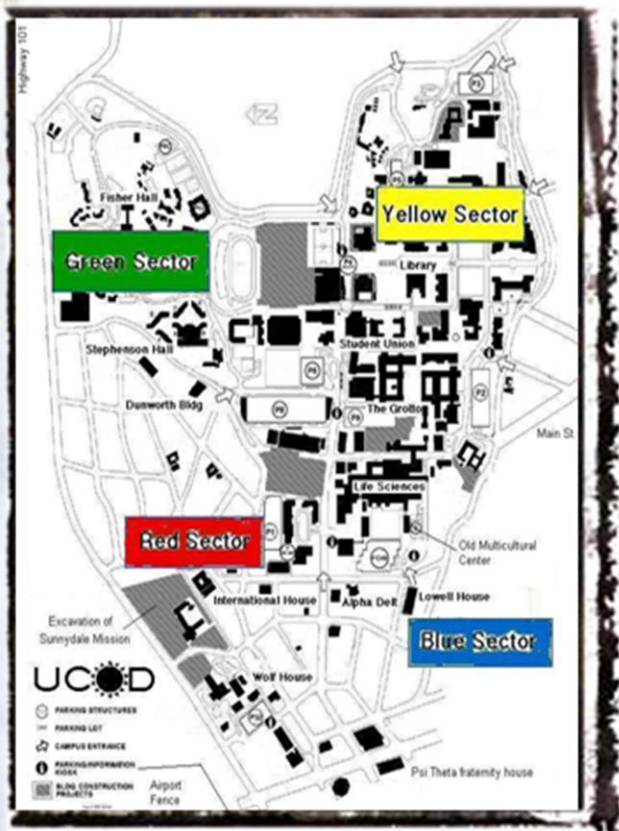
The first three seasons of *BtVS* took place in high school, where young people on the verge of adulthood struggle to forge their own identity. Seasons Four and Five took place in college, where those same people have the freedom to explore who they are and what they want to be. This may be as simple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

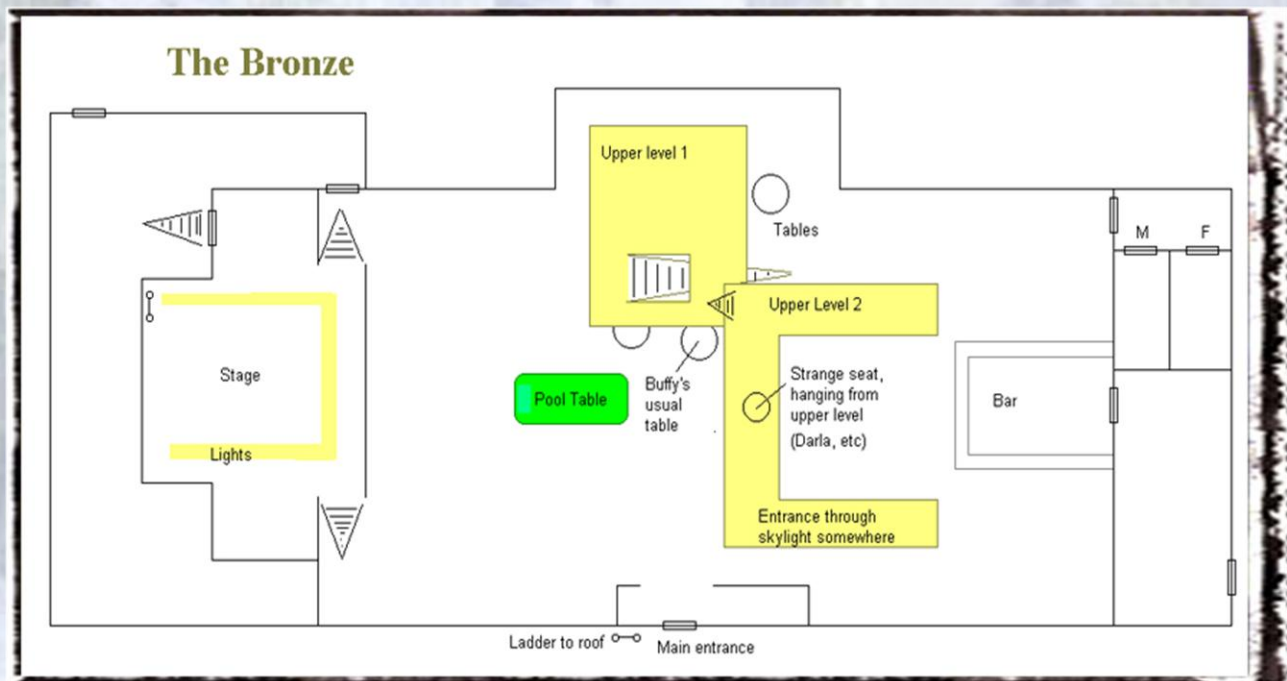
One of the most frequent locations used in the *BtVS* TV show is the Bronze. Schools and addresses might change, but the Bronze remains a constant in the lives of our heroes. It has grown from a dark shabby all ages bar that featured fumigation parties to a brighter more stylish music club (it's a good 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.

Buffy

the vampire slayer



It's TUESDAY, THIS
MUST BE SUNNYDALE





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.





THE KEY

SCOOBIES' APARTMENTS	Summers House	Giles' House	Xander's Flat
SCARY APARTMENTS	Spike's Crypt	Master's Lair	Angel's Mansion
EDUCATION	Sunnydale High School	L.C. Sunnydale Campus	
LIVE MUSIC	The Bronze		
EATING OUT	Doublemint	Police	
SPECIALIST INTEREST	The Magic Box		
MEDICAL	Hospital		
UNDERGROUND	The Initiative	The Hellmouth	
PLACES OF INTEREST	The Mall	City Hall	Bison Lodge
	The Zoo	The Herbaceous	Kingpin's Bluff
CHURCHES			
CEMETERIES			
HIGHWAYS			

20 Welcome to Sunnydale!
This friendly Southern Californian city offers great sightseeing opportunities for the tourist interested in the supernatural, and this complimentary illustrated pocket guide provides all the information you need to make the most of your visit!

Your Guide: W. Chadland Hayes

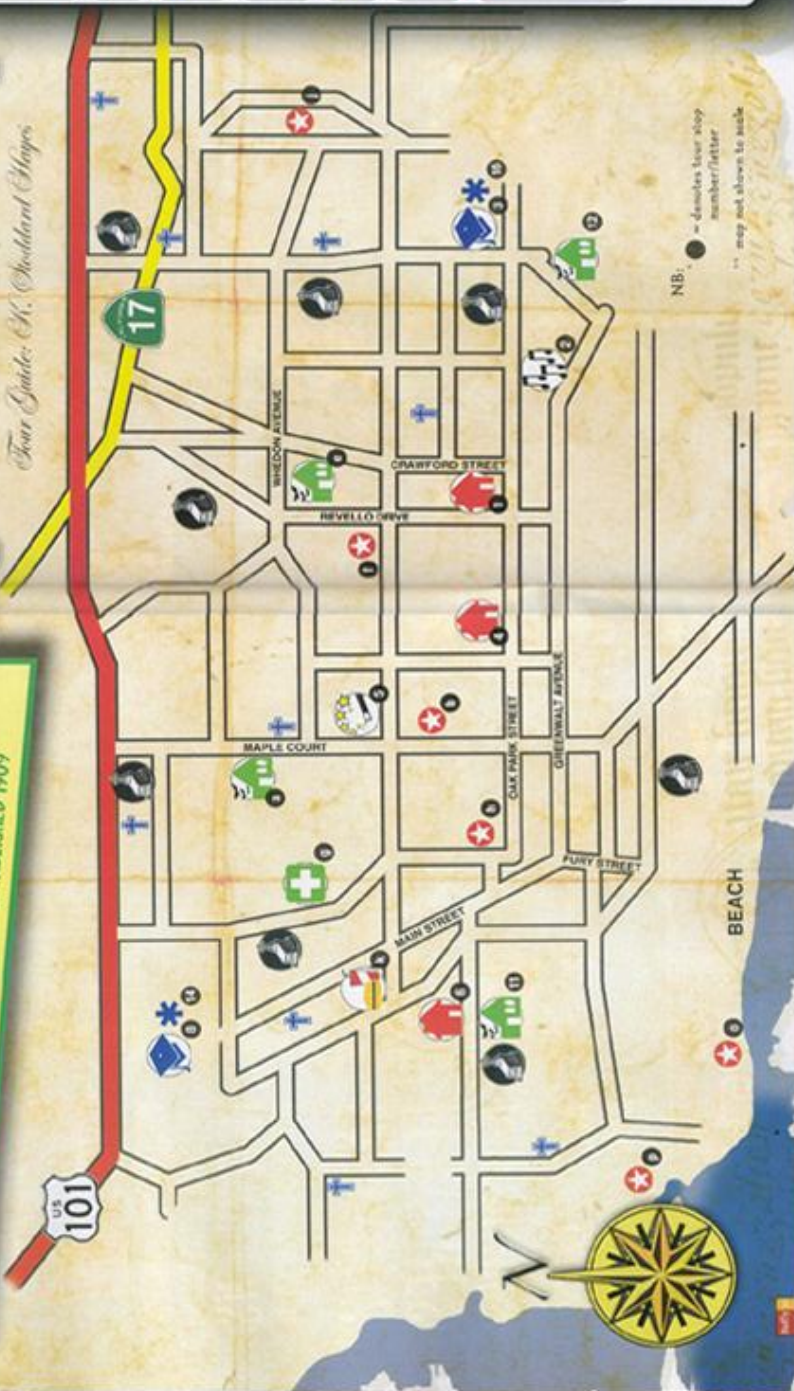
WELCOME to

SUNNYDALE

POPULATION 33,500

Enjoy Your Stay!

ESTABLISHED 1909



NB: denotes tour stop number/floor
map not shown to scale



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

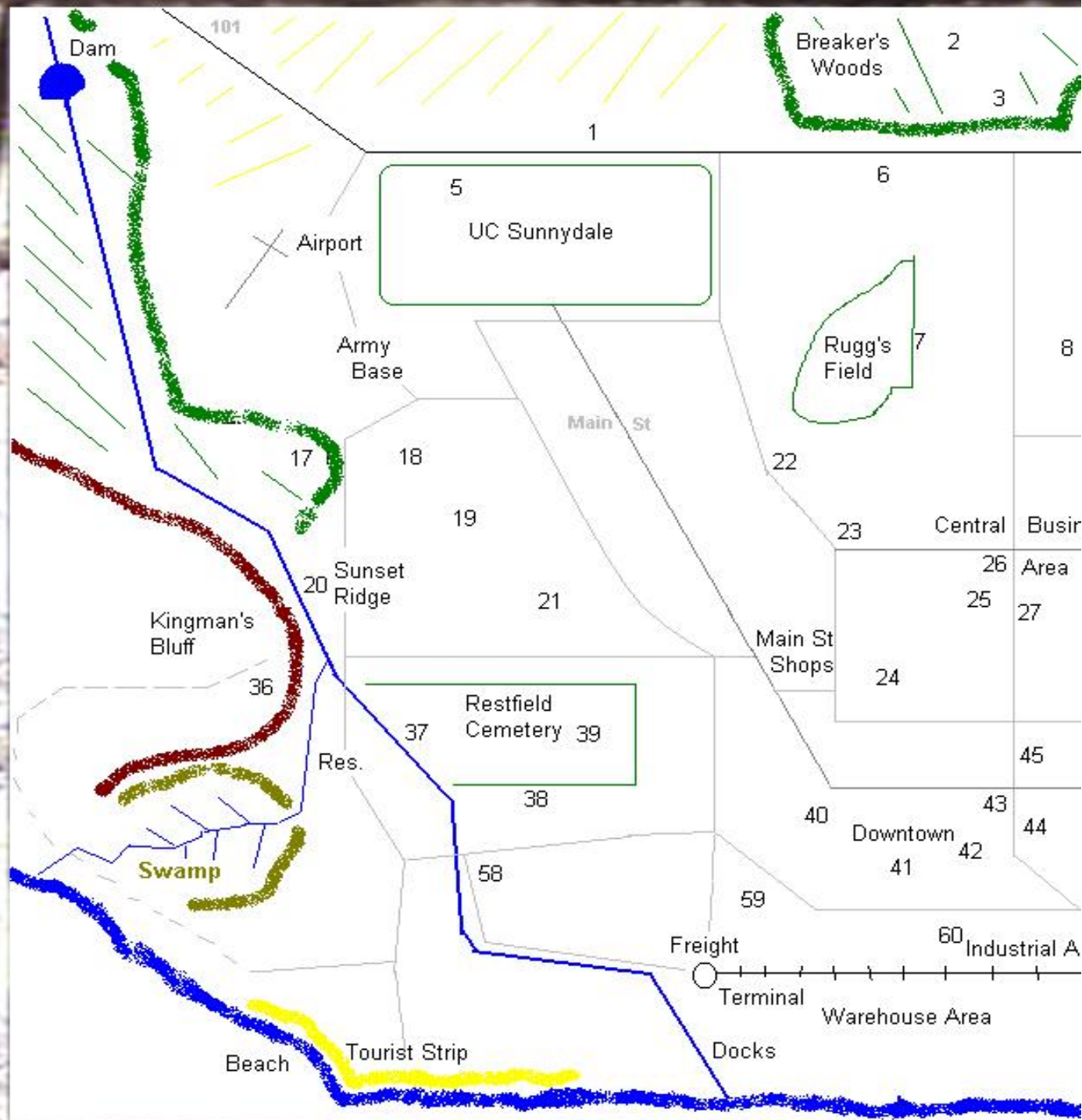
LAIRS

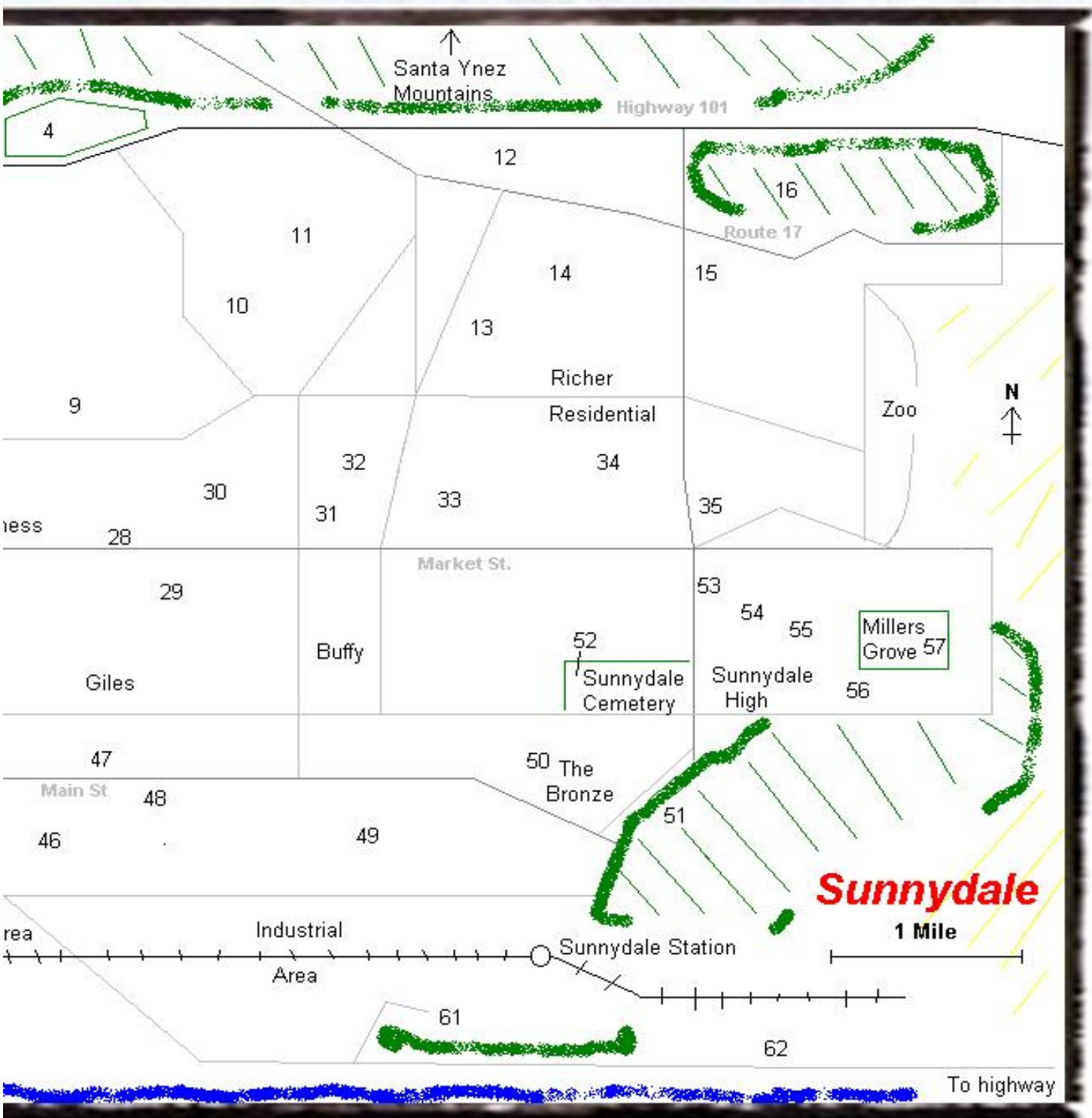
- 1 The Crypt of Amara (buried)
- 2 Adam's cave
- 7 Glory's Apartment
- 10 Trio's Original Lair/Warren
- Mear's House
- 16 Shadow Valley Vineyard
- 19 Altar of Lurconis (buried)
- 20 Dracula's castle
(not necessarily anywhere)
- 33 The Crawford St Mansion
- 36 The Church of Proserpexa
(buried)
- 39 Spike's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

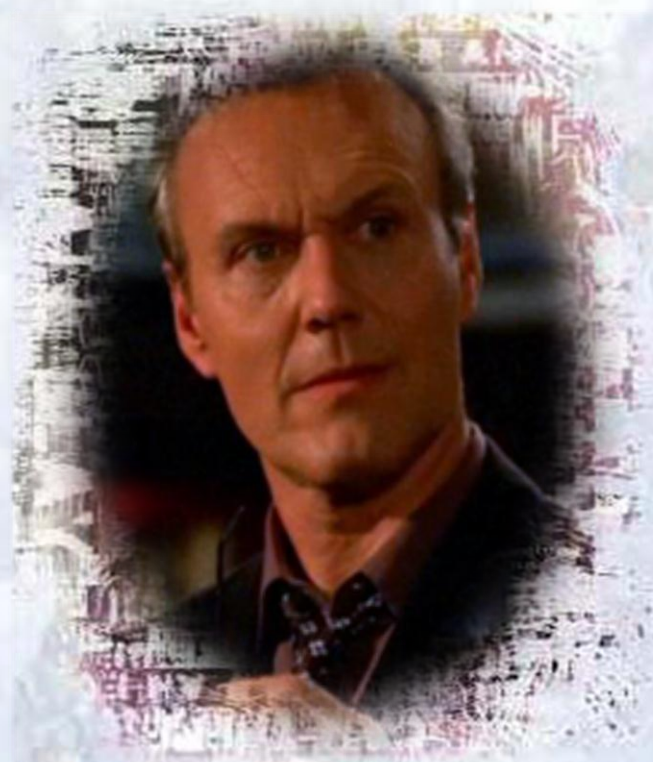
Solid Citizens

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

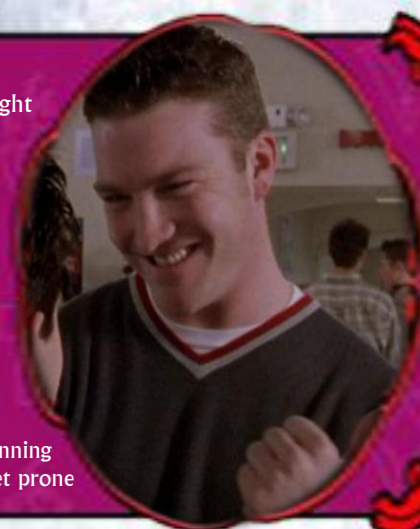
Ability Scores: Muscle 14, Combat 12, Brains 10

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